BMS INSTITUTE OF TECHNOLOGY & MANAGEMENT
(AUTONOMOUS UNDER VTU)

DEPARTMENT OF COMPUTER SCIENCE AND ENGINEERING

GAMING AND AR/VR MODEL DESIGNING

ABOUT OUR COURSE

Virtual reality (VR) and augmented reality (AR) are two of the most promising technologies that are finding their way into market from gaming and entertainment sectors to 3D modeling and social networking. AR gaming is the real-time integration of virtual game elements with the physical environment of the player. Augmented reality games detect the real world and then overlay game visuals and audio using sensors such as cameras, microphones and global positioning system (GPS).

01

AR/VR Applications

- Go gaming
- Retail/ Online Shopping
- AR Experience in Marketing, Education, healthcare etc

02

Objectives of the course

- Learn about the fundamentals of AR/ VR development
- Explore Unity 3D AR/ VR tool
- Building 3D models and gaming Applications
- Introduction to Metaverse and Web 3.0

03

Key Takeaways

- Working on Unity 3D Tools
- Building Gaming Applications and 3D models
- UI/UX Design using Figma

Contact us!

- Prof. Bharathi R-9980876453
- Dr. Srivani P
- Prof. Mari Kirthima

FEE:
₹400/-

VENUE:

ACADEMIC BLOCK 4TH FLOOR
MECH LAB

REGISTRATION:

https://projects.bmsit.ac.in

SCAN ME

SESSION SCHEDULE

Sl No.	Date	Topics covered		Topics covered		Topics covered	Assessment and Feedback
		8:30 to 10:30 am	10:30 to 10:50 am	10:50 to 12:50 pm	12:50 to 1:50 pm	1:50 to 4:00	4:00 to 4:30 pm
1	12.06.2023	Introduction to AR/ VR/ Unity Tool	TEA BREAK	Installation of Unity tools	LUNCH BREAK	Sample programs in Unity	Feedback and Assessment
2	13.06.2023	Creating 3D Primitives		Working on 3D Model design		Working on 3D Model design	Feedback and Assessment
3	14.06.2023	Introduction to UI/UX		Working with Figma Model		Working with Figma Model	Feedback and Assessment
4	15.06.2023	Introduction to Gaming Engine (Layouts, Windows, Tools)		Hands-On Essentials for Game Development		Hands-on on Best Practices in Game Development	Feedback and Assessment
5	16.06.2023	Introduction to Game Assets Management		Hands-On 3D Game Development		Hands-On 3D UI Design and Building the Game	Feedback and Assessment

PRE REQUISITES:

- BASIC PROGRAMMING SKILLS
- CREATIVITY
- PASSION FOR BUILDING UI/UX DESIGN PATH
- IF POSSIBLE GET A LAPTOP OF 16GB AND GRAPHICAL INTERFACE CARD