SPLIT SUMMER SCHOOL STSS2020

COURSE: Creating Virtual Reality (VR) Computer Games

Contact person: Boris Ljubenkov; boris.ljubenkov@fesb.hr

Main topics:
- Introduction to fundamental principles of VR technology
- Building and running VR applications
- Creating immersive environments including physics, animation and lighting using Unity 3D
- VR interaction techniques

Programme structure:
- 5-day course
- Sample assets will be provided for practice
- Lecture notes will be available either on-line or in printed form

Important dates:

Course dates: 31/08/2020 – 04/09/2020
Deadline for application: 01/08/2020
Confirmation of the course: 15/08/2020
Payment due by: 24/08/2020

Price of the course: 300 € (tax included)

Programme plan:

Day 1
- Introduction to virtual reality (VR) and Unity (4h)
- Individual work/exercise (1h)

Day 2
- Creating a 360° walk-through (2h)
- Building a 3D VR scene (2h)
- Individual work/exercise (1h)

Day 3
- Physics and scripting (4h)
- Individual work/exercise (1h)

Day 4
- Gaze-based control (2h)
- VR interaction. Moving menus (2h)
- Individual work/exercise (1h)

Day 5
- Students' final projects (4h)
- Final presentations (1h)

Programme lecturer:

Ph. D. Tea Marasović M. Elect. Eng,
   Teaching/assistant professor at the University of Split,
   Faculty of Electrical Engineering, Mechanical Engineering
   and Naval Architecture, Split, Croatia.