

INTERNATIONAL CONFERENCE ON ADVANCES IN DIGITAL TRANSFORMATIONS (ICADT' 2025)



OCTOBER 26 2025



PRE CONFERENCE WORKSHOP AR & VR FOR CREATORS: INNOVATIVE AND ARTISTIC APPLICATIONS

The AR/VR Hands-on Workshop offers an immersive experience centered on 3D modelling, simulation, and virtual environment design. It features interactive sessions focused on real-time rendering and spatial content creation. Participants explore intuitive techniques for building and navigating extended reality experiences. The workshop emphasizes creative problem-solving using AR and VR tools. It encourages innovation across various immersive technology applications.



Mr. Sathieswar B.
Co-founder, CTO

HappyMongo Learning Solutions Pvt Ltd
Bangalore

Core Competencies Covered

- Introduction to AR and marker-based tracking
- Unity project setup for AR
- Vuforia Engine integration and configuration
- ARCamera and Image Target usage
- Adding and testing 3D models in AR
- Animation with rigged 3D models and Animator Controller
- Mini project: personalized animated AR poster
- Final showcase and future AR development paths



Dr. Raja M.
Assistant Professor (Senior)
VIT School of Design
Vellore Institute of Technology

Workshop Coordinators

Prof. Kalaavathi B., SCOPE | Prof. Arivoli A, SCOPE
Prof. Deepika J., SCOPE | Prof. G. M. Karthick, SCOPE
Prof. Chandru Vignesh C., SCOPE

Payment Link



Register Now – Link Open!

Contact us



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Registration Fee

Rs. 500+GST

Registration Form

