SYMBIOSIS INSTITUTE OF TECHNOLOGY

Symbiosis International (Deemed University)

(Established under section 3 of the UGC Act, 1956)

Re-accredited by NAAC with 'A++' Grade | Awarded Category - I by UGC

Founder: Prof. Dr. S. B. Mujumdar, M. Sc., Ph. D. (Awarded Padma Bhushan and Padma Shri by President of India)

Department of Computer Science and Engineering

AR/VR Game Development Club

(AY 2023-24)

About Us: At SIT AR/VR Game Development Club, we are dedicated to fostering a community of students passionate about the captivating realms of Augmented Reality (AR) and Virtual Reality (VR) game development.

Our aim is to enlighten members about the captivating world of AR/VR, its industry applications, and to provide a collaborative environment where everyone can enhance their skills while sharing their knowledge.

- **Educational Workshops:** We conduct regular workshops and sessions to educate members about the fundamentals of AR/VR technology, game design principles, and development tools.
- **Project Collaboration:** Our club provides a platform for members to collaborate on AR/VR and game projects. Through teamwork and knowledge sharing, we aim to foster creativity and innovation in game development.
- **Industry Insights:** We invite professionals from the AR/VR industry to share their experiences and insights with our members. These interactions provide valuable perspectives on the industry trends, career opportunities, and best practices in AR/VR and game development.

Faculty Coordinator- • Dr. Deepali Vora,(HOD, CSE) • Dr.Shwetambari Chiwhane, CSE Department • Prof. Shubhangi Deokar, CSE Department • Prof. Ranjeet Bidwe, CSE Department
President - Hemanthsai Konatham,Final Year CSE,PRN- 20070122052
Technical Co-heads – Akshra Singh-TYCSE, PRN-21070122014 Yashika Jaiswal-TYCSE, PRN-21070122191
Events Head – Kashti Dholakia , TYCSE, PRN- 21070122074
Photography Head – Abhishek Vajani , TYCSE, PRN-21070122180
Documentation Head- Akshat Kumar, TYCSE, PRN- 21070122012

Media Head- Aaftab Noorani, TYCSE, PRN- 21070122002
Core Members - 10 Members
Programming Community - 69 Members

Annual Report of Student Activities

❖ 25th Aug -2023: "Immersion into the Future" :

The SIT AR/VR club hosted a very thrilling hands-on workshop on Blender, taken by Second CSE year students ***Tanvi Sontakke and Soumili Biswas***. In this session, students were given the opportunity to dive into the world of 3D modelling and animation as they were introduced to the fundamentals of Blender, a powerful and versatile software used in various creative industries.

The event then delved into the wide-ranging applications of AR and VR, demonstrating how these technologies are not confined to entertainment but are revolutionizing industries such as healthcare, education, gaming, and architecture. Attendees gained insights into the transformative power of AR and VR in enhancing user experiences and driving innovation across various sectors.

The event "***Immersing into The Future***" offered a comprehensive and immersive experience for attendees, beginning with the basics of AR and VR, progressing through real-world applications, industry insights, software and hardware essentials, and culminating in a hands-on exploration of Blender's capabilities. This event served as a gateway to the exciting world of AR and VR development, equipping participants with the knowledge and skills to embark on their own immersive journeys.

