# REPORT OF IN-HOUSE SKILL DEVELOPMENT WORKSHOP

Organized by TechPioneers, Computer Science Society

Aryabhatta College

### **Abstract**

TechPioneers organized an In-House Skill Development Workshop on "Augmented Reality" on 12<sup>th</sup> and 13<sup>th</sup> February, 2021. The speaker for the workshop was Yadullah Abidi, a final year Computer Science student of Aryabhatta College.

# IN-HOUSE SKILL DEVELOPMENT WORKSHOP ON AUGMENTED REALITY

(12th & 13th February, 2021)

TechPioneers, the Computer Science Society of Aryabhatta College, takes pride to acknowledge that it successfully organized the In-House Skill Development Workshop on "Augmented Reality" as per the following schedule:

12th February 2021 – 4 pm to 6 pm

13th February 2021 – 10 am to 12 pm

The guest speaker for the workshop was Yadullah Abidi, B.Sc. (H) Computer Science third year student of the college. Both the days saw an overwhelming response from 1<sup>st</sup>, 2<sup>nd</sup> and 3<sup>rd</sup> year students. Mr. Yadullah enlightened a large number of students with his knowledge in the field of Augmented Reality and related tools. The workshop began with a word of appreciation by the respected Principal, Prof. Manoj Sinha.

## **Objective:**

The primary objective of this workshop was to make students aware of the various prospects of Augmented Reality (AR) and how to work with Unity software for creating exciting projects/apps on the same. Areas such as mixed reality, virtual technologies, AR games, cyber soldiers and editor tools in AR were mainly focused upon. The students took note of the vast number of opportunities that they might look forward to by exploring the field of AR/VR. It will not only help them to get used to various scientific tools but also increase their chances of becoming a successful app/game developer.

#### The Speaker:

Syed Mohammed Yadullah Abidi is an avid programmer and developer. He has been regularly contributing content for a major tech publication. Most notably, he has a skill set extending beyond the monitor into electronics, IoT, Web/App development, photography and filmmaking. He has a wide array of knowledge in AR and VR and is equally skilled in handling Unity software for building various projects.

Some of his major work can be found at:

https://candid.technology/author/yadullah/

#### **Summary of the Workshop:**

Yadullah Abidi guided the audience with his knowledge in the field of AR and instructed students in developing interesting projects using Unity software. The students were keenly listening to the following topics discussed and demonstrated by him:

- Augmented Reality vs Virtual Reality.
- Milgram's Reality-Virtuality Continuum.
- Monitor Based AR and its advantages.
- Optical see-through HMD & Video see-through HMD.
- Early applications of AR.
- Installing and starting projects on Unity software.
- Display Technologies.
- Project tools in Unity 3D software.
- Controlling the physics of objects using build settings.

At the end of the workshop the students were able to develop their own AR project using Unity software.

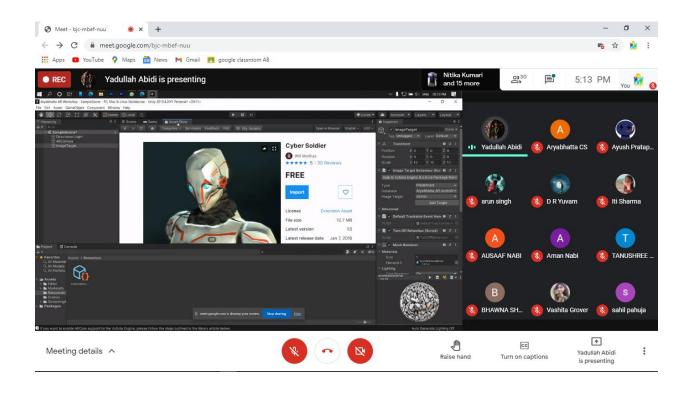
The 2-day workshop concluded with a quick Q&A session. Some of the questions asked were:

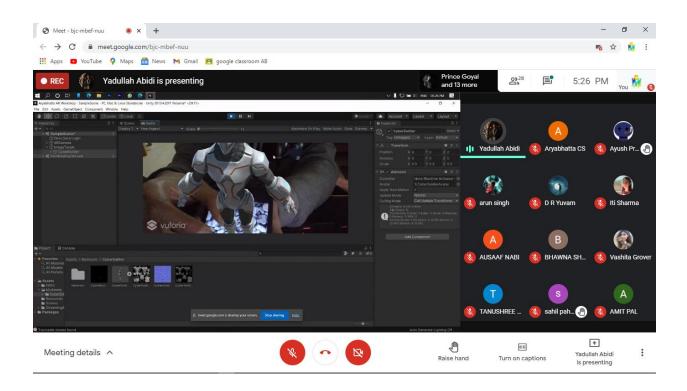
- "How to work with 'vuforia' databases?"
- "How to work with various tools present in Unity 3D?"
- "Which objects can one use to build an apk application?"
- "What Cyber Soldiers can we use and how can they enhance our project?"
- "How to solve the license issue related to Unity ID?"
- "What skill-set is required by beginners to make AR apps and how to improvise them?"
- "How is augmented reality becoming a recent buzz in tech?"

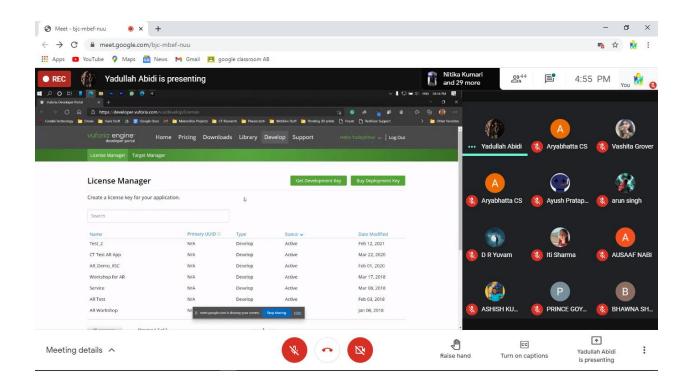
Hence, it was a really knowledgeable and inspiring workshop. All the students and teachers appreciated the effort of Yadullah for presenting it all with brilliance and simplicity.

The society looks forward to conducting more such workshops in the future.

#### GLIMPSES FROM THE WORKSHOP







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