AR and VR

Description:
Augmented reality (AR) is an interactive experience of a real-world environment. Augmented is the manner in which components of the digital world blend into a person's perception of the real world, not as a simple display of data, which are perceived as natural parts of an environment.

Virtual reality (VR) is the use of computer technologies to create a simulated environment. Unlike traditional user interfaces, VR places the user inside an experience. Instead of viewing a screen in front of them, users are immersed and able to interact with 3D worlds.

Day 1:

- Introduction to Virtual Reality
  - Working on Unity
  - Basics of software
  - Basics of tools
  - Uses of commands.
  - Setup of software
- Introduction to Google VR Software Development Kit
Day 2:

- Introduction to Android Studio
- Building the Virtual Reality game
  - Importing the game to mobile
    - Setting the Google VR Box with
    - Mobile Experience the VR Game
- Introduction to Augmented Reality
  - Introduction
  - What is Augmented Reality
  - Difference Between AR & VR
- Augmented Reality First Application
  - ARONE APP Introduction
  - Generating a License Key
  - Capturing an Image to use as
  - Uploading Image Targets inside Vuforia
  - Projecting Barbarian 3D Model on Image Target
  - Building the apk file for ARONE App
  - Adding shadow to Barbarian Mode

Day 3:

- Augmented Reality Second Application (Greeting Card)
  - Augmented Reality Greeting Card Section Intro
  - Adding License Key & Importing Database
  - Projecting Cake 3D Model on top of First Image
Target
- Adding 3D Text on top of Second Image Target
- Crediting the Author of 3D Model
- Adding Audio
- Building and Running the AR Greeting Card App