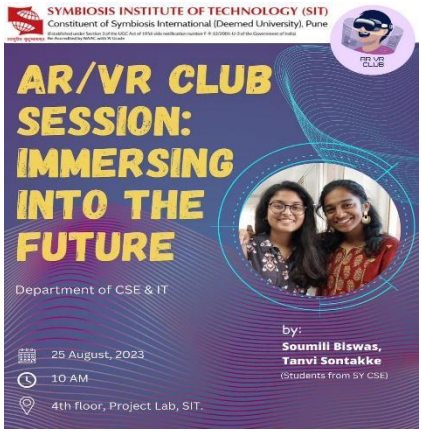


Figure 1:Photos of the Creative

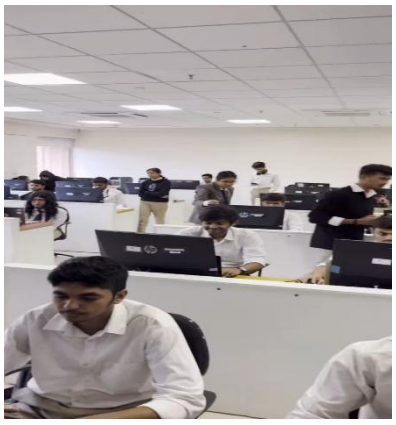


Figure 2:Student Participation

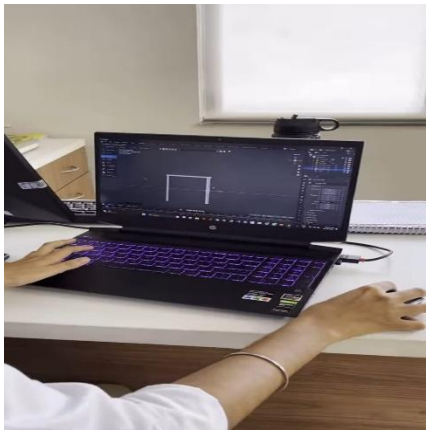


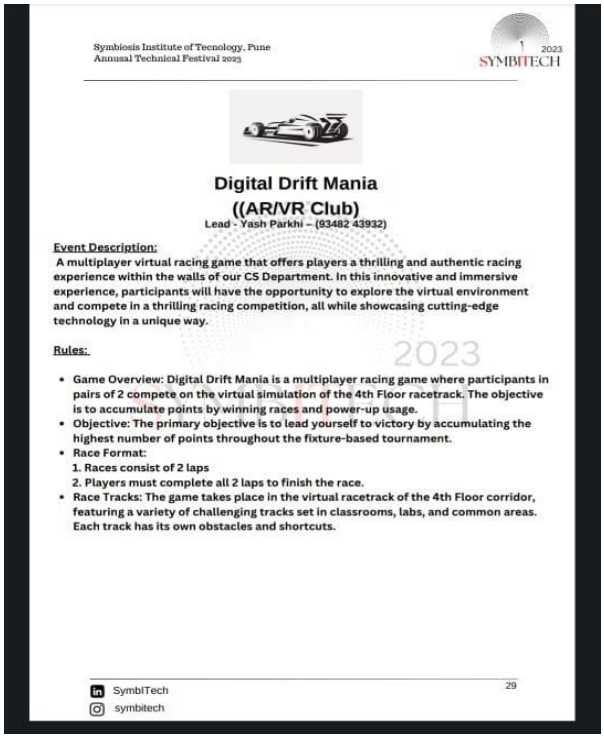
Figure 3: Student Participation

❖ 19th September 2023: Digital Drift Mania:

SIT AR/VR Game development Club held A multiplayer virtual racing game that offers players a thrilling and authentic racing experience within the walls of our CS Department. In this innovative and immersive experience, participants had the opportunity to explore the virtual environment and compete in a thrilling racing competition, all while showcasing cutting-edge technology in a unique way.

The format of this event was that there were 2 laps and the player had to complete both the laps to finish the race. The race took place in a virtual race track featuring variety of challenging track sets.

Figure-4 :Creative for Drift Mania


Symbiosis Institute of Tecnology, Pune
Annual Technical Festival 2023

2023 SYMBITECH

Digital Drift Mania
((AR/VR Club)
Lead - Yash Parkhi – (93482 43932)

Event Description:
A multiplayer virtual racing game that offers players a thrilling and authentic racing experience within the walls of our CS Department. In this innovative and immersive experience, participants will have the opportunity to explore the virtual environment and compete in a thrilling racing competition, all while showcasing cutting-edge technology in a unique way.

