

Overview

The **Virtual Reality** for Google Cardboard is an Essentials level course that will be a general introduction to the concepts OF Virtual Reality and will cover everything aimed at the Architecture students, MDDOP and possibly Engineering students. The focus of this course will be on creating fast experiences without using 3rd party services that allow for fast design validation and visualisation.

Features & Benefits

1. Take full advantage of our new **Hybrid Learning** by attending on campus or virtually. Have all your classes ready to be **downloaded** and **watched**, anytime, anywhere.



2. Attendees will learn **practical skills** which can be applied in the work environment.

Curriculum

Module 1: Introduction to VR

- Modelling with VR and AR in mind
- Cleaning up and preparing a model
- Export file options (Exporting files for VR and AR)

Module 2: Preparing and Exporting Models for use in VR and AR

- Modelling with VR and AR in mind
- Cleaning up and preparing a model
- Export file options (Exporting files for VR and AR)
- Designing for VR
- Fusion 360 Panorama Render

Module 3: Design Validation and Virtual Prototyping

- Taking content from Advance Steel, AutoCAD and Fusion360 into A360 to render stereoscopic images for use with Google Cardboard.
- Using Modello

Module 4: Design Presentation in Virtual Reality

- Create an interior in Revit and render as 360 panorama.
- Presentation with VRED
- Rapid Design Validation with VRED
- Revit Live

Duration

In Class/Virtual Class, Hybrid Learning
1 Day (08:30 – 16:00) Classes are presented via our **Hybrid Learning** allowing learners the **flexibility** to attend on campus or in the comfort of their home or workplace.

What you get

On completion the learner will earn:

- **Certificate of Completion from The Academic Institute of Excellence**

Note: All certificates are electronically issued.

Mode of Delivery

- Full Time

Course Prerequisites

Students should already have an understanding of creating content in their software of choice. This course will detail the process of importing existing content but not how to create it. Learners from outside of the academy with no modelling experience should do one of the existing courses as a pre-requisite:

- 3DsMax
- Revit
- Fusion
- Inventor