



# oculus quest

Powered

**Perceived**

3D Coding based AR & VR  
Development Workshop

# Recognised **By**



Emerging Classroom Tech  
Solution of the Year



Finalist & 1st Runner up



Top 10 Global Edtech Startup



Edstart Member APAC

## Trusted By Top Educational Brands



POC with TOP Schools



# Learning Behaviour

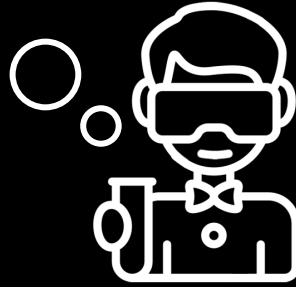
10%



20%



90%



Students tend to Grasp & Retain 10% of what they read  
20% of what they hear and  
**90% of what they experience & interact with.**

## Our Mission

At Perceived, we believe Real Time Experience can only fill the gap between what the teacher communicates and what a learner perceives. With our proprietary XR Technologies and Design Vision, we bring in products & solutions to better communicate and effectively convey to your audience and thus drive engagement and scores. We have helped clients adopt Experiential Learning successfully in classrooms by not only engaging to learners but also helping create a vivid image of how their students will experience the product.

**Add New Dimensions**  
To Your Classroom  
Learning Experience



**Perceived**

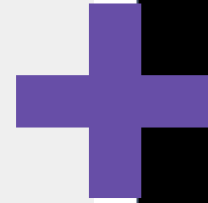
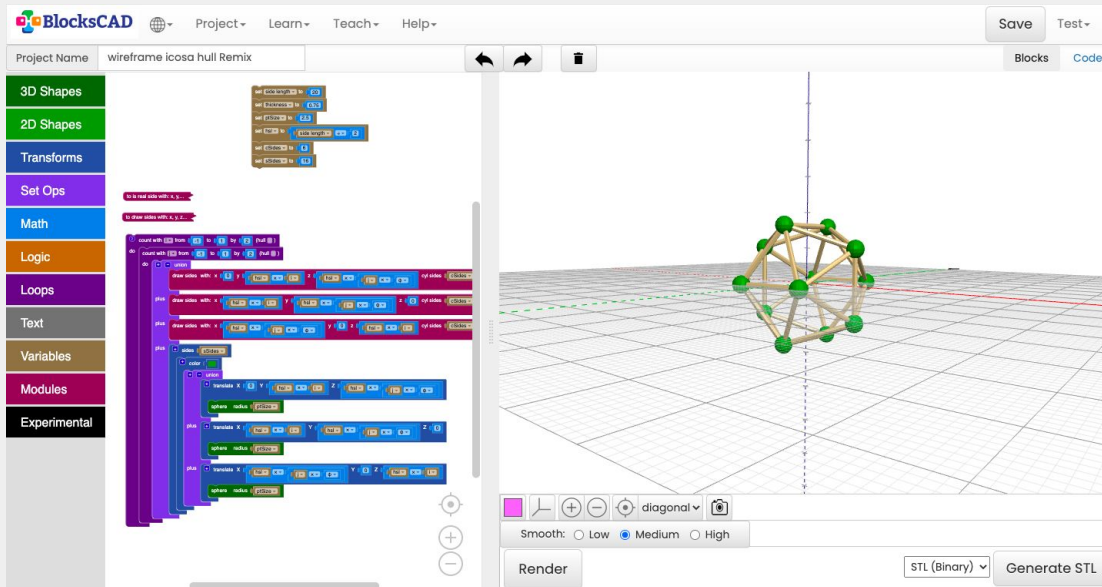


# Our Solutions & Partners

Supports  **oculus quest**



BlocksCAD is Code based 3D modeling software designed by teachers, for teachers & Students. Providing rich learning outcomes by developing strong math and computer programming skills. With a simple block-based programming interface, students will write programs to design their models.

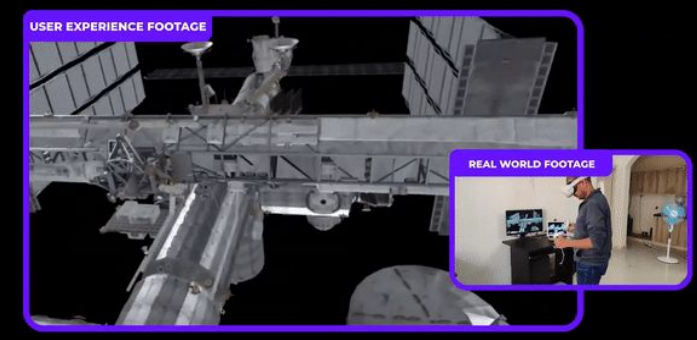


**XR Powered (AR & VR)  
Builder Platform**

Perceiv.io is an XR powered platform that enables Teachers and Students to customize 3D Models and Content and Develop AR and VR Scene. Helping students develop deeper Cognitive Levels by bringing abstract concepts to Reality. Students improve their ability to prepare for pursuing an advanced graduate degree in design Computing