Rules:

- Game Overview: Digital Drift Mania is a multiplayer racing game where participants in pairs of 2 compete on the virtual simulation of the 4th Floor racetrack. The objective is to accumulate points by winning races and power-up usage.
- Objective: The primary objective is to lead yourself to victory by accumulating the highest number of points throughout the fixture-based tournament.
- Race Format:
  1. Races consist of 2 laps
  2. Players must complete all 2 laps to finish the race.
- Race Tracks: The game takes place in the virtual racetrack of the 4th Floor corridor, featuring a variety of challenging tracks set in classrooms, labs, and common areas. Each track has its own obstacles and shortcuts.

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Figure-4 :Event Details of Drift Mania

❖ 19th Sept 2023: SymbiTech Event:

Apart from digital drift Mania the AR/VR Club also hosted an exciting event at SymbiTech where participants could explore the college's 4th floor using virtual reality (VR). This immersive experience allowed attendees to don handmade VR sets and navigate through a meticulously designed Unity environment, offering a novel way to experience the college campus. The model was designed keeping acute details intact to offer a great experience to the participants. The event was a resounding success, drawing a large number of participants who were fascinated by the immersive VR experience.

Figure-4 :Buddy Session by Tanvi Sontakke and Soumili B., Second Year Students, CSE Department

❖ 30th September 2023: Integrating Digital Twins With XR:

The AR/VR Club was excited to host another engaging alumni event. All 1st and 2nd-year students were invited to an exciting **alumni session featuring Mr. Ryan**, an esteemed alumnus of the college and currently an Associate Consultant at Infosys. Mr. Ryan shared his expertise on the fascinating topic of "*Integrating Digital Twin with XR*." Whether students were passionate about emerging technologies or simply curious about their practical applications, the event promised to be both informative and inspiring.

The event left attendees with a profound understanding of the potential of digital twins and XR in the contemporary technological landscape. Students were inspired not only by the theoretical knowledge but also by the practical applications demonstrated through Mr. Ryan's projects. They left with a clear vision of the diverse career opportunities and practical applications of these technologies, emphasizing their relevance in a world increasingly reliant on virtual and augmented realities.

Figure- 5:Craetive of the Session

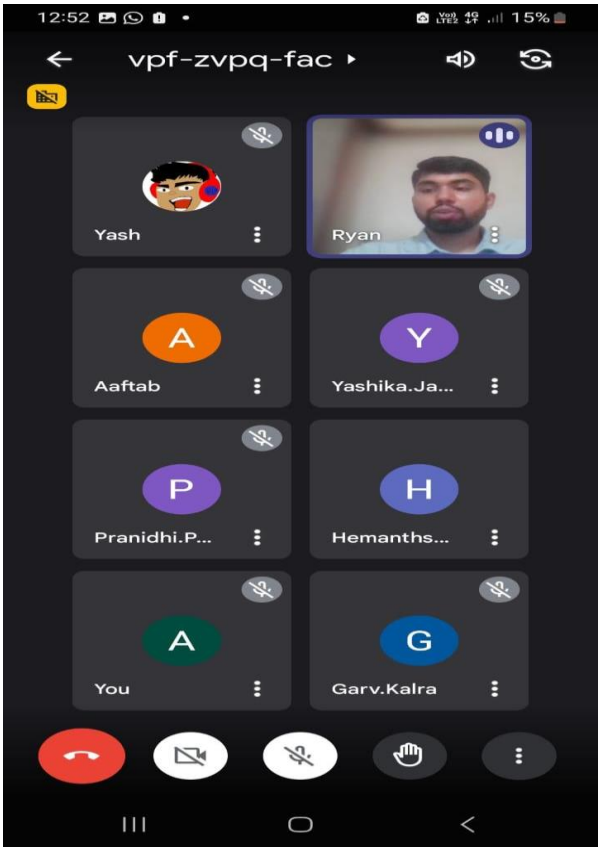

Figure- 6:Snaps of Online Session