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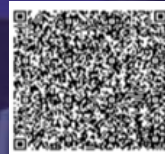
Resource Person

Every session will be delivered by a pool of experts from

- EON Reality, Bengaluru
- NITK
- MetaZ Digital
- KLE Technological University

Registration Link

<https://forms.gle/YbqqqF4WU1FcKKSr8>



Registration fee Rs. 500

Registration fee payment mode

The Karnataka Bank Ltd
A/c No. 6662500101059501
REVA UNIVERSITY BRANCH
IFSC CODE : KARB0000666
SWIFT :KARBINBB

WELCOME KIT WILL BE PROVIDED
Tea, Snacks and Lunch will be provided to all

Since there are limited seats, registrations will be confirmed on first come first serve basis. If the seats are full, the registration fee will be refunded.



REVA
UNIVERSITY
Bengaluru, India

One Week Faculty Development Program on AUGMENTED REALITY AND VIRTUAL REALITY

22nd to 26th May, 2023

09:00 AM to 04:00 PM



Organised by,
**School of Computing and Information
Technology**

Rukmini Knowledge Park,
Kattigenahalli, Yelahanka, Bengaluru-560064
Phone:+91-80-4696 6966

Rukmini Educational
Charitable Trust

A Unit of DivyaSree

www.reva.edu.in

About REVA University

REVA University is a State Private University established in Karnataka State under the Government of Karnataka Act No. 13 in the year 2013 in Bengaluru, the IT capital of India. The University is recognised by the University Grants Commission (UGC) and is approved by the AICTE (All India Council for Technical Education).

REVA University prides itself in contributing to every student's holistic development. The University currently offers 41 full-time Under Graduate Programmes, 32 full-time Post Graduate programmes, 18 PhD programmes, and certification and diploma programmes. The University offers programmes in Engineering, Architecture, Science and Technology, Commerce, Management Studies, Law, Arts & Humanities, and Performing Arts. Courses are offered in Certificate/Diploma and Post Graduate Diploma too. REVA University facilitates research leading to a Doctoral Degree in all disciplines. The programmes offered by REVA University are well-planned and designed based on methodical analysis and research with emphasis on knowledge assimilation, practical applications, hands-on training, global and industrial relevance, and their social significance.

Teachers and instructors with illustrious academic experience are the architects of the meticulously designed curriculum and program modules offered at REVA University. They come with industrial exposure and experience that often translates through their teaching, thus bridging the gap between the industry and academia.

REVA University has an updated, ever-evolving collection of books, journals, and digital content in the library with the latest IT infrastructure that ensures students have information at their disposal. The lush green campus, state-of-the-art laboratories, custom-designed classrooms to enable seamless learning, and world-class indoor and outdoor sports facilities make REVA University the most preferred university among students and MNCs that visit the campus for placements.

About the FDP

Virtual Reality (VR) is an artificial, computer generated simulation or recreation of a real life environment or situation. It immerses the user by making them feel like they are experiencing the simulated reality first hand, primarily by stimulating their vision and hearing. Augmented Reality (AR) is a technology that layers computer generated enhancements atop an existing reality in order to make it more meaningful through the ability to interact with it. AR is developed into apps and used on mobile devices to blend computer components into the real world in such a way that they enhance one another, but can also be told apart easily.

This FDP will pave a path to understand both VR and AR and apply the principles of both in a real-time scenario. Robotic technology applications are being combined with AR & VR functions in different industries such as health-care, object detection, manufacturing, crime department, and urban planning

This program is designed to provide an exposure to the fundamentals of AR/VR and its implementations in the different emerging technologies namely Robotics, Artificial Intelligence, Machine learning and Deep learning. The AR/VR practice allows people to interact in a simulated scenario. AR/VR allows learners to explore scenarios that are difficult or dangerous to recreate in the classroom, such as the impact of combining hazardous chemicals, the behavior of the heart during a cardiac arrest, welding training and monitoring lava flows and temperatures in an erupting volcano. Participants will gain knowledge about the basic concepts of AR/VR and its related technologies. They will get exposed to the AR/VR development tools like Unity. The participants will gain confidence in the AR/VR application development by making use of Hands-on training and practice sessions.

Objectives of the FDP

Online learning can feel spotlessly clean sometimes; broken up from the reality of authentic tasks and interactions. Technologies that replace or extend our perception of reality offer immersive experiences that mimic, with surprising fidelity, the real world. These provide safe environments to learn new skills and apply them without risk of consequence to others. Augmented Reality/Virtual Reality means computer-generated simulations that integrate the real world (AR) or are entirely self-contained (VR). AR applications move around in the real world. With VR, we have to remain in the same location because we cannot see our surroundings.

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This program is designed to train and develop faculties of CSE, IT and ECE Departments by applying their creativity thought into Augmented Reality and Virtual Reality (AR & VR) applications by learning fundamentals and creating AR & VR applications. The AR/VR practice allows people to interact in a simulated scenario. The main objective of this training program is to guide the faculty towards AR & VR which can help them in guiding students to develop their own applications.

Certificates

Certificate of participation will be issued to participants who have attended all the sessions.