

R.M.K COLLEGE OF ENGINEERING AND TECHNOLOGY

RSM NAGAR, PUDUVOYAL 601206



DEPARTMENT OF
ELECTRONICS AND COMMUNICATION
ENGINEERING

POST EVENT REPORT

Webinar
on
Augmented & Virtual Reality



SPEAKER

Mr.R.VIJAYARAJAN

MAX, Chennai



CONVENER

Dr. N. Gangatharan

Head of the Department - ECE



23.05.2020

11.00 AM – 12.30PM

Dr.N.G.PRAVEENA

Associate Professor - ECE



COORDINATORS

Mr.P.SATHYARAJ


Assistant Professor – ECE

Mr. Babu M





Assistant Professor - ECE



EVENT POSTER:



RMK COLLEGE OF ENGINEERING AND TECHNOLOGY
DEPARTMENT OF ELECTRONICS AND COMMUNICATION ENGINEERING



CONVENOR:
Dr.N.GANGATHARAN
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AP/ECE,RMKCET

WEBINAR ON
AUGMENTED & VIRTUAL REALITY


Register Here
<https://bit.ly/2X5hP47>



23.05.2020
11.00AM



SPEAKER:
Mr.R.VIJAYARAJAN
CEO,MAX
CHENNAI.



STAY HOME : STAY SAFE : ENJOY LEARNING ONLINE!

SUMMARY

Augmented reality (AR) is an interactive experience of a real-world environment where the objects that reside in the real world are enhanced by computer-generated perceptual information, sometimes across multiple sensory modalities, including visual, auditory, haptic, somatosensory and olfactory. AR can be defined as a system that fulfills three basic features: a combination of real and virtual worlds, real-time interaction, and accurate 3D registration of virtual and real objects. The overlaid sensory information can be constructive (i.e. additive to the natural environment), or destructive (i.e. masking of the natural environment). This experience is seamlessly interwoven with the physical world such that it is perceived as an immersive aspect of the real environment. In this way, augmented reality alters one's ongoing perception of a real-world environment, whereas virtual reality completely replaces the user's real-world environment with a simulated one.

BRIEF REPORT

S.NO	AR	VR
1	System augments the real world scene	Totally immersive environment
2	User maintain the sense of presence in the real world	Senses are under the control of systems

