



**Centurion**  
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**CENTURION UNIVERSITY OF TECHNOLOGY & MANAGEMENT**

## Facilities for AR/VR/3D Content Development

This document is a description of the facilities available for the faculty of the university for 3D Asset Development.

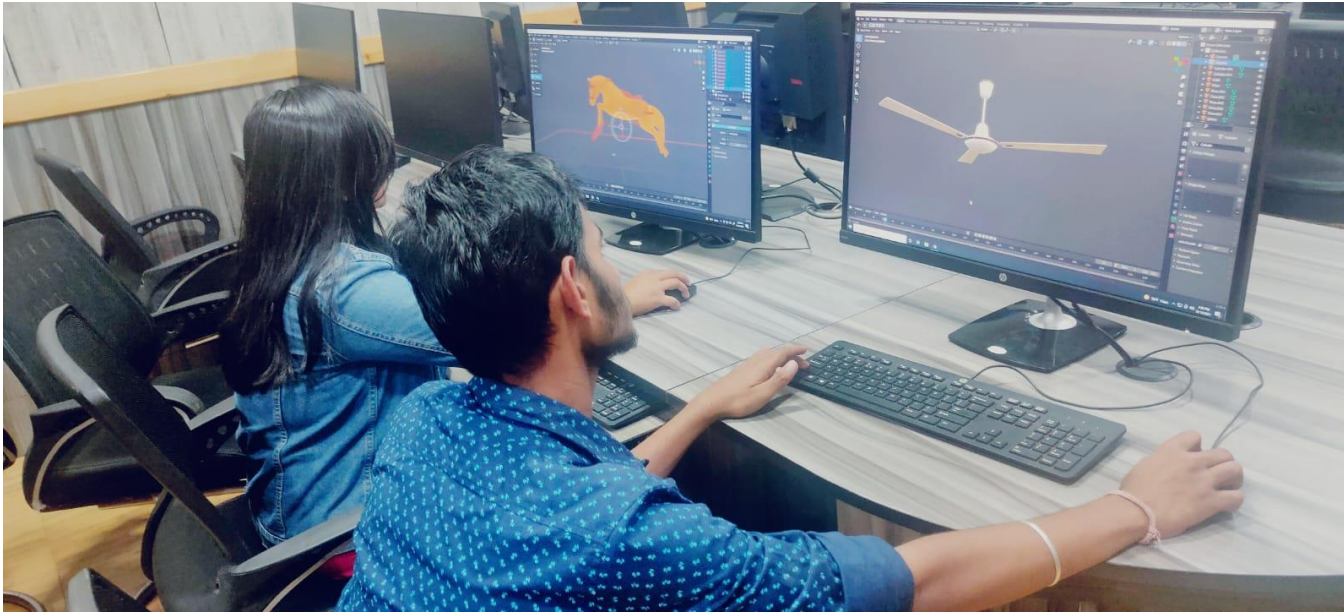


*Anita Patra*


**Dr. Anita Patra**

**Registrar, CUTM**




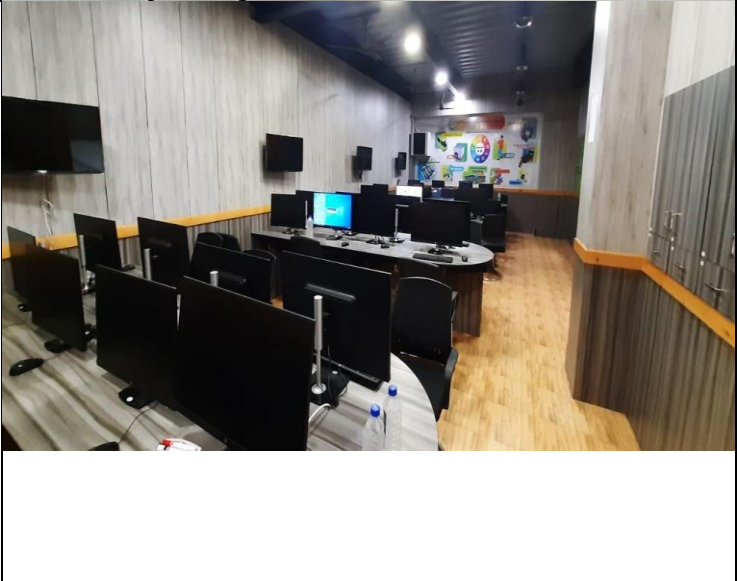


Glimpses of AR/VR Lab


NAME OF EQUIPMENT	QTY.	Details	Specification	Geo Tag Photo
HMD Devices	3	<ol style="list-style-type: none"> <li>1. HTC VIVE Pro with 2 joysticks (Controllers)</li> <li>2. VIVE Cosmos</li> <li>3. Oculus Quest-2</li> </ol>	<p><b>Screen:-</b> Doal AMOLED 3.5" diagonal</p> <p><b>Resolution:-</b> 1440 x 1600 pixels per eye (2880 x 1600 pixels combined)</p> <p><b>Refresh rate:-</b> 90 Hz</p> <p><b>Field of view:-</b> 110 degrees</p> <p><b>Audio:-</b> Hi-Res certificate headset Hi-Res certificate headphones (removable) High impedance headphones support</p> <p><b>Input:-</b> Integrated microphones</p> <p><b>Connections:-</b> Bluetooth, USB-C port for peripherals</p> <p><b>Sensors:-</b> SteamVR Tracking, G-sensor, gyroscope, proximity, Eye Comfort Setting (IPD)</p> <p>Comfort Setting (IPD):- Eye relief with lens distance adjustment, Adjustable Eye Comfort Setting (IPD), Adjustable Eye</p>	

			<p>Comfort Setting (IPD), Adjustable headphones, Adjustable head-strap</p>	
Original 3D Active Glasses for Epson 3D Glasses ELPGS03 For Projector	7	3D Glasses	<p>Brand:- EPSON</p> <p>Special Feature:- Lightweight, Rechargeable</p> <p>Voltage:- 5 Volts</p> <p>Mounting Hardware:- 3D glasses - active shutter</p> <p>Item Dimensions LxWxH:- 38.4 x 32.3 x 9.1 Centimetres</p> <p>Batteries: - 1 Lithium Ion batteries required.</p>	



