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भारी उद्योग मंत्रालय  
MINISTRY OF  
**HEAVY INDUSTRIES**

सत्यमेव जयते

## Five-Day Workshop on VR Applications Development

**Duration: 5 days**

**Venue: TDC 107 – AR / VR lab**

Day	Time	Topic
Day 1	9:15-10:45 AM	Introduction, XR Hardware & Software
	10:45 – 11:00 AM	Break
	11:00-12:30 PM	Unity Layouts: Transform tools
	12:30-1:15 PM	Lunch Break
	1:15-2:45 PM	3D Designing: Indoor Environment Design, Unity Texture& materials, SkyBox
	2:45 – 3:00 PM	Break
	3:00-4:30 PM	VR Experiences Task 1: Hands-On- Session
Day 2	9:15-10:45 AM	3D Outdoor Environment Design
	10:45 – 11:00 AM	Break
	11:00-12:30 PM	Lighting & Colliders
	12:30-1:15 PM	Lunch Break
	1:15-2:45 PM	C# Script Introduction – Monobeaviours
	2:45 – 3:00 PM	Break
	3:00-4:30 PM	Task 2: Hands-On- Session
Day 3	9:15-10:45 AM	Transform & Camera Movement Script, Way points
	10:45 – 11:00 AM	Break
	11:00-12:30 PM	360-degree Video Production Settings- Export options

	<b>12:30-1:15 PM</b>	<b>Lunch Break</b>
	<b>1:15-2:45 PM</b>	<b>Optimizing Content for VR Platforms</b>
	<b>2:45 – 3:00 PM</b>	<b>Break</b>
	<b>3:00-4:30 PM</b>	<b>Task 3: Hands-On- Session</b>
<b>Day 4</b>	<b>9:15-10:45 AM</b>	<b>3D Animation: Introduction</b>
		<b>Timeline &amp; Animation Controller</b>
	<b>10:45 – 11:00 AM</b>	<b>Break</b>
	<b>11:00-12:30 PM</b>	<b>Character Animation</b>
	<b>12:30-1:15 PM</b>	<b>Lunch Break</b>
	<b>1:15-2:45 PM</b>	<b>Implementations with AI tools - Navigation Controls</b>
	<b>2:45 – 3:00 PM</b>	<b>Break</b>
	<b>3:00-4:30 PM</b>	<b>Task 4: Hands-On- Session</b>
<b>Day 5</b>	<b>9:15-10:45 AM</b>	<b>Storyboarding</b>
	<b>10:45 – 11:00 AM</b>	<b>Break</b>
	<b>11:00-12:30 PM</b>	<b>Setting Up a VR Headset with a PC</b>
	<b>12:30-1:15 PM</b>	<b>Lunch Break</b>
	<b>1:15-2:45 PM</b>	<b>XR Simulator Controls</b>
	<b>2:45 – 3:00 PM</b>	<b>Break</b>
	<b>3:00-4:30 PM</b>	<b>Task 5: Hands-On- Session</b>