

Director: 7249250115, Joint Director: 7249250117, Principal: 7249250186

Exch: 7249250183, 7249250184, 7249250185

Website: www.aitpune.com Email: ait@aitpune.edu.in





## Report for AY 2024-25

## 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.

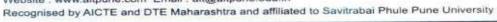
| Name of faculty in-charges          |                        |                                  |  |
|-------------------------------------|------------------------|----------------------------------|--|
| 1                                   | Prof. Mangesh Hajare   |                                  |  |
| Name of                             | Student Secretaries    |                                  |  |
| 1                                   | Mayur Rishi            |                                  |  |
| 2                                   | Ashutosh Senapati      |                                  |  |
| Budget A                            | Allocated by Institute | Rs. 1.50/- Lakhs                 |  |
| Sponsor                             | ship received          |                                  |  |
| Name of activities/events conducted |                        |                                  |  |
|                                     |                        |                                  |  |
| Sr No.                              |                        | Name of activity                 | Туре   |
| Sr No.                              |                        | Name of activity                 | Type (Inter college/ Intra college)                                      |
| Sr No.                              |                        | Name of activity  Game-a-thon    |  |
| Sr No.  1 2                         |                        | ·                                | (Inter college/ Intra college)   |
| Sr No.  1 2 3                       |                        | Game-a-thon                      | (Inter college/ Intra college) Intra College                             |
| 1 2                                 |                        | Game-a-thon<br>GENESIS-IV        | (Inter college/ Intra college) Intra College Inter College               |
| 1 2                                 |                        | Game-a-thon GENESIS-IV Imaginate | (Inter college/ Intra college) Intra College Inter College Inter College |



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## Activity: 1

| Required Field                          | Information to be filled  |
|---|---|
| Link for publicity on Social media      | https://www.instagram.com/p/C_7ikpfu5c6/                                  |
| (Facebook//twitter/Instagram)           |   |
| Academic Year                           | 2024-25   |
| Name of coordinator                     | Prof. Mangesh Hajare  |
| Program/Activity/Name                   | Game-a-thon   |
| Select one of the Program Type          | Intra college Event   |
| (Workshop/FDP/Seminar/Conference/       |   |
| Other)                                  |   |
| Start Date                              | 18-09-24  |
| End Date                                | 05-10-24  |
| Mode of Session delivery                | Round 1 – Online  |
| (Offline/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)         | <ol> <li>Idea about developing a game.</li> <li>Submit a game.</li> </ol> |
| Description of activity                 |   |
| Faculty Name (Faculty involved in       | Prof. Mangesh Hajare  |
| organizing event)                       | No. Dili  |
| Student Name (student involved in       | Mayur Rishi   |
| organizing event)                       | Ashutosh Senapati   |
| Geo tagged Photograph1                  |   |
| (JPEG Format max size 2 Mb which        |   |
| shows strength of audience with         |   |
| speaker)                                |   |
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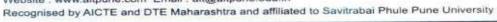
| Session plan/Brochure/Document/overall report of the activity  (JPEG or PDF Format max size 2 Mb) | Price Pool: 8K+ Exclusively for FEs  Round 1: 18th-28th Sept 2024 (ONLINE) Round 2: 5th Oct 2024 3pm - 7pm (OFFLINE) Venue: BCJ Hall  |
|---|---|
| Mention the POs mapped with the activity  | Encouraged technical learning and creative thinking in game development through immersive workshops, inspiring first-year students to explore design, programming, and the gaming industry. |
| Mentioned the Pos mapped with the activity  | PO1, PO2, PO3, PO4, PO8, PO10, PO11, PO12   |



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## Activity: 2

| Required Field                               | Information to be filled   |
|--|--|
| Link for publicity on Social media           | https://www.instagram.com/p/DE0Xy08uc5_/   |
| (Facebook//twitter/Instagram)                |  |
| Academic Year                                | 2024-25  |
| Name of coordinator                          | Prof. Mangesh Hajare   |
| Program/Activity/Name                        | GENESIS-IV   |
| Select one of the Program Type               | Inter college Event  |
| (Workshop/FDP/Seminar/Conference/Other)      |  |
| Start Date                                   | 10-02-2024   |
| End Date                                     | 09-03-2024   |
| Mode of Session delivery (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   |
|  | 1. Integrate special element given at start of Round -2  |
| Description of activity                      | 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 | Prof. Mangesh Hajare   |
| event)                                       |  |
| Student Name (student involved in organizing | Mayur Rishi  |
| event)                                       | Ashutosh Senapati  |

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Geo tagged Photograph1

(JPEG Format max size 2 Mb which shows strength of audience with speaker)



Geo tagged Photograph2

(JPEG Format max size 2 Mb which shows strength of audience with speaker)



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

(JPEG or PDF Format max size 2 Mb)



Mentioned the Pos mapped with the activity

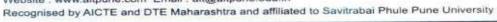
PO1, PO2, PO3, PO4, PO8, PO10, PO11, PO12



