



VIT[®]
Vellore Institute of Technology
(Deemed to be University under section 3 of UGC Act, 1956)



ViTality'25 **Industry–Academia Conclave**

Introduction to AR & VR **using Unity RT3D Platform**

13th & 14th December 2025

Organized by
School of Computer Science and
Engineering (SCOPE)
Vellore Institute of Technology
Vellore – 632 014



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Head – Software Systems, SCOPE

Coordinators:

Dr. Umadevi K S,

Dr. Sarwesh P,

Dept. of Software Systems, SCOPE.

Contents of the Programme

DAY 1

- **Introduction to Unity**
- **Unity Interface & Scene Basics**
- **Components & Transformations**
- **Scripting with C#**
- **Prefabs & Asset Management**
- **Mini Project**
- **Demonstration of AR Applications**

DAY 2

- **UI Basics**
- **Player Interaction**
- **Lighting & Cameras**
- **More Scripting Concepts**
- **Mini Project 2**
- **Wrap Up & Export**
- **Demonstration of VR Applications**

Target Audience:

Student/Research Scholars/Faculty Members

Workshop Venue and Time:

SJT 507, 10 A.M. to 5 P.M.

Registration:

The participants are requested to register for the workshop through the following link

<https://events.vit.ac.in/>

Registration fee: Rs. 500/- (including GST)

Deadline for Registration

- **Last date for registration: 12.12.2025**

ABOUT THE VIT

VIT was established with the aim of providing quality higher education on par with international standards. It persistently seeks and adopts innovative methods to improve the quality of higher education on a consistent basis. The campus has a cosmopolitan atmosphere with students from all corners of the globe. Experienced and learned teachers are strongly encouraged to nurture the students. The global standards set at VIT in the field of teaching and research spur us on in our relentless pursuit of excellence. Our Memoranda of Understanding with various international universities are our major strength.

ABOUT THE SCHOOL

The School of Computer Science and Engineering has one of the best infrastructures including domain-specific labs associated with the technical departments. The main aim is to produce computing graduates with potential, to design and develop systems involving the integration of software and hardware devices, employ innovative approaches in programming and problem solving, and create Large Scale Software Systems. With an objective of developing core competence in the subject matter specializations and special interest groups for learning newer

technologies.

The school has formed the following technical departments:

- Analytics
- Computational Intelligence
- Database Systems
- Software Systems
- Information Security
- Internet of Things
- Quantum AI

ABOUT THE WORKSHOP

SCOPE in collaboration with ARK Infosolutions and Fusion VR Chennai, is organizing a two-day workshop on “**Introduction to AR & VR using Unity RT3D Engine**” on 13th and 14th December 2025 at the **Vellore Institute of Technology Vellore**. The program aims to equip faculty members with a strong foundation in Unity by covering the fundamentals of game design, the Unity development environment, and practical training in C# scripting to implement game logic.

In addition, the sessions will provide hands-on exposure to essential concepts such as **physics, animation, lighting, materials, UI/UX design, audio integration, and input handling**. The workshop will also feature **demonstrations of AR and VR applications** using Unity, offering participants a practical understanding of

immersive technologies. This program presents an excellent opportunity for faculty to upskill in emerging areas, bridge the gap between academia and industry, and integrate these cutting-edge technologies into teaching and research.

Speakers

Mr. Rameshkumar K, Technical Manager, ARK – TSI, Bangalore

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Participants are requested to register for the workshop through following web link/ QR Code

