VIRTUAL & AUGMENTED REALITY (VAR)

7 Days 60* hours Intensive Certified Internship

India's one and only intensive training program

Exclusively on

Augmented Reality Design, Virtual reality application development

Learn with Industry Experts, work on Industry Projects & Career guidance.

What You'll Learn:

- To design VR applications with Unity 3D
- How OpenGL works and is used to create realistic looking applications
- To transform coordinate systems for 3D interactions
- Hardware components for VR and how they work
- What makes a VR application successful
- How to create your own VR app
- How to use this VR program to develop augmented reality (AR) applications

Introduction

- Fundamental understanding of VR/AR/XR/MR Technologies and their Differences
- Introduction to Unity 3D Engine
- Learn about 3D transforms and materials, and practice with animations, cameras, and lighting. Learn to use
- C# Programming in Unity
- Responsive Experience in Unity with C# programming constructs like methods, loops, variables, and events.
- Introduction to VR Software Development
- Building your first Dynamic VR application.
- Understanding of creating various Scenes & Objects

- Use the Unity Game Engine to build beautiful, preformant VR scenes. Learn about 3D transforms and materials, and experiment with animations, cameras, and lighting.

Deep Dive into Unity Programming

- Introduction to Unity Scripting in C#
- Game Mechanics
- Game Programming Basics
- Build few 3D games to better understand Unity and its Classes.
- Taking on Android or Windows to develop mobile games

- Introduction to VR
- Familiarizing the Google VR SDK
- Making your first VR App
- Build VR applications for given Use cases
- Introduction to AR
- Familiarizing Vuforia
- Making your first AR App
- Building AR applications using your smartphone
- Build AR applications for given Use cases

Introduction to Various Hardware used in the Industry

Oculus Rift, HTC Vive

Overview of Other VR, AR tools used in the Industry

Unreal, Godot, WebVR, Play Canvas Etc..!

VR/AR Product Build Day.

Students will be allotted in a team and assigned a work space and a specific VR/AR real life application based Problem statement will be allotted to each team and mentored by our Experts/designers and facilitators. Last Day all requested to present their AR/VR based solutions to Industrial Jury The best design project will be awarded a prize and the team will receive excellence certification.

Portfolio/Project presentation

- Best Teams will be selected and awarded "Winner of VAR Winter '18" with prizes.
- Best Students who perform well throughout the Program will get "Best Intern Award" and certificate of Excellence.

Note: Expertshub has all rights to change the structure of the program based upon expert's availability and lab conditions without prior notification to anybody.

*no of hours mentioned are calculated by both class room training & the time student spend outside the class room for their project work.

Prerequisites for attending

- Programming knowledge (Basics of Any programming language knowledge)
- A tinge of creativity

All the students are requested to bring their own laptops with min 1 GB graphics card and latest configuration with good Mouse (Preferably 64 bit OS).