



# Future Technologies: Virtual Reality

**132 Hours (Training + Practical), 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:

- Student Should be familiar with one of the image editing tool (Adobe Photoshop).
- Should have understanding of 3D.
- 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 this program:










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

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

**Fees: Rs. 90,000**



# Courses

Sr. No.	Softwares / Platforms	Topics	Hours
1	 VR (computer-generated environment with scenes and objects that appear to be real)	Introduction to Virtual Reality	02
2	 Photoshop (Photo editing and compositing)	Introduction to 2D Graphics	10
3	 3ds Max (Powerful 3D software for gaming, architecture and assets)	Introduction to 3D Graphics	30
4	 Unity (Cross-platform game engine)	Introduction to Unity	50
5	 Substance Painter (Incredibly powerful 3D painting tool)	3D Painting	10
6	 Unity  3ds Max  Photoshop	Creating a VR Training Simulator	18
7	 Portals	Publishing and Distribution	10
			<b>132</b>