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## Activity: 3

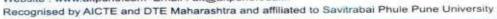
| Required Field                          | Information to be filled  |
|---|---|
| Link for publicity on Social media      | https://www.instagram.com/p/DHaJ2dUN_hv/  |
| (Facebook//twitter/Instagram)           |   |
| Academic Year                           | 2024-25   |
| Name of coordinator                     | Prof. Mangesh Hajare  |
| Program/Activity/Name                   | Imaginate   |
| Select one of the Program Type          | Inter college Event   |
| (Workshop/FDP/Seminar/Conference/       |   |
| Other)                                  |   |
| Start Date                              | 04-04-2024  |
| End Date                                | 08-04-2024  |
| Mode of Session delivery                | Online  |
| (Offline/Online)                        |   |
| Number of Student Participants          | 58  |
| Number of Faculty Participants          | 0   |
| Number of External Participants, If any | 0   |
| Expenditure Amount, If any              | 15,000 Rs   |
| Objectives of activity (min 2)          | 1. Submit a 3d model.   |
|   | 1. 3d model must be as per the theme  |
| Description of activity                 | "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       | Prof. Mangesh Hajare  |
| organizing event)                       |   |
| Student Name (student involved in       | Mayur Rishi   |
| organizing event)                       | Ashutosh Senapati   |



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

(JPEG or PDF Format max size 2 Mb)



Mentioned the Pos mapped with the activity

PO1, PO2, PO3, PO4, PO10, PO11, PO12



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## Activity: 4

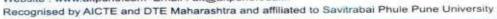
| Required Field                          | Information to be filled  |
|---|---|
| Link for publicity on Social media      | https://www.instagram.com/p/DHaJ2dUN_hv/  |
| (Facebook//twitter/Instagram)           |   |
| Academic Year                           | 2024-25   |
| Name of coordinator                     | Prof. Mangesh Hajare  |
| Program/Activity/Name                   | AR-CADE   |
| Select one of the Program Type          | Inter college Event   |
| (Workshop/FDP/Seminar/Conference/       |   |
| Other)                                  |   |
| Start Date                              | 03-04-2025  |
| End Date                                | 03-04-2025  |
| Mode of Session delivery                | Offline   |
| (Offline/Online)                        |   |
| Number of Student Participants          | 124   |
| Number of Faculty Participants          | 0   |
| Number of External Participants, If any | 95  |
| Expenditure Amount, If any              | 9,500 Rs  |
| Objectives of activity ( min 2)         | <ol> <li>Develop an AR filter.</li> <li>Filter must be according to theme.</li> </ol>   |
| Description of activity                 | 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       | Prof. Mangesh Hajare  |
| organizing event)                       | N. D. L.  |
| Student Name (student involved in       | Mayur Rishi   |
| organizing event)                       | Ashutosh Senapati   |



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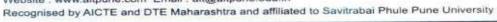
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## **Activity: 5**

| Required Field                            | Information to be filled   |
|---|--|
| Link for publicity on Social media        | https://www.instagram.com/p/C-nqJLdzoMq/   |
| (Facebook//twitter/Instagram)             |  |
| Academic Year                             | 2024-25  |
| Name of coordinator                       | Prof. Mangesh Hajare   |
| Program/Activity/Name                     | Basics Of Unity  |
| Select one of the Program Type            | Intra college Event  |
| (Workshop/FDP/Seminar/Conference/         |  |
| Other)                                    |  |
| Start Date                                | 14-08-2024   |
| End Date                                  | 15-08-2024   |
| Mode of Session delivery (Offline/Online) | Offline  |
| Number of Student Participants            | 200  |
| Number of Faculty Participants            | 0  |
| Number of External Participants, If any   | 0  |
| Expenditure Amount, If any                | 0  |
| Objectives of activity ( min 2)           | <ol> <li>Teach students about unity engine.</li> <li>Help them understand basics of game development.</li> </ol>   |
| Description of activity                   | 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 tur very motivating and inspiring. Students left with an amazing foundat game development. |
| Faculty Name (Faculty involved in         | Prof. Mangesh Hajare   |
| organizing event)                         |  |
| Student Name (student involved in         | Mayur Rishi  |
| organizing event)                         | Ashutosh Senapati  |

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Geo tagged Photograph1

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

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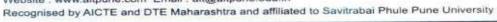
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## Activity: 6

| Required Field                                      | Information to be filled  |
|---|---|
| Link for publicity on Social media                  | https://www.instagram.com/p/C-ifg-aT47K/  |
| (Facebook//twitter/Instagram)                       |   |
| Academic Year                                       | 2024-25   |
| Name of coordinator                                 | Prof. Mangesh Hajare  |
| Program/Activity/Name                               | Basics of Blender   |
| Select one of the Program Type                      | Intra college Event   |
| (Workshop/FDP/Seminar/Conference/                   |   |
| Other)  |   |
| Start Date  | 12-08-2024  |
| End Date  | 13-08-2024  |
| Mode of Session delivery                            | Offline   |
| (Offline/Online)                                    |   |
| Number of Student Participants                      | 250   |
| 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.  |
| Description of activity                             | 2. Submit a game.  Basics of Blender was conducted for first-year students, providing th 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 fiel Students left with newfound proficiency and a solid foundation in 3D and animation. |
| Faculty Name (Faculty involved in organizing event) | Prof. Mangesh Hajare  |
| Student Name (student involved in                   | Mayur Rishi   |
| organizing event)                                   | Ashutosh Senapati   |

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

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