Types of VR Devices

- HTC Vive
- Oculus Rift
- Oculus go
- Oculus Quest
- Haptic Gloves



SOFTWARES FOR AR & VR APPLICATIONS

Development tools

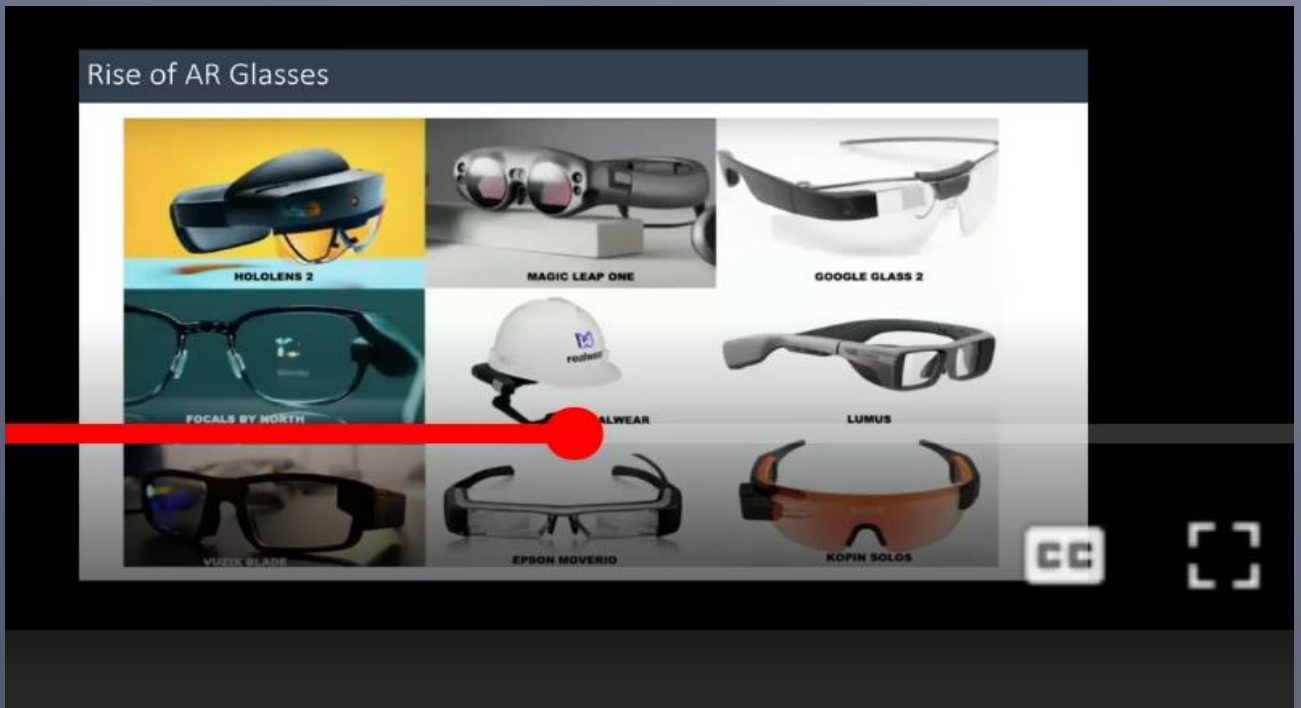
1. Unity
2. Unreal
3. Vuforia
4. ARCore
5. ARKit
6. Wikitude



