Learnfella®
A Journey to Excellence

LEARNFELLA ACADEMY'S ADVANCED
AUGMENTED REALITY & VIRTUAL REALITY

2 months (50 + hours of overall learning)

- **LIVE CLASSES** with 100% Job Placements Assitance

LEARNFELLA IN A GLANCE...

The LEARNFELLA Learning Platform is the best in vernacular education technology. Powered by Rankraze Technologies Pvt Ltd, LEARNFELLA empowers students to master Digital Marketing skills in their native language. With focused intellectual tools, it imparts technical skills to all.

CEO & Founder

RAJA CHELLAN

CEO & founder of Rankraze & Cowrkz

TECHNOLOGIES COVERED

AUGMENTED & VIRTUAL REALITY :

AR Kit

AR Core

Unity

Unreal Engine

Oculus Quest 2

IMAGE ANALYSIS :

Open CV

Tensor Flow

Keras

PyTorch

JOB PLACEMENTS

As skilled professionals, we at RankRaze provide 100% Guaranteed Placement Assistance. You stand a great chance of landing your dream job !

How does our 100% Job Placement Support work ?

You can enroll in our Certified course.

Take part in live classes and pursue self-paced learning

Assist industry experts with their assigned projects.

Make your digital portfolio secure with "Github"

Interview with our HR team & participate in

Interviews with companies are provided.

Clear the interview with splendid packages after attending

AR & VR COURSE LAYOUT

COURSE DESCRIPTION :

The technological and experiential design foundation needed to develop immersive environments in present and future virtual, augmented, and mixed reality platforms is covered in this course. The curriculum covers a broad range of literature and practice beginning with the original Computer Science and Human Computer Interaction concepts and progressing through all supporting technologies, such as visual displays for AR, and motion tracking, interactive 3D graphics, immersive audio, user interfaces, games and experience design.

- Module 1 - Introduction to Immersive Technology

- Module 2 - Introduction to Unity

- Module 3 - Introduction to AR Core

- Module 4 - Introduction to Vuforia Engine

- Module 5 - Modeling the physical world & 3D Rendering

- Module 6 - Marker Based AR

- Module 7 - UI/UX Design

- Module 8 - Building to Mobile

- Module 9 - GitHub

MODULE 1 - INTRODUCTION TO IMMERSIVE TECHNOLOGY

- Defining XR

- History & Timeline

- Spectrum Between Real and Virtual Worlds

- Ingredients of an XR Experience

- Hardware Components & Concepts

MODULE 2 - INTRODUCTION TO UNITY

- Introduction, Package Manager

- Assets, Components-Object Creation,Prefabs,Scenes,Layers

- Camera Manipulation,Transforms,Anchoring

- Create Basic Animation

- Scripting, Scriptable Objects, Static Variables

- Unity Events, Listeners

- Physics,Input,Colliders

MODULE 3 - INTRODUCTION TO AR CORE

- Setting Up Arcore For Android

- Adding Components,Arcamera, Arsession Origin, Arsession

- AR plane,Image Tracking,Raycast

- Occlusion, Testing in Android

MODULE 4 - INTRODUCTION TO VUFORIA ENGINE

- Creating Developer Account and Downloading Vuforia.

- Target Manager, Database, Licensing (Vuforia Configuration).

- Importing Vuforia Into Unity and Setting Up The Scene, Vuforia Image Target Behavior.

- Adding Gameobject And Setting Constraints, Animation.

- MarkerLess AR-Ground Plane Detection, Plane Finder.

- Build Scene and Runtime Play.

MODULE 5 - MODELING THE PHYSICAL WORLD & 3D RENDERING

- Basics of Projections
- Asset creation
- CAD Extensions
- Modeling Tools
- Texturing & Rendering
- Model Export

MODULE 6 - TRACKING METHODOLOGIES FOR AR

- Tracking methods- Visual tracking, feature based tracking, hybrid tracking, and initialisation and recovery.

- Introduction to marker-based tracking.

- Marker camera pose and identification.

- Visual tracking.

- Mathematical representation of matrix multiplication

- Marker-less approach.

- Localization based augmentation.

MODULE 7 - UI/UX DESIGN

- Getting Setup
- Render Dynamic Text
- Canvas Scaler

- Working with UI Buttons
- Animate UI
- Customize UI & Editor

MODULE 8 - BUILDING TO MOBILE

- Scene testing
- USB Debugging

- Build Settings
- Troubleshooting Android Builds
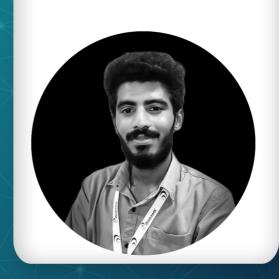
MODULE 9 - INTRODUCTION TO GITHUB

- Downloading and Installation
- Creating Repository and Publish
- Adding Existing Project to Repository
- Demo Project-Git Link

OUR INSTRUCTORS

MR. SRIDHAR SANKA J
AR / VR DEVELOPMENT

MR. MOHAMMED MUNNA
2D / 3D ANIMATION

MR. ANAND KUMAR
SOCIAL MEDIA TRAINER

MR. SARAVANAN
SEO & SEM

OUR INSTRUCTORS

MS. SOWMIYA
WEB DEVELOPMENT

MS. MADHUMITHA
WORDPRESS DEVELOPMENT

MR. TIMO JEDIDIAH J
GRAPHIC DESIGN

MR. GABRIEL
SOFT SKILL TRAINER

PROGRAM DETAILS

PROGRAM DURATION & FORMAT :

2 MONTHS (50 + hours of overall learning)
9:00AM – 4:00PM

CONTACT :

PLEASE CONTACT OUR CORDINATOR
MR. GABRIEL – +91 99622 72210

PROGRAM FEE :

Total Course fee ~~Rs. 85,000~~

save upto **30%**

"RS. 55000"

LANGAUAGE:

ENGLISH

TRAINING CENTRE :

ANNA NAGAR

ELIGIBILITY :

• No – Eligibility / Restrictions !!!

• Any interested individual who is aspiring to get a job in the Digital Marketing from learnfella.

• Working Professionals who wish to switch their career into Digital Marketing.

INDUSTRIES THAT USES AR & VR

Automobile

HealthCare

Tourism

RealEstate

Architecture

Learnfella®
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