



Department of Computer Science & Engineering
Tezpur University

AR/VR Laboratory

a. Equipment(s)

Sl. No.	Equipment (with specification) and Year of Purchase	Quantity
1	PC based VR Headset with Touch Controller	3
2	Standalone VR Headset	2
3	Mixed Reality Headset	1
4	Mobile Phone based VR Headset	10
5	360 Degrees 4K Spherical VR Camera	1
6	Data Gloves	1
7	Dell Workstation	1
8	Gaming Laptop	1

b. Types of Practical(s) Conducted

Sl. No.	Experiments Conducted/Performed
1	Development of RECURVE, a VR game for Oculus Quest 2.
2	Dynamic position tracking for AR/VR.
3	AR/VR for IOMT in doctor-patient diagnosis.

c. Open-source tools/software used:

Name of tool/software	Utility
Unity software	Unity open source library for AR/VR
OpenGL	Graphic programming tool
Blender	For creating animated films, visual effects, motion graphics, interactive 3D applications, virtual reality etc.

d. Licensed tools/software used:

Name of tool/software	Utility	License validity
Unity3D	For prototyping 2D/3D models	1 year period, pay on further use.

e. People working in the Lab.

Research scholars and project students are working in the lab.