Report for AY 2023-24

Name of Club: AR-VR Club

VISION

To become an impactful club within AIT, dedicated to offering exceptional technical insights and opportunities for members interested in the XR Development, 3D art and Game Development. We aspire to be a hub for cutting-edge discussions, fostering a community that contributes to advancements and research in the field.

MISSION

Our mission at the AIT AR-VR Club is to establish a constructive game development and xtended reality environment. We strive to build a diverse and inclusive club that is dedicated to the continuous advancement of knowledge in the field. Our primary goal is to promote game development and 3D art and ethics within the college and the broader community, fostering a sense of responsibility and awareness among our members.

Name of faculty in-charges		
1	Prof. Mangesh Hajare	
Name of Student Secretaries		
1	Manas Yadav	
2	Reema Singh	
Budget Allocated by Institute	Rs Lakhs	
Sponsorship received		
Name of activities/events conducted		
Sr No.	**Name of activity**	**Type (Inter college/ Intra college)**
1	Game-a-thon	Intra College
2	GENESIS-III	Inter College
3	Imaginate	Inter College
4	AR-CADE	Inter College
5	Basics of Unity	Intra College
6	Basics of Blender	Intra College

Reports of all activities/events
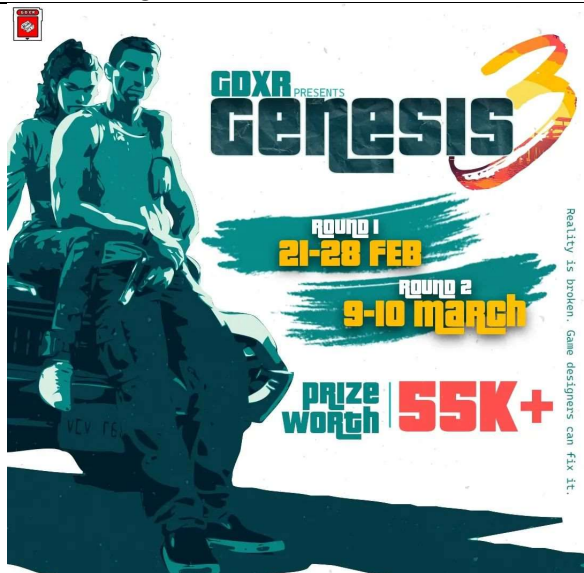
Activity No 1

Required Field	Information to be filled
Link for publicity on social media (Facebook//twitter/Instagram)	https://www.instagram.com/p/Cyi75nisp_0/
Academic Year	2023-24
Name of coordinator	Prof. Mangesh Hajare
Program/Activity/Name	Game-a-thon
Select one of the Program Type (Workshop/FDP/Seminar/conference/intercollege event/intra college event/ other)	Intra college Event
Start Date	23-10-23
End Date	28-10-23
Mode of event (offline/online)	Round 1 – Online Round 2 – Offline
Number of Student Participants	24
Number of Faculty Participants	0
Number of External Participants, If any	0
Expenditure Amount, If any	10,000 Rs
Objectives of activity (min 2)	1. Idea about developing a game. 2.Submit a game.
Description of activity (50-150 words)	Game-a-thon, held annually for first-year students, offers a unique opportunity to explore the intricacies of game development. This event immerses participants in the technical aspects and creative processes behind games. Through workshops and hands-on activities, students gain a deeper understanding of how games are conceived and constructed. Game-a-thon serves as a valuable platform for budding enthusiasts to delve into this dynamic industry, sparking a passion for game design and technology from the outset of their academic journey.
Faculty Name (Faculty involved in organizing event)	Prof. Mangesh Hazare
Student Name (student involved in organizing event)	Manas Yadav Reema Singh
Geo tagged Photograph1	