<p>Epson EH-Tw7300 projector</p>	<p>1</p>	<p>3D Projector</p>	<ul style="list-style-type: none"> <li>• Full HD Resolution</li> <li>• White and Colour Light Output at 2,500 lumens</li> <li>• Contrast ratio at 1,000,000:1</li> <li>• 4K Enhancement Technology</li> <li>• Ease of setup with motorised lens adjustment</li> </ul>	
<p>HP</p>	<p>28</p>	<p>High-end Systems</p>	<p>4gb graphics card, 16gb RAM, hp NVidia GeForce gtx 1050</p>	

Blender	1	<p>Blender is a free and open-source 3D computer graphics software tools used for creating animated films, visual effects, art, 3D printed models, motion graphics, interactive 3D applications, virtual reality, and computer games.</p>		 The Blender logo features an orange stylized hand icon pointing towards a blue circle with a white center, followed by the word "blender" in a blue, lowercase, sans-serif font with a registered trademark symbol.
Maya	1	<p>Maya is also powerful software that enables 3D animation, modeling, simulation, rendering, and more. It's robust and versatile, and many consider it the industry standard for animation.</p>		 The Maya logo is a stylized, three-dimensional letter 'M' in a teal color with a gradient and a 3D effect.

Unity-3D Game Engine	1	<p>Unity is a cross-platform game engine developed by Unity Technologies, which is primarily used to develop video games and simulations for computers, consoles and mobile devices. We can use it to visualize our 3D Designed models through AR(Augmented Reality) / VR(Virtual Reality) also by the help of mobile or computer systems.</p> <p>It allows you to import and assemble assets, write code to interact with your objects, create or import animations for use with an advanced animation system.</p>		
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