

FUTURE TECHNOLOGIES: VIRTUAL REALITY



132 Hours (Training + Practical)



5 Months



90,000

STEP INTO THE FUTURE

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.

»»»» www.frameboxx.in



WHAT'S COVERED 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
- > Building a Standalone Application
- > Creating a Framework in Unity



SOFTWARES / PLATFORMS COVERED (120 Hours)

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

*Few topics will be covered online



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