| Session plan/Brochure/Document/overall report of the activity | |

Activity No 2

Required Field	Information to be filled
Link for publicity on social media (Facebook//twitter/Instagram)	https://www.instagram.com/p/C3HrfzlNYzN/
Academic Year	2023-24
Name of coordinator	Prof. Mangesh Hajare
Program/Activity/Name	GENESIS-III
Select one of the Program Type (Workshop/FDP/Seminar/conference/intercollege event/intra college event/ other)	Intercollege Event
Start Date	21-02-2024
End Date	10-03-2024
Mode of event (offline/online)	Round 1 - Online Round 2 - Offline
Number of Student Participants	109
Number of Faculty Participants	0
Number of External Participants, If any	74
Expenditure Amount, If any	75,000 Rs
Objectives of activity (min 2)	1. Submit a game built by team 2. Integrate special element given at start of Round -2
Description of activity (50-150 words)	The competition consists of two rounds. In the first round, teams participate online, where they have one week to develop and submit their games. Second round lasts for 24 hours, during which teams are given a unique element at the start that must be integrated into their games. The event challenges participants to demonstrate creativity, adaptability, and technical proficiency under tight deadlines, fostering innovation and collaboration.
Faculty Name (Faculty involved in organizing event)	Prof. Mangesh Hazare
Student Name (student involved in organizing event)	Manas Yadav Reema Singh
Session plan/Brochure/Document/overall report of the activity	

Activity No 3

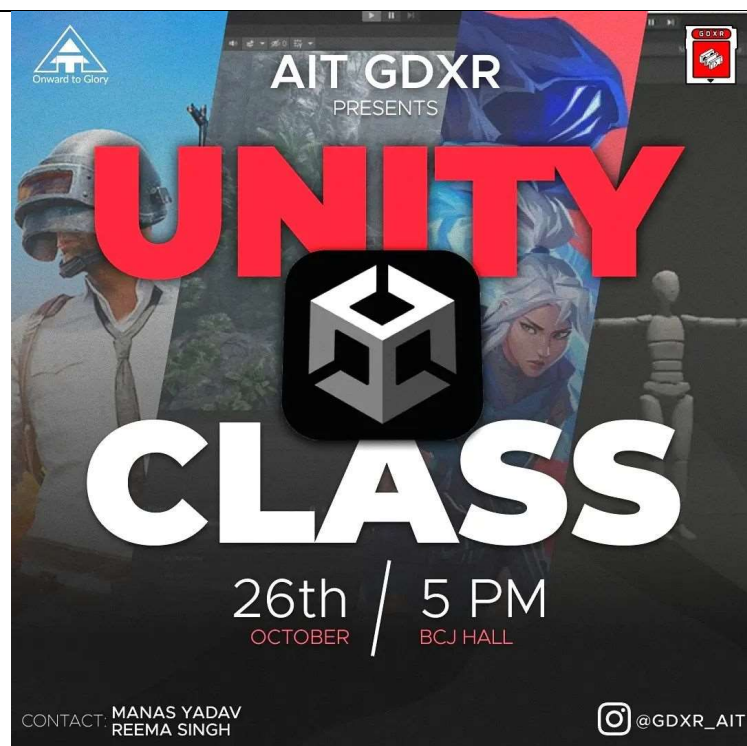| Required Field	Information to be filled
Link for publicity on social media (Facebook//twitter/Instagram)	https://www.instagram.com/p/C4078byhmKT/
Academic Year	2023-24
Name of coordinator	Prof. Mangesh Hajare
Program/Activity/Name	Imaginate
Select one of the Program Type (Workshop/FDP/Seminar/conference/intercollege event/intra college event/ other)	Intercollege Event
Start Date	04-04-2024
End Date	08-04-2024
Mode of event (offline/online)	Online
Number of Student Participants	109
Number of Faculty Participants	0
Number of External Participants, If any	74
Expenditure Amount, If any	15,000 Rs
Objectives of activity (min 2)	1. Submit a 3d model. 2. 3d model must be as per the theme
Description of activity (50-150 words)	"Imaginate," an eagerly anticipated annual event, invites participants to get into the world of 3D modeling using Blender. This creative platform challenges individuals to make models aligned with the event's theme. Imaginate targets a vibrant community of budding designers, igniting a passion for digital creativity, and pushing the boundaries of imagination from the very start of their artistic journey.
Faculty Name (Faculty involved in organizing event)	Prof. Mangesh Hajare
Student Name (student involved in organizing event)	Manas Yadav Reema Singh
Session plan/Brochure/Document/overall report of the activity	