**AR** Interactive Class



**VR** Interactive Class

# Our XR Workshop Overview

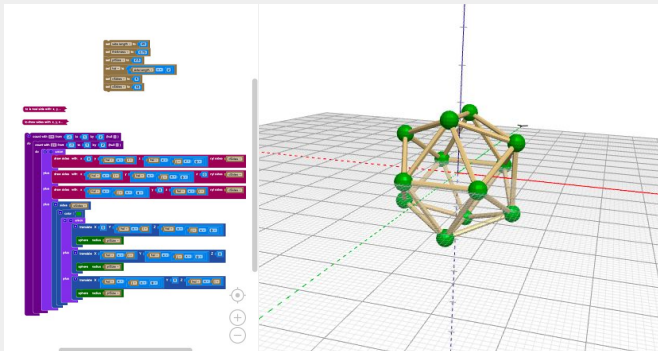
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## Day 1

**Session 1:** Introduction to AR & VR  
& Oculus Controls & Navigations



**Session 2:** Code Based 3D Development & Assignment

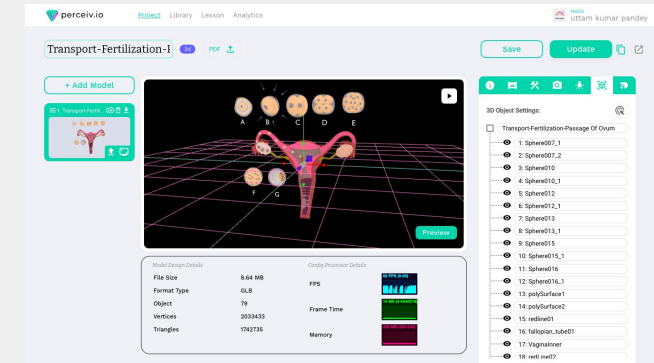


30 Min

90 Min

## Day 2

**Session 3:** AR configuration Setting  
**Session 4:** VR configuration Setting



**Session 5:** Review & Competition



**Perceived**



90 Min

30 Min

# Pre **Setup & Requirement**

**Workshop LOI:** Principal's Signature on Letter of Intent for conducting Workshop.

## **Day 0 : Setup** for 20 Students

Setup 1 Day before Event

**Venue Setup:** Computer Room with 20 Systems and Chair with 360 Rotation

**Software Setup:** Signup Credential Creation (BlocksCAD + Perceiv.io + Oculus)

**Oculus Charging Setup:** Signup Credential Creation (BlocksCAD + Perceiv.io + Oculus) Controller Batteries etc

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## **Workshop Requirement**

**Devices:** 20 Oculus Headset (Arranged by School) + 5 Mobile/iPads/Tablets + 20 Computer System

**Wifi Connection:** 20 Oculus & Systems with Wifi

**Workshop Review:** Subject Matter Expert for Review and Scoring

**Workshop Certificate:** Printed Certificate With Principal Judges Signature

**Workshop Completion:** Sign off



A person wearing a VR headset and a plaid shirt is standing in a dark, industrial-style room. They are interacting with a large, glowing blue and purple jellyfish that is part of a virtual environment. To the left, there is a vertical control panel with a color wheel and various icons. Two other similar glowing jellyfish are visible in the background. The scene is lit with warm, golden light from large windows in the background.

**Building the METAverse for Education**

**Perceived**

**Have a Great Day**

## **Workshop** LEVEL 1 : 3D Model

3D Asset Development and AR & VR Deployment:  
Code Based Asset Design + Perceiv XR Configuration



**BlocksCAD**

+



**perceiv**

## **Workshop** LEVEL 2 : 3D Scene

3D Scene Development and AR & VR Deployment:  
Code Based Asset Assembly + Perceiv XR Configuration



**BlocksCAD**

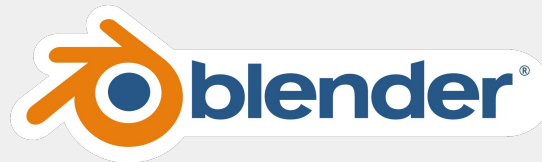
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**perceiv**

## **Workshop** LEVEL 3 : 3D Animation & Simulation

3D Rigging and AR & VR Simulation: Blender Design +  
Advanced Perceiv XR Configuration



**blender**

+



**perceiv**



## Workshop LEVEL 4 : METAverse Design

3D Scene Development and METAverse Deployment:  
Blender Design + Perceiv XR Configuration + three JS



+



## Workshop LEVEL 5 : METAverse Simulation

Physics Engines and METAverse Deployment: Unreal  
Physics Engine + Perceiv XR Configuration + three js



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## Workshop LEVEL 6 : METAverse Mini Games

Physics Engine And METAverse Multi User Simulation:  
Unreal Physics Engine + Advanced Perceiv XR Configuration + threejs



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