CENTER OF EXCELLENCE/ INDUSTRY LABS

CENTER OF EXCELLENCE
in
AUGMENTED REALITY (AR) AND VIRTUAL REALITY (VR)



In Association with

The objective of this program is to introduce students and faculty members to Unity, a leading software platform for developing interactive 3D and 2D content, with a focus on application development of Augmented Reality (AR) and Virtual Reality (VR). The program aims to provide hands-on experience in developing AR and VR applications using Unity, along with an understanding of the underlying technologies and best practices in AR and VR development. The program aims to equip students and faculty members with the knowledge and skills needed to incorporate AR and VR technologies into their teaching and research activities, with the ultimate goal of enhancing student engagement and learning outcomes.





Augmented Reality and Virtual Reality Lab (AR & VR)

- **Selected 21 students are getting trained under AR VR Center of Excellence from 5th sem to 8th sem.**
- **Currently they are working on Augmented reality application development.**

Unity Game development: Internship Program Statistics

Sl.No	Semester	Total Students Trained
1	3rd sem Lateral Entry ISE & CSE	22
2	6th sem ISE and EEE	27
3	4th sem ISE and EEE	88

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