

Hands-on Training on “Product Design using Virtual Reality and Augmented Reality”

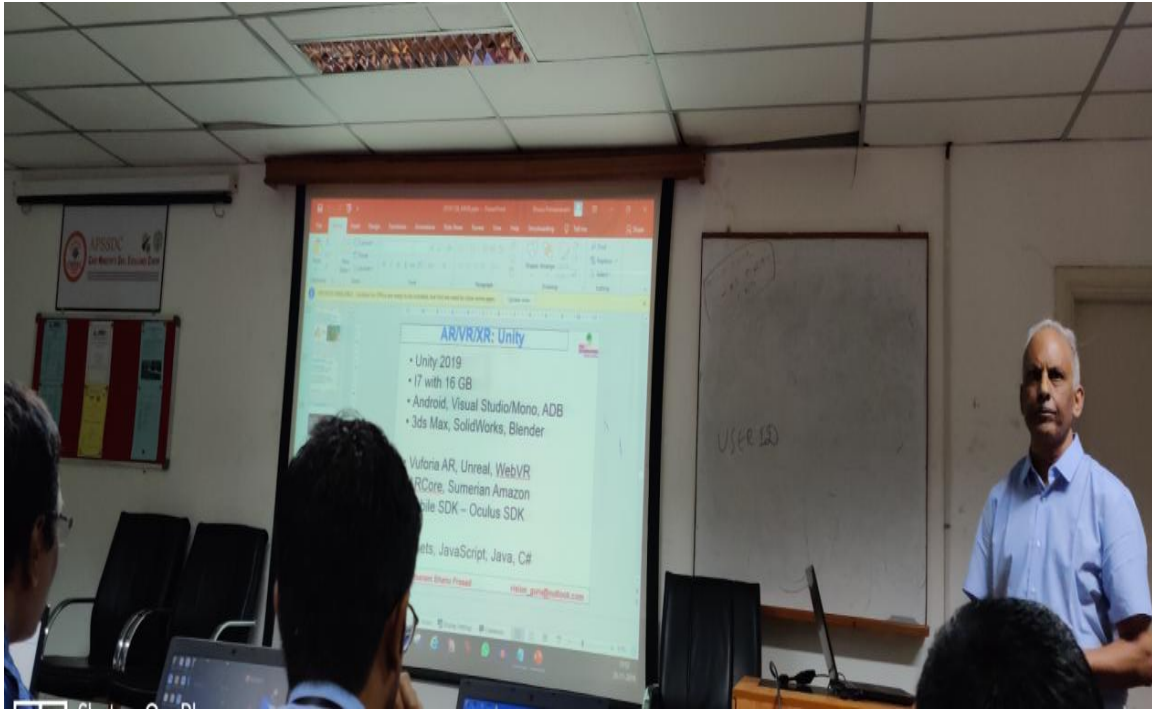
Virtual Reality (VR) and Augmented Reality (AR) are the new and cutting-edge technologies which help to build simulating virtual models. Virtual Reality (VR) is an important technology that gives scope for a great leap for adverse fields. It is sometimes referred to immersive multimedia, a computer-simulated environment that can simulate physical presence in places in the real world or imagined world. Virtual reality has numerous applications in Military, Education, Healthcare, Entertainment, Fashion, Scientific Visualisation, Telecommunications, Construction etc.

Dr. Pinnamaneni Bhanu Prasad, Eminent Researcher and Director (R&D), Kelenn Technology, France, USA & Advisor for various industries was the Resource Person. He has vast experience in Teaching, Research and Industry. He worked in 15 countries (France, U.K., Belgium, Netherlands, Sweden, Germany, Switzerland, Italy, Austria, Spain, Luxembourg, Latvia, USA, Argentina, and India) and has experience in Professional Services such as Mentoring, Teaching, Research, Market Survey, product definition, pre-sales, deployment, customer relations and project management. He possess experience in various areas such as Augmented reality, Virtual Reality, Autonomous vehicles, Ubiquitous computing, Bone conduction, Imaging Applications, 3-D Imaging, Web based Billing systems, Mobile applications etc.

A total of **46 members of faculty** from Sree Vidyanikethan Engineering College of various departments participated in the Training Program. **Dr.N.Padmaja**, Co-ordinator, Institution Innovation Council, and Professor of ECE department, **Mr. B Vishnu Vardhan**, Co-ordinator, ED Cell, **Mr. Srinivasa Reddi**, Associate Professor of IT Department co-ordinated the program.

The morning session began at 9.30 A.M with a brief presentation on the various inspiring technologies used in the present digital world. Later Dr. Bhanu Prasad elaborated on specific applications that can be developed using **Unity Software** in Virtual Reality and Augmented Reality. He explained the importance of Adoptive technology for building small virtual models in day to day life. The afternoon session was a complete hands-on training session from 2.15 p.m to 5.15 p.m. During the afternoon session, the participants were trained with unity software to build simple models in Virtual Reality and Augmented Reality.

The session was concluded with **feedback** from the participants and vote of thanks from the organizers at 5.30 p.m.



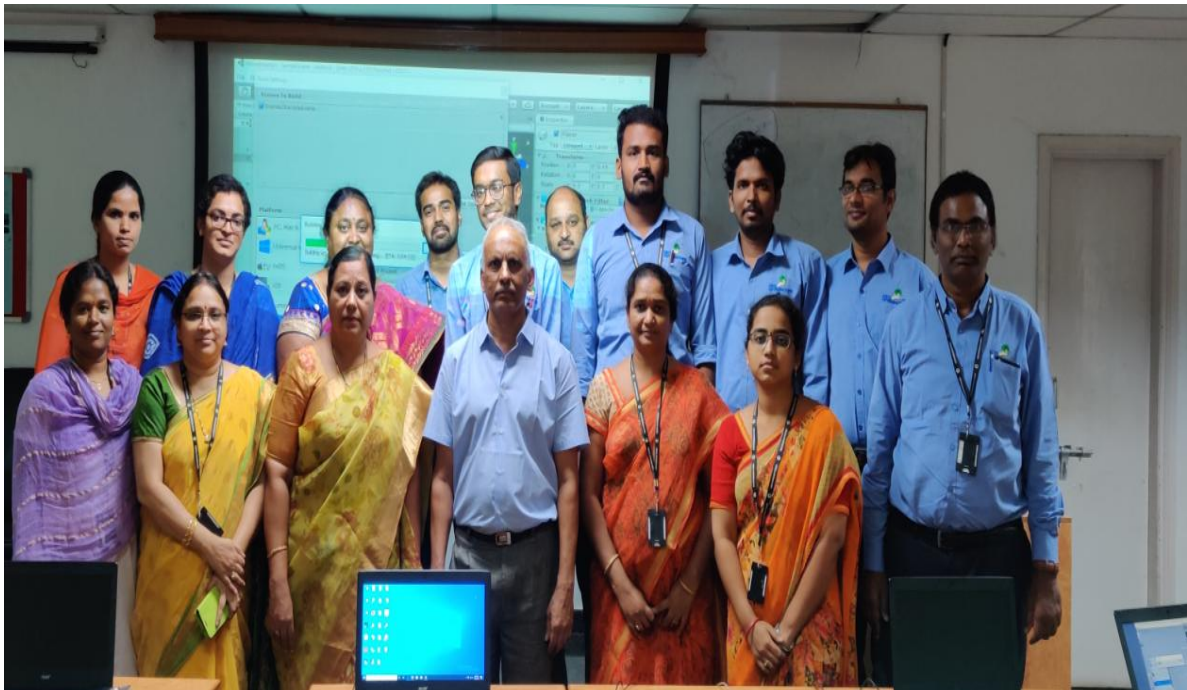
Dr. Pinnamaneni Bhanu Prasad, Eminent Researcher delivering the content



Participants during the VR/AR forenoon session



Participants during the VR/AR afternoon session



Participants with the Resource person