IEEE GUJARAT SECTION

IEEE | **Silver Oak University**
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IEEE Signal Processing Society
SILVER OAK UNIVERSITY
STUDENT BRANCH CHAPTER

A REPORT ON

Augmented Reality/Virtual Reality (AR/VR)

Date: 9th April, 2022
Platform: Cisco WebEx Meeting

IEEE Signal Processing Society Gujarat Chapter
presents

Expert Talk Series in collaboration with IEEE Silver Oak SB

Augmented Reality/Virtual Reality (AR/VR)

April 9th 2022 | 10 AM IST

Scan to Register

Harshit Lalpura
Founder,
HASH Media

(WebEx link will be sent to registered participants)

Introduction

IEEE SPS, GS has organized an expert talk in collaboration with Silver Oak University IEEE Student Branch under the technical talk series 2022.

About the Speaker

Mr. Harshit Lalpura sir, the founder of Hash Media, who has more than 10 years of Experience in Augmented Reality and Virtual Reality.

About the Session

Date: 9th April, 2022
Time: 10:00 AM to 11:30 AM IST
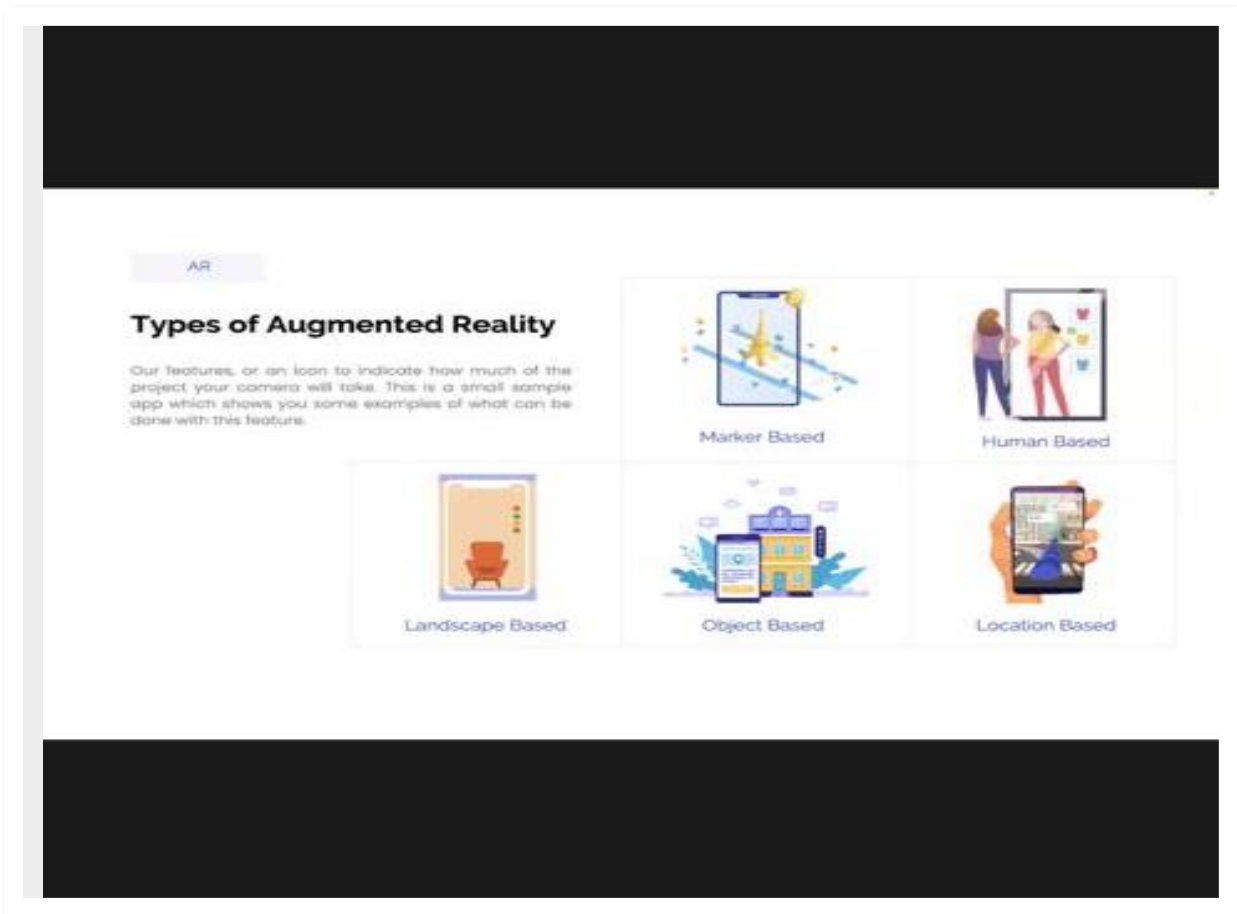**Platform:** Cisco Webex Meetings
Attendees: 96

The event commenced with the warm welcome of the speaker, Mr. Harshit Lalpura sir, Founder, Hash Media. Also, Vice-chair of IEEE GS, Dr. Chirag Paunwala sir and Chair of IEEE SPS Chapter GS, Dr Arpan Desai sir, technical activity chair, IEEE SPS GS, Dr. Chintan Varnagar sir were present and were heartily welcomed. Then Dr. Chintan Varnagar sir gave a brief on activities, participation, and involvement of an individual in SPS, GS. Also, he highlighted various events and technical talks conducted by the organization. Then he talked about SPS membership overview and highlighted some offers and benefits for SPS members. Also, he showed various awards achieved by SPS, GS. Then he handed over the session to the speaker. Firstly, Harshit sir gave a brief on certain topics that is to be covered in the session i.e., Computer graphics, Augmented Reality, Virtual Reality, Types of AR, Applications and challenges. He started with computer graphics and elaborated it with its types, key operation and software used. Secondly, he started with Augmented Reality, and presented the history of it. Then, he described types, challenges and applications of AR. Then similarly, he explained Virtual Reality. Also, he gave some real-life examples which showcased various types of AR and VR. Lastly, he talked about differences between AR, VR and MR, and also talked about the market of AR and VR.

Conclusion

After conducting QnA, Prof. Mayuresh Kulkarni sir ended the session by expressing gratitude towards the speaker and other attendees for successfully participating in this event.

Some glimpse of the event

Types of Virtual Reality

Desktop/Mobile · Telepresence · Immersive

AR / VR / MR

VIRTUAL REALITY (VR)	AUGMENTED REALITY (AR)	MIXED REALITY (MR)
Fully artificial environment	Virtual objects overlaid on real-world environment	Virtual environment combined with real world
Full immersion in virtual environment	The real world enhanced with digital objects	Interact with both the real world and the virtual environment