Creating AR and VR applications using Unity Game Engine

Virtual reality (VR) and Augmented Reality (AR) technology are few of the most exciting future technologies that the world is anticipating. This workshop aims to introduce these new concepts and show the attendees how to make such applications using very accessible tools like Unity and Vuforia. In addition, we are making use of Google's low-cost Cardboard viewer, allowing almost any modern smartphones to be able to be used for a VR or AR experience. Simple and easy, no prior knowledge on programming or game design is needed, as the workshop can go through everything from scratch. By the end of the workshop, attendees should feel confident to be able to create VR and AR experiences.

What student will learn:

 • Virtual Reality Fundamentals

• How to use Cardboard VR Viewer

• Example Cardboard VR Applications

• Basics of Unity Game engine and Game scripting

• How to Create Panorama VR Applications and Scenes

• How to Create simple AR applications which player controls

• How to Add Interactivity to VR Applications

• Cardboard Design guidelines