Expert Program: Virtual Reality

130 Hours, 5 Months

This program is your first step into the fascinating world of Virtual Reality (VR).

Use Virtual Reality to upskill your creative and technical knowledge for the exciting Applications, Media & Entertainment Industry and much more.

Prerequisites:

1. Student Should be familiar with one of the image editing tool (Adobe Photoshop).
2. Should have understanding of 3D.
3. Student Should have basic knowledge of C#.

What will you learn in this Program?

- All important jargon of the VR and related technologies
- Creation and optimization of 2D and 3D assets with VR perspective
- Essentials of Storyboarding
- Rigging and Animation in VR
- VR Application building
- Creating a Framework in Unity
- Building a Standalone Application.

Applicable jobs after successful completion of the Expert Program in Virtual Reality:

- Training
- Architectural Visualization
- Product Visualization
- Software Developer / Manager
- Gameplay and Tools Engineer
- Simulation Artist
- Asset Creator
- VR Prototyper
- Mixed Reality Artist

This program is aligned with MESC QPNOS: MES/Q0401, Q0502, Q0504, Q0507, Q0601, Q0701, Q2502, Q2503, Q3503.

Sr. No.	Softwares / Platforms	Topics	Hours
1	Photoshop	Introduction to Virtual Reality	02
2	Photoshop	Introduction to 2D Graphics	10
3	3ds Max	Introduction to 3D Graphics	30
4	Unity	Introduction to Unity	50
5	Unity 3ds Max Photoshop	Creating a VR Training Simulator	28
6	Portals	Publishing and Distribution	10
			130

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