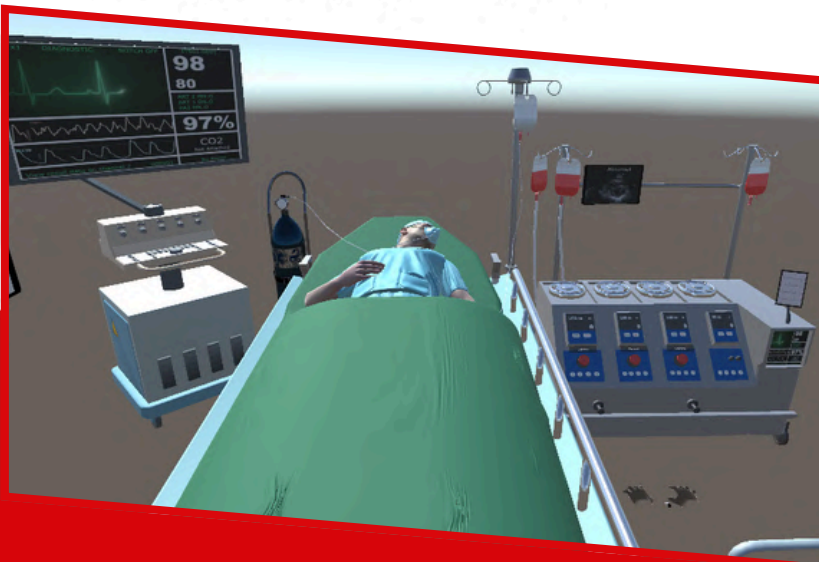**ShapesBazaar**

About Us

ShapesBazaar is a pioneering venture revolutionizing 3D modeling across various industries. We specialize in custom models for gaming, advertising, and the metaverse, infusing detail and vibrancy into characters and environments. Our work extends to augmented reality (AR), virtual reality (VR), and education, fostering creativity and innovation. More than a marketplace, ShapesBazaar is a global hub leaving a lasting digital impact.

Contact Us

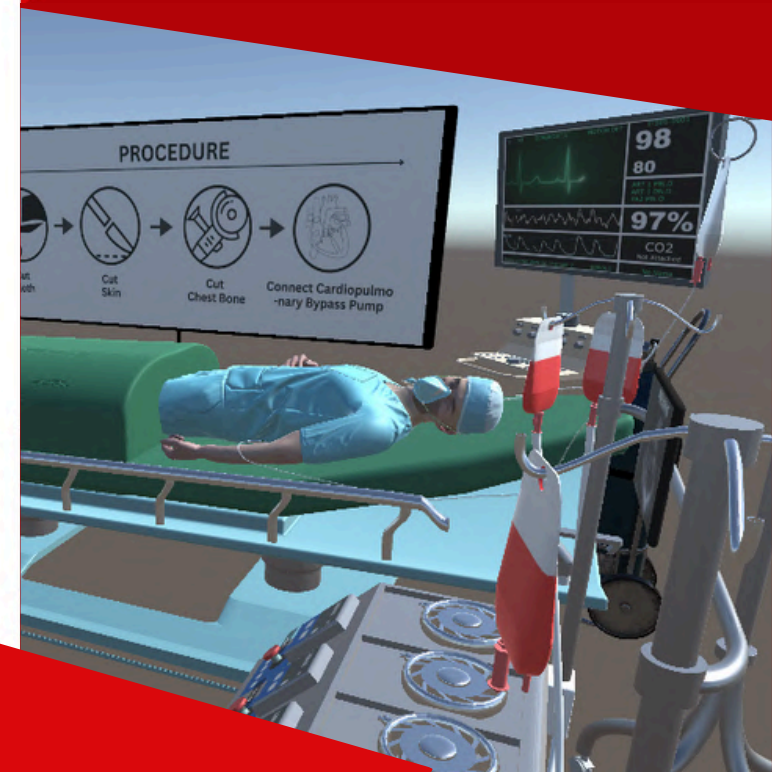## Phone
+91-8569941785

Website
www.shapesbazaar.com

Address
70 Milestone, Grand Trunk Rd, Samalkha, Haryana 132102

How We Works

At ShapesBazaar, we specialize in 3D modeling for medical, gaming, advertising, and the metaverse, crafting detailed characters and environments. We also create immersive experiences in augmented reality (AR), virtual reality (VR), and mixed reality (MR), while supporting innovation in education and architecture, empowering industries to explore new creative possibilities.

Our Services

At ShapesBazaar, we bring creativity to life through cutting-edge technology. Whether you're an artist, business owner, or visionary, we've got the perfect immersive solutions for you!

CUSTOMIZED 3D MODEL
Craft bespoke 3D models tailored to your vision, adding a personalized touch to your creative projects.

VIRTUAL REALITY DEVELOPMENT
Dive into fully immersive VR experiences that transport users to new worlds, perfect for gaming, training, and virtual tours.

