



Department of Computer Science & Engineering

REPORT ON INTRODUCTION TO AR VR APPLICATION DEVELOPMENT IN UNITY (PHASE-2)

Title: AR VR Application Development in Unity

Date: 18/08/2025 to 23/08/2025

Trainer's Name: Mr. Logesh S

Topics Covered:

Introduction to AR VR Application Development in Unity		
Day	Title	Topics
1 18/08/2025	Introduction and Basic Concepts in AR Foundation	Overview of Augmented Reality, Definition and types of AR, AR vs. VR, AR Methodologies, Types of AR Devices, Demo of AR Applications, Unity3D Basics, Setting up Unity for AR development, Creating Simple AR Application, Importing AR Foundation and ARCore/ARKit packages, Building a simple AR scene, Testing the application on a mobile device, Markerbased and Face filter application using AR Foundation and ARCore, Creating Interactive experiences in AR, UI in AR, Audio in AR, Testing application in mobile
2 19/08/2025	Introduction and Basic Concepts in Vuforia	Setting up Unity for Vuforia, Creating Simple AR Application, Importing Vuforia packages, Creating Vuforia Database, Creating Vuforia Image Targets, Obtaining License key for Vuforia, Setup AR Camera, Download and Import Image library, Ground plane detection, Prefab setup, Testing the application on a mobile device, Markerbased and Markerless application using Vuforia
3 20/08/2025	Introduction and Basic Concepts in VR	Overview of Virtual Reality, Types of VR, VR devices, VR Methodologies, Tracking methods in VR, VR input systems, Demo of VR Applications, setting up Unity for XR Interaction Toolkit, Project setup using prefabs, Basic movement in VR, Basic hand interactions in VR (Grabbing, Rotating, Moving, Scaling), Basic locomotion in VR (Walking, Running, Teleport), Adding Audio in VR
4 21/08/2025	Introduction to VR Interactions and Applications	Creating one hand and two hand interactions, Understanding interactors vs interactables, Attach point transforms, Teleport anchor vs Teleport area, Understanding Socket Interactors, Assembly and Disassembly of Motors and Human Skull using Sockets and Grab interactable, Programming of Tools in VR (Weapons), Setup UI in VR, Creating an environment and exploring in VR

<p style="text-align: center;">5 22/08/2025</p>	<p style="text-align: center;">Final Project and Publishing</p>	<p>Final Project Development, combining learned concepts to develop a complete AR and VR application, Debugging and optimizing the game, adding final touches (UI, audio, animations), Building and Publishing, Building the game for PC and android platforms, Introduction to Unity's build settings, Wrap-Up and Q&A, Review of key concepts, Q&A session to address any remaining questions, Resources for further learning and development</p>
<p style="text-align: center;">6 23/08/2025</p>	<p style="text-align: center;">Students Evaluation</p>	<p>Online MCQ test (100 Questions) and mini project evaluation assigned to students individually, on the topics trained in Phase 1 and Phase 2 modules</p>

Feedback/Comments about the training:

The feedback from participants was extremely positive, with students praising the structured, phase-wise approach and the balance between theory and hands-on learning. Many appreciated the engaging demonstrations, real-time support, and the clarity with which complex concepts were explained. Participants expressed excitement about applying their newly acquired Unity skills in developing games and interactive projects, as well as pursuing global Unity certification to enhance their career prospects in the gaming and tech industries.

We hereby confirm that the training was done for the students and faculty members from 18/08/2025 to 23/08/2025 in Computer Lab 1, AR-VR Centre of Excellence, Department of Computer Science & Engineering, Akshaya Institute of Technology, Koratagere road, Tumakuru, Karnataka, India.



**Dr. Yathisha L
Principal**