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Govt. of Maharashtra
GOVT. COLLEGE OF ENGINEERING, KARAD
(An Autonomous Institute of Govt. of Maharashtra)
Vidyanagar, Karad -415124 Dist. - Satara

No. GCEK-2024-INST-ARVR /2464

24 JUN 2024

CORRIGENDUM - I

(Corrigendum to e-tender notice published on 11.06.2024)

Name of Institute	Government College of Engineering, Karad
Subject & Tender ID	Purchase of Training Module of Center of Excellence for Augmented Reality (AR) and Virtual Reality (VR) with Training Material Tender ID - 2024_DTEDM_1040772_1

The date for submission for online e-Tender for above subject work is extended upto 01.07.2024 due to low response. To improve participation in the tender, syllabus mentioned in the tender revised as per enclosed Annexure-I. Revised Tender Document available on mahatenders site mentioned below. The revised dates are as under.

Description	As uploaded in E-Tender notice/ E-Tender Documents	To Be Read as
Date of issue & sale of tender	From 11.06.2024 at 18.00 Hrs	From 11.06.2024 at 18.00 Hrs
Last date & time for sale of tender	22.06.2024 upto 17.00 Hrs	29.06.2024 upto 15.00 Hrs
Bid opening date	24.06.2024 at 15.00 Hrs	01.07.2024 at 15.00 Hrs

The detailed corrigendum notice & revised tender document is available on the website - mahatenders.gov.in (<https://mahatenders.gov.in>).

Principal,

Government College of Engineering, Karad

Annexure-I

Units and Phases to be covered in the training by the bidder:

AR-VR

Phase 1

Unit1:

- Introduction to Real-time 3D Content & Game Engines
- Unity Game Engine Overview
- 3D Modeling and Animation
- Physics & Interactivity
- User Interface Design
- Application Scripting
- Audio & VFX
- Optimisation & Performance
- Augmented Reality & Virtual Reality

Unit2:

- Introduction to Virtual Production
- Fundamentals of Green Screen Studios
- Introduction to Unity Game Engine for Virtual Production
- Real-time Rendering and Visualization
- Virtual Set Design
- Virtual Camera Systems
- Motion Capture and Performance Capture
- Video Editing & Chroma Keying
- Interactive Storytelling and Narrative Design
- Emerging Technologies and Future Trends

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USPATIT

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(B.S. Patil)

AR-VR
Phase 2

Unit1:

- Real-time 3D Application Development using Unity
- Unity Editor Introduction
- 3D Content Creation
- Asset Management
- Sound and Audio in Unity
- Particle Systems
- AR Application Development in Unity
- VR Application Development in Unity
- App Deployment and Publishing

Unit2:

- Virtual Production Use Cases
- Real-time 3D & Chroma Keying
- Virtual Environments
- Scene Lighting
- Overview of Virtual Cameras
- Linear Video Editing
- Real-time Video Capture
- Upcoming Video Technologies
- Virtual Production Applications in Industry

***All the phases and units are mandatory**

***The content of the syllabus can be similar or more than mentioned in phases and units above, however the number of phases and units will remain same.**

J. S. V. S. V.

Uspathi

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(B-S-Pati)*