



**KONGUNADU ARTS AND SCIENCE COLLEGE
(AUTONOMOUS)**

**Re-accredited by NAAC with A⁺ Grade - 4th cycle, College
of Excellence – UGC**

29th Rank among Colleges in NIRF 2023

Coimbatore - 641 029, Tamil Nadu, India



DEPARTMENT OF COMPUTER SCIENCE (Aided)

**Guest Lecture on “Unveiling the Distinctions and Insights into Virtual
Reality,**

Augmented Reality, and Mixed Reality”

Supported by

**DBT STAR COLLEGE SCHEME
REPORT**

Name of the Event	Unveiling the Distinctions and Insights into Virtual Reality, Augmented Reality, and Mixed Reality
Date	18-12-2023
Time	10.00 AM to 4.00PM
Resource Person With Designation	Dr.S. Karpagavalli Associate Professor and Head Department of Computer Science PSGR Krishnammal College for Women Coimbatore-641 004.
Venue of the Programme	Computer Lab -VI
Objectives of the Programme	• To impart the concepts of Virtual Reality (VR), Augmented Reality (AR), and Mixed Reality (MR). • To make the students understand the distinctions between VR, AR, and MR. • To create awareness about real-time applications.

Outcome of the Programme	● Students acquired knowledge about Virtual Reality (AR)Augmented Reality(AR) and Mixed Reality(MR) ● Through clear examples and demonstrations, students understood the concepts in depth and could able to know the distinctions regarding VR,AR and MR. ● Gained knowledge regarding the Applications of Augmented Reality .
Number of Beneficiaries with Class (Both Students and Faculty)	Students: 53 III B.Sc Computer Science (A) – Faculty: 1 Mr.P.Kaliraj Assistant Professor in Computer Science Kongunadu Arts and Science College Coimbatore-29. Total Number of Beneficiaries:

Report in detail:

Virtual Reality (VR), Augmented Reality (AR), and Mixed Reality (MR) are three distinct but interconnected technologies that are revolutionizing various industries and aspects of human life. Understanding the differences and insights into each of these realities is crucial for grasping their potential and impact.

VR is a computer-generated simulation of a three-dimensional environment that users can interact with using specialized equipment such as headsets and gloves. VR provides a fully immersive experience by replacing the real world with a virtual environment, blocking out external stimuli. VR finds applications in gaming, simulations (e.g., flight simulators, medical simulations), training programs, virtual tours, and therapy (e.g., phobia treatment). VR faces challenges such as high equipment costs, potential motion sickness, and limited physical interaction with the real world.

AR overlays digital information (images, text, videos) onto the real world, enhancing the user's perception of the environment. AR maintains a connection with the real world, allowing users to interact with both virtual and real elements simultaneously. AR is used in gaming, education, navigation, retail, and industrial applications. Challenges for AR include the need for accurate real-time tracking, seamless integration of virtual content with the real world, and addressing privacy concerns related to data collection.

MR combines elements of both VR and AR, blending virtual objects into the real world and enabling interaction with them as if they were physically present. MR provides a spectrum of immersion, allowing users to experience a continuum from fully virtual to fully real environments. MR is used in architecture and design, engineering, entertainment, and remote collaboration. MR faces challenges such as creating convincing virtual-physical interactions, ensuring seamless integration of virtual objects with the real environment, and developing intuitive user interfaces for interaction.

The resource person shared her insights and experiences in VR, AR, and MR, and her outlook on these technologies. The seminar on **"Unveiling the Distinctions and Insights into Virtual Reality, Augmented Reality, and Mixed Reality"** successfully achieved its objective of educating and inspiring attendees about these cutting-edge technologies. It fostered discussions, knowledge sharing, and networking opportunities, paving the way for continued advancements and innovations in the VR, AR, and MR domains.



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