Activity No 4

Required Field	Information to be filled
Link for publicity on social media (Facebook//twitter/Instagram)	https://www.instagram.com/p/C40noiWR0wM/
Academic Year	2023-24
Name of coordinator	Prof. Mangesh Hazare
Program/Activity/Name	AR-CADE
Select one of the Program Type (Workshop/FDP/Seminar/conference/intercollege event/intra college event/ other)	Intercollege Event
Start Date	04-04-2024
End Date	08-04-2024
Mode of event (offline/online)	Online
Number of Student Participants	124
Number of Faculty Participants	0
Number of External Participants, If any	95
Expenditure Amount, If any	15,000 Rs
Objectives of activity (min 2)	1. Develop an AR filter. 2. Filter must be according to theme.
Description of activity (50-150 words)	The Arcade AR Challenge, immersed participants in the world of Augmented Reality (AR) filter creation. With various participants across India, the event focused on crafting interactive AR experiences aligned with the chosen theme. The creations showcased a remarkable fusion of creativity and technology. The event was a resounding success, creating a sense of community and leaving participants inspired to push the boundaries of AR technology in future endeavors.
Faculty Name (Faculty involved in organizing event)	Prof. Mangesh Hazare
Student Name (student involved in organizing event)	Manas Yadav Reema Singh
Session plan/Brochure/Document/overall report of the activity	

Activity No 5

Required Field	Information to be filled
Link for publicity on social media (Facebook//twitter/Instagram)	https://www.instagram.com/p/Cy1AdpBMJrt/
Academic Year	
Name of coordinator	Prof. Mangesh Hajare
Program/Activity/Name	Basics of Unity
Select one of the Program Type (Workshop/FDP/Seminar/conference/intercollege event/intra college event/ other)	Intercollege Event
Start Date	26-10-2023
End Date	27-10-2023
Mode of event (offline/online)	Offline
Number of Student Participants	40
Number of Faculty Participants	0
Number of External Participants, If any	0
Expenditure Amount, If any	0
Objectives of activity (min 2)	1. Teach students about unity engine. 2. Help them understand basics of game development.
Description of activity (50-150 words)	Basics of Unity classes were held for First year students to help the u the software, in these classes the basics of unity engine were taught t game developers. These classes were extremely successful as the turn very motivating and inspiring. Students left with an amazing foundat game development.
Faculty Name (Faculty involved in organizing event)	Prof. Mangesh Hajare
Student Name (student involved in organizing event)	Manas Yadav Reema Singh
Geo tagged Photograph1	

Session plan/Brochure/Document/overall report of the activity
(JPEG or PDF Format max size 2 Mb)

Activity No 6

Required Field	Information to be filled
Link for publicity on social media (Facebook//twitter/Instagram)	https://www.instagram.com/p/CyyZg_DR4_C/
Academic Year	2023-24
Name of coordinator	Prof. Mangesh Hazare
Program/Activity/Name	Basics of Blender
Select one of the Program Type (Workshop/FDP/Seminar/conference/intercollege event/intra college event/ other)	Workshop
Start Date	25-10-2023
End Date	25-10-2023
Mode of event (offline/online)	Offline
Number of Student Participants	50
Number of Faculty Participants	0
Number of External Participants, If any	0
Expenditure Amount, If any	0
Objectives of activity (min 2)	1. Idea about developing a game. 2.Submit a game.
Description of activity (50-150 words)	Basics of Blender was conducted for first-year students, providing the an introduction to this amazing 3D modeling software. Aspiring artis designers were immersed in the basics of Blender, equipping them w essential skills for 3D modeling. The classes garnered an enthusiastic response, with a high turnout, showcasing a strong interest in the field Students left with newfound proficiency and a solid foundation in 3D and animation.
Faculty Name (Faculty involved in organizing event)	Prof. Mangesh Hazare
Student Name (student involved in organizing event)	Manas Yadav Reema Singh
Geo tagged Photograph1	

| Session plan/Brochure/Document/overall report of the activity | |