शासकीय कंप्यूटर प्रशिक्षण बोर्ड

Shaskiya Computer Training Board

( Run By GSIDC Nagpur )

CERTIFICATE COURSE | IT & TECHNOLOGY SECTOR

# Augmented Reality (AR) & Virtual Reality (VR)

Explore immersive technology through 3D modelling, AR development and VR design.



| DURATION | ELIGIBILITY | SUBJECTS | CERTIFICATE |
|---|---|---|---|
| 6 Months | 10th Pass | 6 | SCT Board |

sctboard.in

## About the Program

This six-month course introduces students to augmented reality and virtual reality concepts and practical workflows. Learners explore 3D modelling, Unity, and the steps involved in building AR applications and VR environments. The course connects foundational ideas with guided project work, helping students understand how immersive experiences are planned, created, tested, and presented.

Study includes AR application development, VR environment design, and an AR/VR project. Students learn to organise assets, shape basic 3D objects, work with scenes and interactions, and review their results. The course suits learners interested in creative technology and digital design. Practice requirements and assessment arrangements are explained by the authorised study centre before enrolment.

**01** — **6 Subjects**
All important topics of the course together

**6 Months Total**
Practical lab training along with theory — **02**

**03** — **10th Pass**
Minimum eligibility

**Online Exam**
Online exam and result at the end of the course — **04**

**05** — **Board Certificate**
Marksheet and certificate, online verification

### Who is this course for?

- 10th pass students
- 12th pass students
- Creative technology learners
- Beginners interested in 3D

## Program Highlights

**01**
**AR and VR Basics**
Learn core concepts behind augmented and virtual reality experiences.

**02**
**3D Modelling**
Practise creating and shaping basic three-dimensional objects.

03
**Unity Introduction**
Explore Unity tools for working with interactive scenes.

04
**AR Development**
Study the basic workflow for planning AR applications.

05
**VR Environment Design**
Learn how virtual spaces are organised and designed.

06
**Project Practice**
Apply course learning through an AR/VR project.

## Program Curriculum

Augmented Reality (AR) & Virtual Reality (VR) · 6 Months · 6 Subjects

MODULE 01

### Module 1: Introduction to AR & VR
Subject Code: ARVR101 | Theory | Marks (Pass/Max): Theory 35/100
» AR and VR concepts
» Immersive experience types
» Devices and applications
» User interaction basics

MODULE 02

### Module 2: 3D Modeling Basics
Subject Code: ARVR102 | Theory | Marks (Pass/Max): Theory 35/100
» 3D shapes and forms
» Object modelling
» Materials and textures
» Basic scene assets

MODULE 03

### Module 3: Unity Game Engine
Subject Code: ARVR103 | Theory | Marks (Pass/Max): Theory 35/100
» Unity interface
» Scenes and objects
» Assets and components
» Basic interaction

MODULE 04

### Module 4: AR Application Development
Subject Code: ARVR104 | Theory | Marks (Pass/Max): Theory 35/100
» AR project setup
» Tracking concepts
» Placing virtual objects
» Testing an AR scene

MODULE 05

## Module 5: VR Environment Design

Subject Code: ARVR105 | Theory | Marks (Pass/Max): Theory 35/100

- » Virtual space planning
- » Environment layout
- » Lighting and materials
- » Basic user navigation

MODULE 06

## Module 6: AR/VR Project

Subject Code: ARVR106 | Theory | Marks (Pass/Max): Theory 35/100

- » Project planning
- » Asset preparation
- » Building an experience
- » Testing and presentation

## Skills & Tools

You will work hands-on with these during the course.

| | | | |
|---|---|---|---|
| **AR/VR Concepts** | **3D Modelling** | **Unity** | **Asset Creation** |
| **AR Development** | **VR Design** | **Scene Testing** | **Project Planning** |

## Career Opportunities

After the course you can work in these fields.

**Junior AR Developer**
At digital studios or teams creating augmented reality experiences.

**Junior VR Designer**
With teams designing virtual spaces and interactive environments.

**3D Modelling Assistant**
At studios producing basic 3D assets for digital projects.

**Unity Project Assistant**
With teams building or testing interactive Unity scenes.

**AR/VR Content Assistant**
At organisations preparing immersive learning or promotional content.

**Immersive Media Assistant**
In media teams developing AR/VR demonstrations and experiences.

## Get Certified

After completing the course and passing the online exam, the Shaskiya Computer Training Board marksheet and certificate are given, which are verified on the website with a QR code.




## FAQs

**What is the minimum eligibility for this course?**
The minimum eligibility is 10th Pass. Contact an SCT Board authorised study centre to confirm any admission requirements.

**How long is the course?**
The course duration is six months. The authorised study centre can explain the schedule and expected study hours.

**What is the mode of study?**
Study mode and practical arrangements may vary by centre. Please check the available options and requirements with your chosen authorised study centre.

**How is the course exam conducted?**
Assessment and examination arrangements are shared by the authorised study centre. Ask about the format, schedule and completion requirements before admission.

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## Shaskiya Computer Training Board

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# LET'S TALK


| | |
|---|---|
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| **Call** | +919359335979 |
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**For admission: sctboard.in/addmission-form**