MEDICAL APPLICATION IS THE HIGHLIGHT IN BLOOMING TECHNICAL WORLD

- VR for video conferencing
- VR Live sports events
- VR Fitness and VR Defence

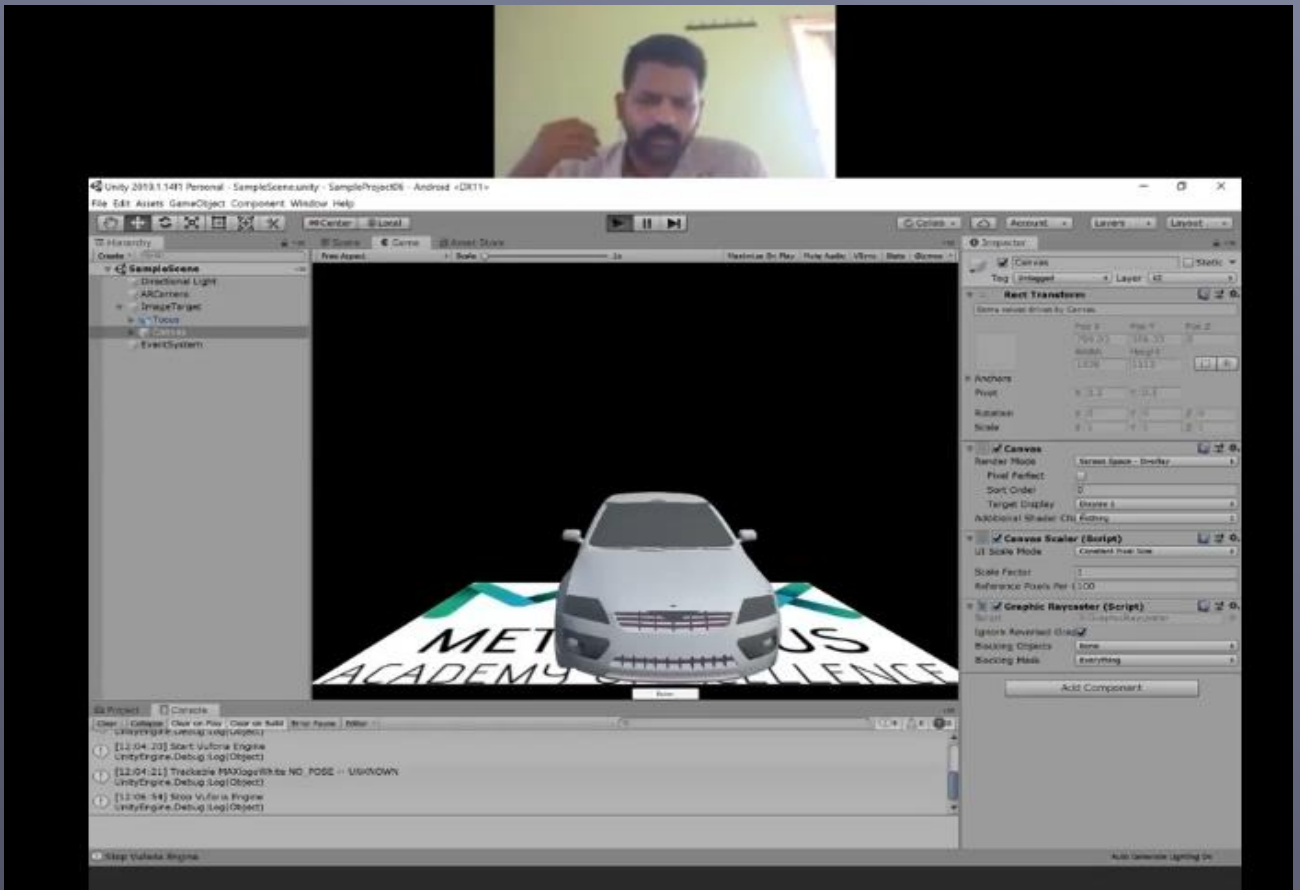
HEALTH CARE, EDUCATIONAL INSTITUTIONS VIDEO DEMONSTRATIONS:



REAL WORLD PROBLEM ANALYSIS IN MAX



REAL WORLD PROBLEM ANALYSIS IN MAX



Q & A

Thanks
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Our Website: <http://maxvr.in/>
Our FB page: <https://www.facebook.com/maxvrrar>

AUDIENCE FEEDBACK WHICH WAS TAKEN IN GOOGLE FORM

	F	G	H	I	J	K	L	M
1	Relevance of the Topics	Expertise of the Speaker	Content Delivery	Quality of the Program	Overall Feedback	How do you come to know	Any other Comments/Suggestions ?	
18	4	4	3	3	3	College		
19	4	3	3	3	3	From College		
20	4	4	4	4	4	Advertisement	Very nice session it is very useful to me	
21	3	4	3	3	4			
22	4	4	4	4	4	Whatsapp	Nice presentation	
23	3	3	3	3	3	Soical media	The session was informative	
24	3	4	3	3	3	SOCIAL MEDIA	NIL	
25	4	4	4	4	4	From my colleague	Very informative	
26	4	4	4	4	4	Gmail	Kindly conduct more Webinars in future.	
27	4	3	3	3	4	Friends	Excellent session and very informative	
28	4	4	4	4	4	Whatsapp		
29	2	2	2	2	2			
30	4	4	4	4	4	Through e	Informative Session	
31	4	3	4	3	3	whatsapp	This webinar was kind of the basics, would be pretty more u	
32	4	4	4	4	4	Friends	Nil	
33	4	4	4	4	4			
34	3	4	4	3	3	One of my friend	Hand on sessions will be better	
35	4	3	4	4	4			
36	3	2	4	2	2	COLLEGE		

- ❖ Nice presentation. Need more like this in future
- ❖ Nice Program... Next time, can be planned for practical session
- ❖ VERY EXCELLENT
- ❖ very useful to know more about AR & VR.
- ❖ Nice Program AR & VR
- ❖ GOOD