Spark AR Workshop

Event: A two-day workshop that educates students on how to create their own Spark AR filters.
Date: 13/03/2023 & 14/03/2023
Time: 3:00 PM to 5:00 PM
Location: Language Lab, Ground Floor, A Wing, DBIT, Kurla.
Conducted by: Mr Nilesh Singh
Coordinator: CSI Team, DBIT

About Our Event:

Brief description:
The event was held in collaboration with the Colosseum, the technical fest of DBIT. It was a two-day event designed to teach participants the basics of Spark AR and advanced techniques for creating engaging and interactive AR filters. Mr Nilesh Singh, an award-winning AR developer, hosted the event. At the end of the workshop, students received cash awards of up to Rs 3000 as well as certificates.

Category: Workshop
Number of participants who registered: 40
Number of participants who participated: 34

Reasons why we chose this event:
Today's generation is obsessed with filters on Snapchat, Instagram, and other social media platforms. Given the students' curiosity, we held a Spark AR workshop to teach them how to create their own filters. Spark AR empowers students to be more creative and engaging.

Registration fee: CSI Members: Rs 80
Non-CSI Member: Rs 100

How was it conducted?

Day1

On the first day of the workshop, the facilitator began by introducing the overall layout of Spark AR and went through the different features and tools available in the software. The participants were shown examples of AR filters that had been created using Spark AR and were given an overview of the different types of filters that could be designed, such as face filters, world effects, and animated filters.

The facilitator then focused on teaching the participants about face mesh and face trackers. They explained how to face mesh is used to track facial movements and create 3D models of the face, and how to face trackers can be used to track facial features such as eyes, mouth, and nose. The participants were also introduced to materials and shapes and learned how to create simple AR filters using these tools.

The participants were then given the opportunity to design their own face filters using Spark AR. They were provided with guidelines and tips to ensure that their filters were creative, engaging, and functional. The facilitator provided feedback and suggestions to help the participants improve their designs and ensure that they were on track.

Time commitment: 2 hrs

Day2

On the second day of the workshop, the participants learned about patching, which is the process of connecting different parts of a filter together to create interactions and animations. They were shown examples of how patching can be used to create interactive filters and were given the opportunity to practice patching themselves.

The facilitator then delved deeper into trackers, focusing specifically on image tracking. The participants learned how to use image tracking to create more engaging and interactive AR filters.The participants were given practical examples of how to incorporate interactivity into their AR filters, making them more engaging and interesting.

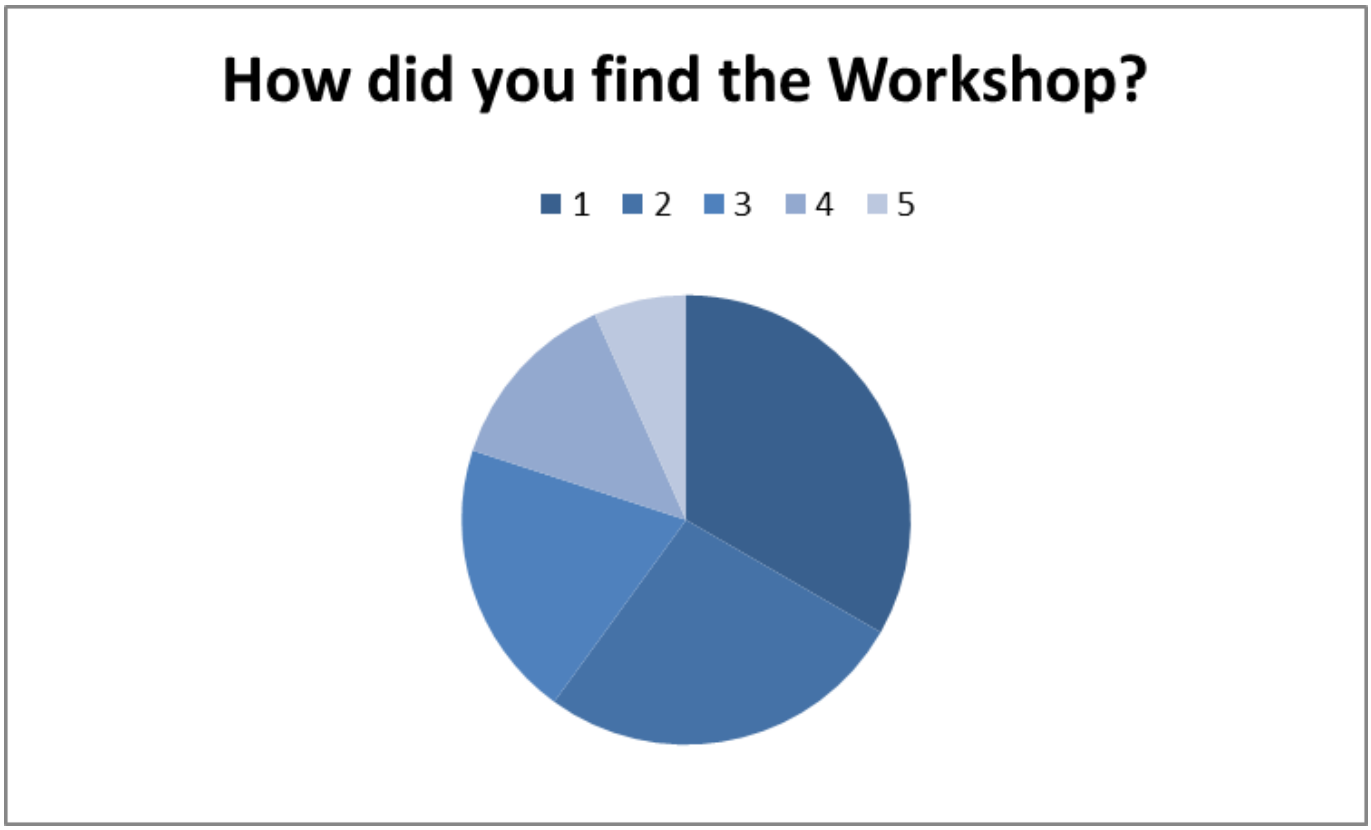
Time commitment: 2 hrs

Spark AR Winners:

Position	Name	Department	Year
1st	Dushyant Bhagwat	IT	FE
2nd	Ananya Solanki	Comps	SE
3rd	Likla Sinha	IT	TE

Materials required: Laptop with Windows , Language Lab.

Feedback:



Pictures: