Adhiyaman College of Engineering
(An Autonomous Institution)
Dr. MGR Nagar, Hosur

Center for Excellence in AR-VR

Faculty Training
On
Introduction to Unity & 3D Real Time Rendering Application Development
during
8th – 11th October 2025

Trainer Name: S. Lokesh, Unity Developer

TOPICS COVERED		
Day	**Title**	**Topics**
08.10.25	**Introduction and Basic Concepts**	Introduction to Unity, Overview of the Unity interface, Setting up a new project, Understanding the Unity workflow, Basic Concepts, Game Objects and Components, Scenes and Hierarchy, Inspector and Project Window, Creating Your First Scene, Importing assets, Placing objects in the scene, Basic transformations (move, rotate, scale), Basic Scripting with C#, Introduction to C# scripting in Unity, Creating and attaching scripts to Game Objects, Understanding MonoBehaviour
09.10.25	**Intermediate Scripting and Physics**	Advanced Scripting Concepts, Variables, methods, and classes in C#, Unity's Start, Update and other methods, Handling input (keyboard, mouse), Physics in Unity, Rigid bodies and Colliders, Collision detection and triggers, building a Simple Game Prototype, Setting up the game environment, Basic player movement and controls, Simple enemy behaviour.
10.10.25	**UI and Audio and Lighting**	User Interface (UI) Basics, Creating and customizing UI elements (buttons, text, images), Canvas and UI hierarchy, Handling UI events (clicks, input fields), UI Scripting, Updating UI elements through scripts, implementing a basic HUD (score, health, etc.), Audio in Unity, Importing and using audio assets, 2D sound settings, Audio sources, listeners, and effects. Light sources, Lighting effects, types of lighting, methods of lighting.
11.10.25	**Final Project**	Final Project Development, Combining learned concepts to develop a complete mini-game, Debugging and optimizing the game, Introduction to Unity's build settings, Wrap-Up and Q&A, Review of key concepts, Q&A session to address any remaining questions, Resources for further learning and development

Feedback on the Four-Day AR–VR Training Program

The four-day training program on Augmented Reality and Virtual Reality, organized by the Center for Excellence in AR–VR in association with ARK Solutions, Chennai, received an enthusiastic response from all participants. A total of 36 members actively participated throughout the sessions. The training began with an insightful introduction covering the **basic concepts of AR and VR**, followed by engaging sessions on **intermediate scripting and physics**, which provided a strong foundation for developing interactive simulations. The third day focused on **UI design, audio integration, and lighting effects**, enabling participants to enhance the immersive experience in their projects. On the final day, participants successfully applied their learning through a **hands-on final project**, showcasing creativity and technical understanding.

The sessions were effectively handled by **Mr. Lokesh S., Unity Developer from ARK Solutions, Chennai**, whose expertise, clarity in explanation, and practical demonstrations greatly enriched the learning experience. His interactive approach and real-world examples inspired participants to explore the vast potential of AR and VR technologies.

Overall, the program was well-structured, interactive, and effectively balanced between theory and practice. Participants appreciated the clarity of instruction, practical demonstrations, and real-time guidance provided by the resource person. The training significantly enhanced the participants' skills and confidence in working with AR–VR development tools and concepts.

Address the Gathering
By
Dr. R. Radhakrishnan
Principal

Address the Gathering
By
Dr. Venkatesan Selvam
Dean - Academics