

## SCHEDULE

Date Session	Topic
8-11-24 I	Introduction to 3D MAYA & Overview of Modeling
8-11-24 II	Animate 3D Objects with Key frames & Modeling, Shading, Texturing & Lighting the designs
8-11-24 III	Rigging a 3D character for animation & Simulating Dynamic effects
9-11-24 I	Augment Reality Game Development Basics & Unity Basics
9-11-24 II	Photon unity networking & Scaling in AR
9-11-24 III	Any real time scenario Implementation using AR
10-11-24 I	Virtual reality basics
10-11-24 II	Use locomotion & Teleportation
10-11-24 III	Transform objects in the scene & Compose and Register Components

I session starts at 08:00 AM and ends at 10:00 AM,  
II session starts at 10:30 AM and ends at 01:00 PM,  
III session starts at 02:30 PM and ends at 04:30 PM.  
Venue: Morning sessions are held at Research Park Conference hall and after noon sessions are held at main Computer Center.

## WHO CAN ATTEND

The workshop is meant for students and faculty members whose area of interest is Augmented reality and Autodesk 3D Maya.

## PROGRAM COMMITTEE

### CHIEF PATRONS

Sri. Muppalaneni Srinivasa Rao, President,  
Sri Doppalapudi Rama Mohan Rao, Vice-President-1,  
Sri Gelli Dileep Kumar, Vice-President-2,  
Sri. Manam Nageswara Rao, Secretary  
Sri. Kommineni Hari Padma Prasad, Joint Secretary  
Sri. Thalluri Ramakrishna Rao, Treasurer

### Bapatla Education society

### PATRON

Dr. SK. Nazeer , Principal

### CONVENOR

Dr. N. Sivaram Prasad, HOD, Dept. of IT

### CO-CONVENORS

Mr. K. Suresh Kumar, Asst. Prof., Dept. of IT  
☎ 9985737301

Mr. N.Srinivasa rao, Asst. Prof., Dept. of IT  
☎ 9666711913

## Bapatla Engineering College (Autonomous)



### Workshop on

**Augmented Reality & Virtual Reality**  
(November 8, 2024 to November 10, 2024)

### Organized by

Dept of Information Technology

## HOW TO APPLY

Scan the following QR code for registration.



## IMPORTANT DATES

- Last Date for registration is November 07, 2024.

## REGISTRATION FEE

Free registration.

## CERTIFICATE

Certificate will be issued on satisfactory completion of the workshop.

## ABOUT THE COLLEGE

The Bapatla Engineering College (Autonomous), one of the seven educational institutions sponsored by the Bapatla Education Society, was established in 1981 with a vision to impart quality technical education and is affiliated to Acharya Nagarjuna University. The college offers B.Tech. Programs in 9 branches of Engineering - Information Technology, Civil, Computer Science and Engineering, CSE with Cyber Security, CSE with Data Science, CSE with Artificial Intelligence & Machine Learning, Electronics and Communications, Electrical and Electronics, Mechanical Engineering. The college also offers 5 Post Graduate programs in Computer Science &

Engineering, Communication Engineering & Signal Processing, Structural Engineering, Power Systems Engineering and CAD/CAM. The college is accredited by NAAC with A+ grade. Departments of Civil, Computer Science & Engineering, Electrical & Electronics Engineering and Mechanical Engineering were accredited by NBA under Tier-I for the period 2024 to 2027. The college is certified by ISO (2001-2015) and recognised by Institution of Engineers.

## ABOUT THE DEPARTMENT

The department of IT was started in the academic year 1999-2000. The department offers B.Tech in Information Technology with an annual intake of 180. The department is equipped with the state of the art computing facilities and experienced faculty members. Six faculty members of the department has doctorate degree. The department has four MOU's with IT industries. The department utilizes the services of subject matter experts from the IT industry to conduct workshops on emerging technologies and to teach advanced courses to IT students who opted BTech., honors program. The department research areas are: AI& ML, Cyber Security, Data Science & Big Data Analytics, Cloud Computing, IOT, Computer Networks and Block Chain Technology.

### Vision of the department

To empower our students with the skills and knowledge necessary to meet the challenges of the 21st century, driving sustainable socio-economic development through innovative solutions and responsible use of technology.

### Mission of the department

1. Catering to the needs of students by providing good infrastructure and by imparting skills relevant to the IT industry.

2. To motivate students and faculty members towards self learning to acquire knowledge about emerging technologies in the IT industry.
3. Promote research that leads to innovative solutions using cutting-edge technologies in IT domain for the benefit of the society.
4. To inculcate team spirit, leadership qualities and ethics among students and faculty.

## ABOUT THE PROGRAM

Autodesk Maya: A professional toolset for creating realistic characters and effects for film, TV, and games. Augmented reality software: Blends the user's physical surroundings with multimedia information to optimize processes in design and manufacturing. AR and Maya can be used together: 3D modeling for virtual reality creation: Learn how to use Maya's modeling, animation, and rendering tools to build a 3D-animated model. Then, install a VR camera plugin to export the project for virtual reality environments. Virtual reality(VR): is an immersive technology that creates a simulated environment, allowing users to experience and interact with a computer-generated 3D world.

## RESOURCE PERSONS

1. **Ramakrishna Gandham, 3D Artist/Modeling & Texture Artist, INU Com LLP, Hyderabad**
2. **G. Surya Balaji, Unity 3D, Unreal, XR Developer, Tech Lead, Tech Mahindra, Bangalore**