

### TOPICS INSIDE

Faculty Development Programs

Workshops organized

Journals

Conferences

Achievements

### EDITORIAL BOARD

#### CHIEF EDITOR:

Dr.D.Venkata Naga Raju  
Professor&HOD

#### EDITOR

P .Venkata Rama Raju  
Professor

### MEMBERS

Dr.A. Sri Krishna  
Assoc Professor

Mr.K.Lakshmi pathi Raju  
Assistant Professor

### EDITOR'S MESSAGE

It gives us immense joy and satisfaction to finally introduce our Department newsletter "IdenTity". A lot of effort has gone into the making of this issue. We hope you enjoy reading the newsletter .The main aim of this issue is to enlighten the skills of both students and faculty and to develop competitive spirit among others.

### HOD'S DESK

I am very happy that our IT department is releasing "IdenTity". As a forerunner of department activities. It is a technical platform to bring out hidden talents of students and faculty. The major strength of department is a team of well qualified and dedicated faculties. Who is continuously supporting the students for their academic excellence.



## FDP'S/ WORKSHOPS/ SEM INARS

### Workshops Attended:

- Mr.K.Ramu attended “AWS Technical Essentials Workshop (APSSDC)” from 12.10.2017-13.10.2017 conducted by AWS and APSSDC at Dhanekula Institute of Engineering and Technology.
- Mr.G.Rathnakanth attended IUCEE Workshop i.e. 31-07-2017 to 2-08-2017 in KL University, Vijayawada.
- Mr.G.Ratnakanth Went to “Hack4throne”. National Level Hackathon Program conducted at Raja Lakshmi Engineering College, Chennai during 26th-27th August, 2017 and acted as Mentor for students.
- Mr.S.Ravi Chandra Attended “Trends in Machine Learning” Workshop from 09.10.2017-11.10.2017 at JNTU Vizianagaram, Vizianagaram
- Dr.D.Venkata Naga Raju Mr.G.Tej Varma Attended Intel Higher Education Challenge programme from 25.10.2017-28.10.2017 at Bangalore
- Mr.S.Ravi Chandra attended One Week National Workshop on “Research Trends in Machine Learning “(RTML-17) organized by JNTUK-University College of Engineering, Vizianagaram on OCT 09th-11th, 2017& November 16th-18th, 2017.

### Workshops Organized:

- Mr.S.Adinarayana organized IOS app development (Learn build and launch) workshop at SVECW, Bhimavaram from 08.07.2017-09.07.2017 & 20.07.2017-21.07.2017.
- Mr.M.Gowtham organized Android Workshop at SVECW, Bhimavaram from 22.07.2017-23.07.2017 and 29.07.217-30.07.2017

## JOURNALS

Mr.H.C.P.Pavan Kumar and Mr.V.Leela Prasad published a paper titled "Data Mining in Cognitive Science: An Interdisciplinary Approach" in International Journal of Innovative Research in Science, Engineering and Technology, Vol. 6, Issue 7, July 2017, Page no: 12551-12556.



Mr.S.Adinarayana published a paper titled "Product Recommendation System from Users Reviews using Sentiment Analysis "in International Journal of Computer Applications (0975 8887), Volume 169 No.1, July 2017,Page no:30-37.

Mr.S.Adinarayana published a paper titled "Framework for Product Recommendation for Review Dataset" in International Journal on Recent and Innovation Trends in Computing and Communication (IJRITCC),July 17 ,Volume 5, Issue 7, ISSN: 2321-8169, PP: 324 330

Mr.S.Adinarayana published a paper titled "An Automated Traffic Surveillance Control system by using STC algorithm" in International Journal of Computer Trends and Technology (IJCTT)-Volume-54, Issue-2, December-2017, ISSN:2231-2803,Page No's-74-8

## CONFERENCES

Mr.S.Ravi Chandra Attended International Conference on Intelligent Communication and Computational Techniques organized by School of Computing & Information Technology, Manipal University, Jaipur (ICCT17) from 22.12.2017-23.12.2017 and presented a paper entitled "An Efficient Approach for Opinion Mining from Skewed Twitter Corpus using over Sampled Imbalance Data Learning".

Mr.V.Pavan Kumar Attended International Conference on Mathematical Sciences in Engineering Applications ICMSEA-2017 at Baba Institute of Technology and Sciences, Visakhapatnam in association with Centurion University during 22-24th December, 2017 and presented a paper entitled on "Survey-Privacy Preserving Data Publication in Big Data in IOT era"

## STUDENT ACHIEVEMENTS

Team is selected for Rapid Prototyping Camp organized by FICE and sponsored by Intel Innovation Challenge

**Title of the Project:** Connected System for Increasing Productivity in Agriculture

**Technology used:** Internet of Things

**Students involved:** 1. B.S.L.Chandani

2. CH.Surya Rasagna

3. T.Gowthami

Team is short listed for the Final Round of Accenture Innovation Challenge.

**Title of the Project:** Fraud Detection

**Technology used:** Block Chain

**Students involved:** M.Lakshmi Mounika

T.Hima Bindhu

K.Prabha Sushma



## VIRTUAL REALITY

Virtual reality is an artificial environment that is created with software and presented to the user in such a way that the user suspends belief and accepts it as a real environment. On a computer, virtual reality is primarily experienced through two of the five senses: sight and sound. The simplest form of virtual reality is a 3-D image that can be explored interactively at a personal computer, usually by manipulating keys or the mouse so that the content of the image moves in some direction or zooms in or out. More sophisticated efforts involve such approaches as wrap-around display screens, actual rooms augmented with wearable computers, and haptics devices that let you feel the display images.

Virtual reality can be divided into:

- The simulation of a real environment for training and education.
- The development of an imagined environment for a game or interactive story.

The Virtual Reality Modelling Language (VRML) allows the creator to specify images and the rules for their display and interaction using textual language statements



### How Virtual Reality Works

The primary subject of virtual reality is simulating the vision. Every headset aims to perfect their approach to creating an immersive 3D environment. Each VR headset puts up a screen (or two - one for each eye) in front of eyes thus, eliminating any interaction with the real world. Two autofocus lenses are generally placed between the screen and the eyes that adjust based on individual eye movement and positioning. The visuals on the screen are rendered either by using a mobile phone or HDMI cable connected to a PC

To create a truly immersive virtual reality there are certain prerequisites - a frame rate of minimum 60fps, an equally competent refresh rate and minimum 100-degree field of view (FOV) (though 180 degrees is ideal). The frame rate is the rate at which the GPU can process the images per second, screen refresh rate is the pace of the display to render images, and FOV is the extent to which the display can support eye and head movement either of these doesn't work as per the standards the user can experience latency i.e. too much time gap between their actions and the response from the screen. We need the response to be less than 20 milliseconds to trick the brain which is achieved by combining all the above factors in the right proportion. Another issue that needs to be catered here is to prevent tearing (cyber sickness) resulting due to the inconsistency between the frame rate and refresh rate. If the GPU's fps is more than the screen refresh rate then the image can become distorted. To counter this issue, we limit the frame rate to the monitor's refresh rate this done using a tech called Vertical Sync (VSync)

**T.Gowthami**