



INTRO TO AUGMENTED REALITY (AR) AND VIRTUAL REALITY (VR)



PROGRAM OVERVIEW

Participants will explore the basics of Augmented Reality (AR) and Virtual Reality (VR), covering AR/VR development platforms like Unity or Unreal Engine, 3D modeling, spatial computing, and creating immersive user experiences.

PROGRAM HIGHLIGHTS

- Introduction to AR/VR development platforms such as Unity or Unreal Engine
- Hands-on experience with 3D modeling techniques for creating virtual environments
- Understanding spatial computing concepts and their application in AR/VR
- Creating immersive user experiences through interactive projects and demonstrations

PROGRAM DETAILS

- **Schedule:** 3 days consisting of 2.5 hours per session
- **Age Group:** Teens + Young Adults
- **Location:** eCode Learning Center
- **Format:** Workshop-style sessions featuring instruction, hands-on activities, group discussions, and practical exercises

PROGRAM OBJECTIVES

- Introduce participants to the fundamentals of Augmented Reality (AR) and Virtual Reality (VR) development
- Provide practical experience with AR/VR development platforms and tools
- Foster creativity and innovation in designing immersive user experiences
- Empower participants to explore the potential applications of AR/VR technology in various industries.