Summary Report on the Webinar: XR Global Unified Language

Date: 26th March 2025

Presenter: Mr. Anumukonda Ramesh, Global Engagement Manager (GEM), XTIC

Organized by: XTIC

Mode: Online

Overview of the Webinar:

The webinar on "XR Global Unified Language" was presented by Anumukonda Ramesh, Global Engagement Manager at XTIC, on 26th March 2025. The session provided an in-depth discussion on the future of Extended Reality (XR) technology and its transformative potential across various industries.

Key Highlights:

Future of XR Technology:

The presenter discussed the rapid advancements in XR technology and its potential applications in education, healthcare, engineering, and entertainment.

Overview of UNITY and Unreal Software:

Differences between UNITY and Unreal Engine were explained, highlighting their features and capabilities.

UNITY: Preferred for mobile and AR/VR applications due to its user-friendly interface and lightweight nature.

Unreal Engine: Known for high-end graphics, realistic rendering, and complex simulations, making it ideal for gaming and advanced VR applications.

VR-Based Human Anatomy Demonstration:

A live demonstration of a VR-based human anatomy model showcased how XR can revolutionize medical education by providing immersive and interactive learning experiences.

Interactive Q&A Session:

The presenter addressed various questions from students, including those from AVIT students. Some notable queries:

How does XR benefit EEE students?

XR can enhance practical learning experiences, provide virtual simulations for electrical circuits, and improve visualization of complex concepts.

How can XR be learned easily?

Beginners can start with UNITY due to its user-friendly interface and extensive learning resources, followed by exploring Unreal Engine for advanced applications.

Participation & Engagement:

The webinar saw enthusiastic participation from over 100 AVIT students, who attended the session from two different venues within the campus. The interactive session encouraged students to explore XR technology and its diverse applications.

Benefits of the Webinar:

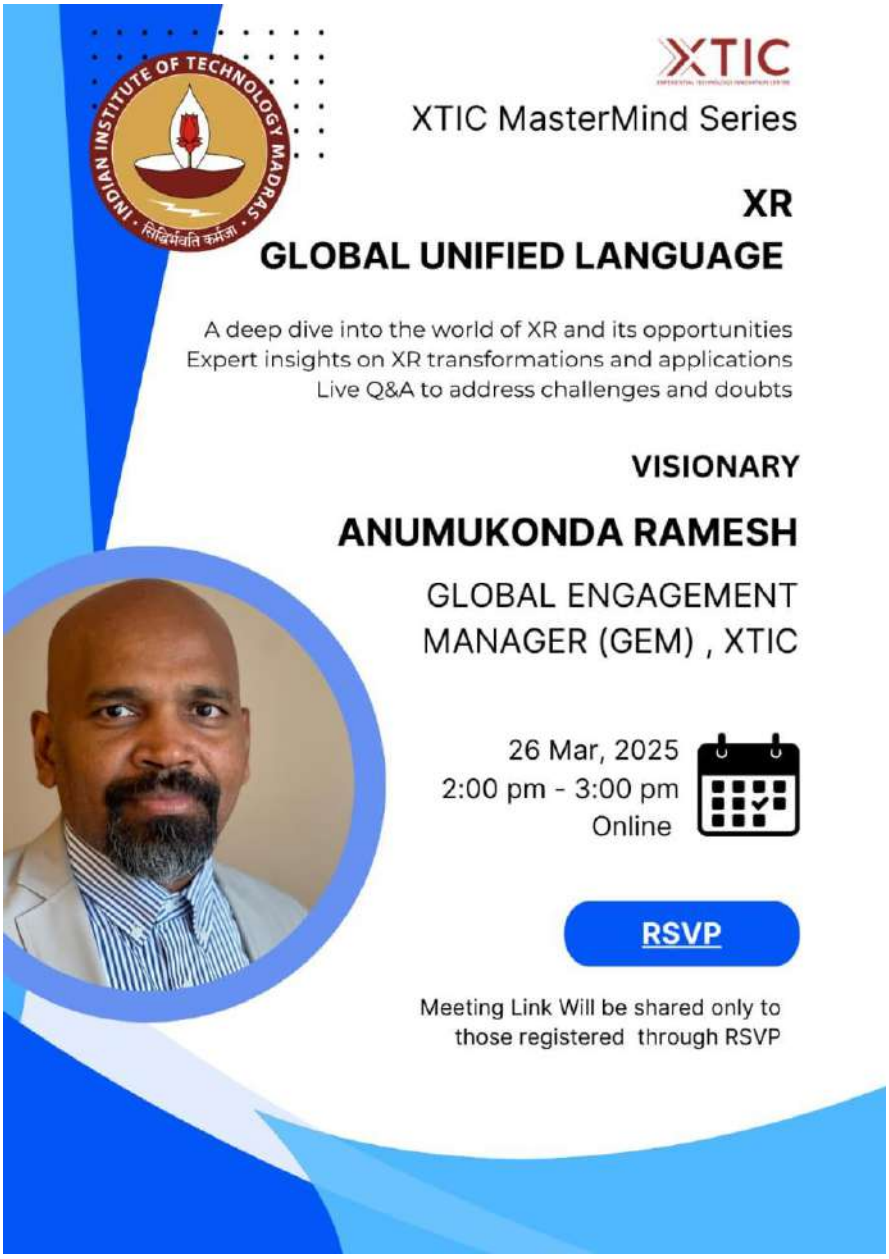
Enhanced Knowledge: Students gained insights into XR technology, its applications, and its growing importance in various domains.

