

FUTURE TECHNOLOGIES VIRTUAL REALITY

AI AI INTEGRATED
COURSE

🕒 **132 Hours**
(Training + Practical)

📅 **5 Months**

💰 **90,000**

STEP INTO THE FUTURE

This program is your gateway to one of the most exciting creative and technical fields today – Virtual Reality (VR).

Use VR to upskill your creative and technical knowledge, preparing for opportunities across applications, media & entertainment and beyond.

💡 WHAT'S COVERED IN THIS PROGRAM?

- All important jargon of the VR and related technologies
- Creation and optimisation of 2D and 3D assets with VR perspective
- Essentials of storyboarding
- Rigging and Animation in VR
- VR application building
- Building a standalone application
- Creating a framework in Unity

📺 SOFTWARES / PLATFORMS COVERED

Foundation (120 Hours)

- Virtual Reality (VR)
- Photoshop
- 3ds Max
- Unity
- Substance Painter
- Portals

🖱️ ComfyUI | Luma AI

*Few topics will be covered online

👜 APPLICABLE JOBS

Training

Architectural Visualisation

Asset Creator

VR Prototyper

Mixed Reality Artist

Simulation Artist

Product Visualisation

Software Development/Manager

Gameplay & Tools Engineer

This program is aligned with MESO QPNOS: MES/Q0509, Q2501, Q2505.

