# COMP अतुल्य

**E-News Letter – Department of Computer Engineering**

**Term 2019-20  VOL-1 Issue-1**



## Department of Computer Engineering

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## Vision

To develop competent computer engineers to accept challenges based on technical skills, professional ethics and social responsibility.

## Mission

**M1.** To provide learning environment from fundamental to emerging trends in computer engineering.

**M2.** To impart technical education to meet the requirements of the IT industry and society.

**M3.** To develop in students a sense of professional ethics and social responsibility.

**Programme Educational Outcomes (PEOs) given by MSBTE:**

1. Provide socially responsible, environment friendly solutions to Computer engineering related broad-based problems adapting professional ethics.

2. Adapt state-of-the-art Computer engineering broad-based technologies to work in multi-disciplinary work environments.

3. Solve broad-based problems individually and as a team member communicating effectively in the world of work.

**Programme Specific Outcomes (PSOs) given by MSBTE:**

**PSO1.** Computer Software and Hardware Usage: Use state-of-the-art technologies for operation and application of computer software and hardware.

**PSO2.** Computer Engineering Maintenance: Maintain computer engineering related software and hardware systems.

## DEPARTMENTAL ACTIVITVITIES

**Department of Computer Engineering was organised International Level Paper Presentation**




## Department of Computer Engineering was Visit the Calibers Infotech

Calibers InfoTech is a company come up with IT solutions and services.

# Visit at Shyadri Farm Nashik





## ARTICLES
### HUMANOID

A humanoid robot, sometimes called an *android*, is a robot that resembles a human. Accounts of the yeti, Sasquatch, and Bigfoot continue to fascinate us mainly because of their humanoid characteristics. The idea of creating a monstrous *humanoid*, such as the Jewish golem or Victor Frankenstein's creation, has intrigued us for centuries. "Humanoid Animation" is a standard for creating humanlike figures for video that lets the same figure be used in a variety of 3-D games— some of which have nothing but humanoids for characters.

Humanoid robots are being used in the inspection, maintenance and disaster response at power plants to relieve human workers of laborious and dangerous tasks. Similarly, they're prepared to take over routine tasks for astronauts in space travel.

# Augmented Reality and Virtual Reality

Augmented Reality and Virtual Reality **are important terms in an increasingly digital world. Although they are two different technologies, both terms are often used as synonyms.**

What is Augmented Reality?

Augmented Reality (AR) combines the digital world with real elements. It is a technology that is equally suitable for mobile devices and desktops. What makes it special is the fact that it offers the possibility of reflecting digital components in the real world.
How does Augmented Reality (AR) work?

One difference between VR and AR is that AR displays different content in the real world. Computer vision, depth tracking and mapping play a key role within this process. All data can be collected in real time via cameras, for example, and processed directly. This makes it possible to display digital content whenever the user needs it.

Special devices are required to fully use the functionality of AR. Smart Glasses, for example, are often used, which provide the data via Smart Glasses software.
What is Virtual Reality (VR)?

The main difference between AR vs VR is that VR is a computer generated simulation. This means that reality or an alternative world is generated graphically.
By using appropriate hardware, it is possible for the user to be fully immersed in the digital world. Therefore, there are also important differences between AR headsets vs VR headsets. Hardware geared towards VR requires sensory devices that translate real-world movements into a modeled reality.
Here's how virtual reality (VR) works

The focus of VR is to simulate a new reality. By using a VR screen, the user can perceive and interact in the digital world. This requires two lenses between the user and the screen. They interpret the movement of the eyes and adapt the individual movement to the VR. Therefore, in this case, extensive hardware is necessary to isolate the user from the real world.

## RESULT ANALYSIS – WINTER -2019

| RANK | MARKS OUT OF | PERCENTAGE | NAME OF STUDENT |
|------|-------------|------------|-----------------|
| 1 | 691/750 | 92.13 | VIDHATE RUCHA ANIL |
| 2 | 653/750 | 87.07 | GODSE SANKET GORAKH |
| 3 | 627/750 | 83.6 | KATHE SAKSHI SUNIL |

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