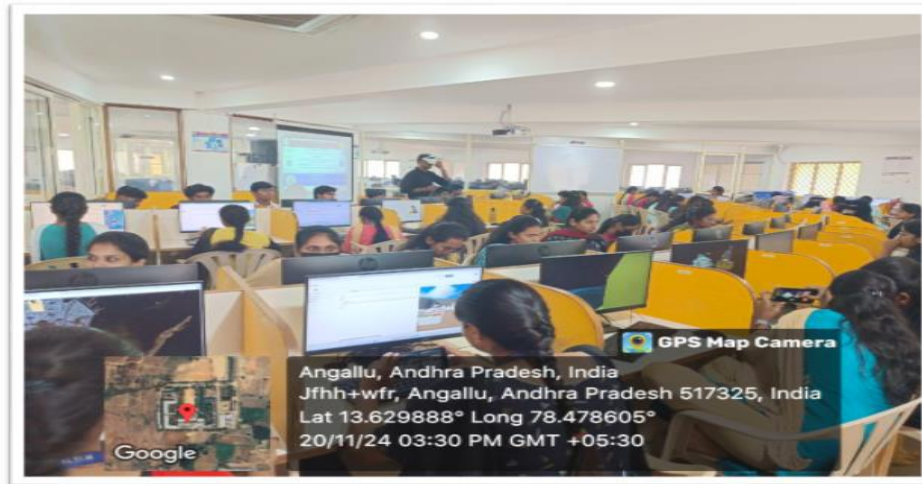## A Report on One Day Hands-on Training on
"Virtual Reality and Its Applications"
Organized by Department of Computer Science & Engineering
In Association with IEEE
on 20.11.2024

Report Submitted by: Mrs. Sowmya Devi S, Assistant Professor, Department of Computer Science & Engineering.
Resource Person Details: Mr. Ashok Kumar M.E., Praya Labs, Thiruvanamalai.
Mode of Conduct: Offline
Venue: Lab 12 – Circular Block
Total Participants: 71
Report Received on 23.11.2024

Event Overview

The one-day hands-on training program on Virtual Reality (VR) and its applications was successfully conducted. The program commenced at 09:30 AM with a welcome address delivered by Dr. R. Nidhya, Professor, Department of CSE, MITS.

Mrs. Sowmyadevi S, Assistant Professor, introduced the resource person, Mr. Ashok Kumar M.E., by presenting his profile to the participants. The session was then handed over to Mr.Ashok Kumar, who guided the attendees through an insightful and interactive training session.

Training Content

The training was structured into several subtopics, focusing on both theoretical and practical aspects of VR application development:

Session Topics

Introduction to Virtual Reality

- Differences between Augmented Reality, Virtual Reality, and Mixed Reality
- How Virtual Reality Works
- Types of Virtual Reality
- VR Applications and Development Tools

Creating Your First VR Environment

- Introduction to web programming languages
- Understanding basic structures
- Library inclusion and adding 3D models
- Testing VR applications

1. **Adding Features to the VR World**

- Adding components to 3D models
- Using multiple models and applying materials
- Exploring VR attributes
- Application testing

2. **Adding Animations, Lighting, and VR Cursors**

- Basics of animation for 3D models
- Positioning objects in a virtual world
- Introduction to lighting and VR cursors
- Adding interactions

The event concluded at **4:30 PM** with participants sharing their valuable feedback. Several participants expressed enthusiasm for the hands-on activities and the resource person's engaging delivery style.

The program also featured moments captured during the event, including:

The day ended with a **Vote of Thanks** proposed by **Mrs. Sowmyadevi S**, expressing gratitude to the resource person, participants, HOD, Principal and Management for making the event a grand success.

The training program provided participants with both theoretical insights and practical skills in Virtual Reality, fostering their ability to create and deploy interactive VR environments. This event highlighted the significance of VR in shaping the future of technology and innovation in various domains.

Key Outcomes:

- By the end of the training, participants achieved the following outcomes:
- A comprehensive understanding of VR application development concepts.
- The ability to deploy Web VR applications.
- Knowledge of the applications of VR technologies in education, marketing, and gaming.