



## **Course Overview**

### **Day1**

- AR & VR Introduction & Installation (2 Hours)
- Unity 3D Interface, Tools & Options (2 Hours)
- Unity 3D (Create Scene with Terrain) (2 Hours)

### **Day2**

- AR Introduction & Google AR Core/Vuforia Setup (2 Hours)
- Unity 3D With Google AR Core/Vuforia (2 Hours)
- Unity 3D (Build Project for Android) (2 Hours)

### **Day3**

- VR Introduction & Setup with Google Cardboard (2 Hours)
- Unity 3D (Build Project for Android) (2 Hours)
- WebGL Overview (2 Hours)

### **Day4**

- Other Technologies (MR/XR) (2 Hours)
- Demonstration of AR/VR Devices (2 Hours)
- End of Course (2 Hours)