3D ADVERTISEMENT
Engage your audience with dynamic 3D advertisements that capture attention and deliver your message with impact.

AUGMENTED REALITY INNOVATIONS
Revolutionize user interaction with cutting-edge AR applications, from educational tools to interactive marketing campaigns.

MIXED REALITY EXPERIENCES
Blend the physical and digital worlds seamlessly with MR solutions that enhance productivity, training, and entertainment.
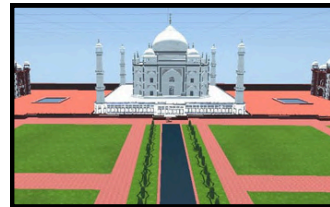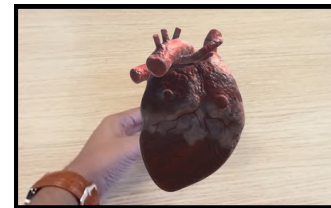
METAVERSE LIVE CONCERT
Join us for a groundbreaking metaverse concert featuring Satinder Sartaaj and Akhil Sachdeva, blending immersive experiences with captivating performances!
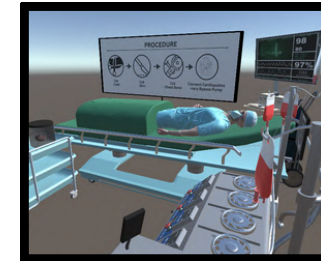
Challenges of Students in AR/VR Learning

The current job demand for AR/VR engineers is 1400% annd it's growing at the rate of 280% every year. In order to exploit these opportunities, students need AR/VR Training. Unfortunately, the current AR/VR Tranining market is entriely unorganized. Unlike blockchain, AI or any other futuristic technologies, there are no AR/VR courses offered by reputed institutions.
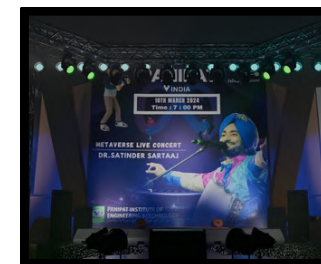
Our Projects

Our Achievements

Mixed Reality Heart Transplant in Metaverse
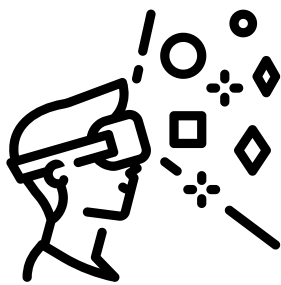
Akhil Sachdeva Virtual Live Concert

Dr. Satinder Sartaaj Virtual Live Concert

Course Offered

MODULE 01: UNITY ACADEMIC ALLIANCE PROGRAM (UAAP)

This course equips aspirants with the tools and products needed to quickly develop innovative real-time 3D interactive designs and programs in game design, architecture, engineering, and more. It also helps educators with training and certification preparation for Unity.

MODULE 02: FOUNDATION COURSE FOR XR & METAVERSE

Provides a comprehensive foundation for the technical journey inside the Metaverse. It covers essential knowledge for AR/VR/MR landscapes, software development platforms, hardware tools, and other supporting technologies that fuel the Metaverse.

MODULE 03: C# PROGRAMMING FOR AR/VR & METAVERSE IN UNITY

Tailored for engineering students, this course introduces coding in the Metaverse landscape as an AR/VR developer. Students learn the fundamentals of C# in Unity, with hands-on experience in real-time coding. This module is designed for those looking to build careers in coding and design for the Metaverse.

MODULE 04: VIRTUAL REALITY FUNDAMENTALS – YOUR DOOR TO THE METAVERSE

Helps students embark on their Virtual Reality (VR) journey by teaching them how to build VR applications. It includes VR Concepts, VR UI/UX design, and project-based learning approaches using Unity. This course is ideal for those starting with VR and immersive technologies.

MODULE 05: ADVANCED VIRTUAL REALITY FOR INDUSTRY 4.0 & METAVERSE

Focuses on advanced concepts of Virtual Reality, specifically in the industrial Metaverse. Students learn professional VR skills and build immersive digital twin applications. The course is designed to meet the demands of Industry 4.0 by teaching advanced VR concepts through hands-on projects.

MODULE 06: AUGMENTED REALITY FUNDAMENTALS – YOUR DOOR TO THE METAVERSE

Introduces students to Augmented Reality (AR) by covering the basics of AR applications, AR concepts, and UI/UX design. The course involves project-based learning, with students developing AR applications using Unity.

MODULE 07: ADVANCED AUGMENTED REALITY FOR INDUSTRY 4.0 & METAVERSE

Takes students deeper into AR applications for the industrial Metaverse. The module focuses on advanced AR concepts and immersive digital twin technology, enabling students to build projects relevant to Industry 4.0 use cases.

SCAN ME