Skill Development: Introduction to UNITY and Unreal Engine provided students with a starting point to develop XR-based applications.

Exposure to Industry Trends: The session helped students understand the evolving landscape of XR and its potential career opportunities.

Practical Demonstration: The VR-based human anatomy demo showcased the power of immersive learning experiences.

The webinar proved to be an informative and engaging session, equipping students with valuable knowledge about XR technology and its applications.



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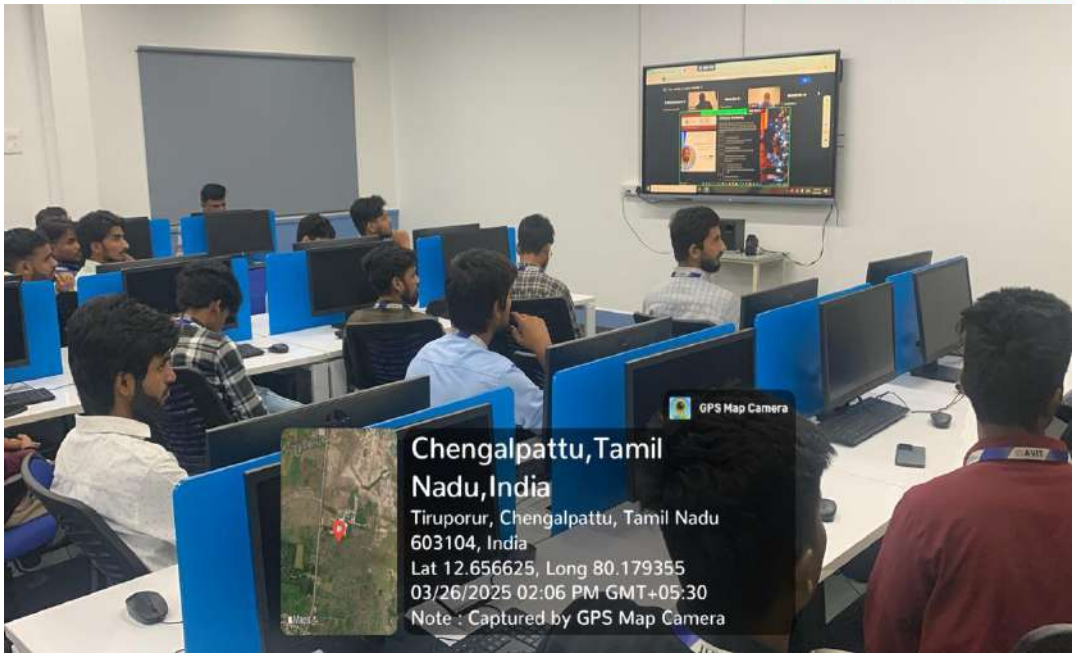

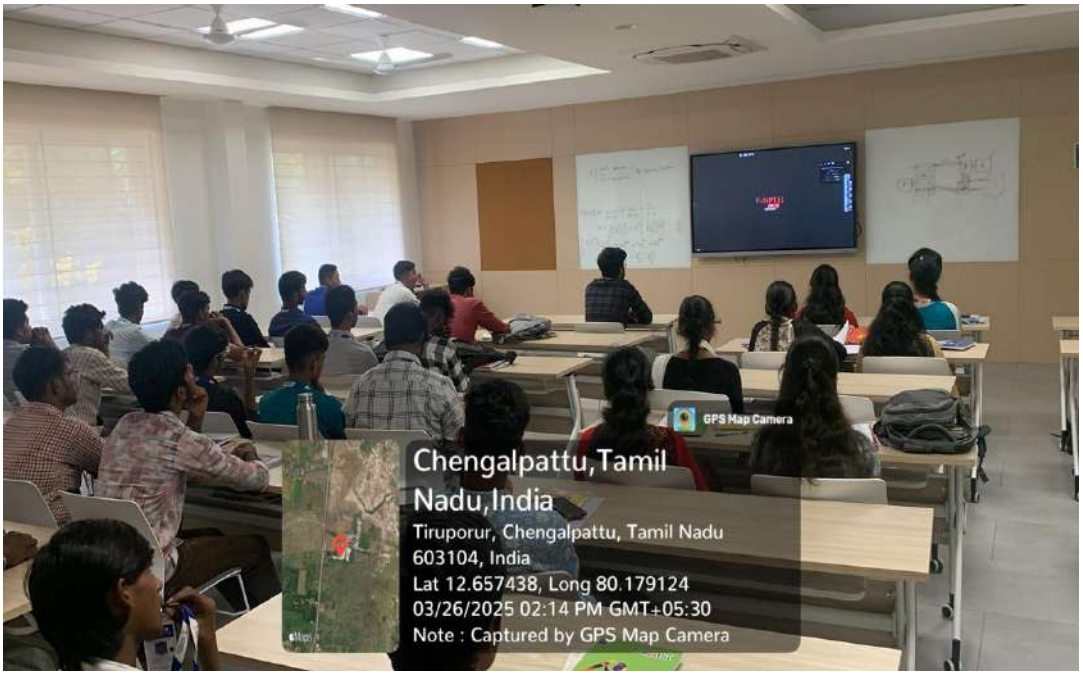

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