



iMSD
INSTITUTE OF MEDIA
STRATEGY & DESIGN

Virtual Reality Course Outline





Duration: 3 Days

Related Courses: Mixed reality, eXtended reality and Augmented reality

Course Overview and Objectives

A person can interact with a computer-generated simulation or recreation of a three-dimensional scene in a way that makes it seem real or substantial by using the right electrical equipment, such as a virtual reality headset. We refer to this technology as virtual reality (VR). Virtual reality environments typically allow users to fully immerse themselves, replicating physical presence in real or imagined worlds.

VR technology enhances engagement with additional hardware, spatial audio, and stereoscopic displays. It's used in gaming, healthcare, education, and architecture for simulations. Continuous advancements improve realism, interactivity, and potential applications of virtual experiences.

Pre-requisites:

A basic to intermediate knowledge of design and software

Virtual Reality Course Outline with Adobe's Medium

Introduction to Virtual Reality

- Interaction
- Immersive Experience
- Interaction
- Applications
- Hardware

Interaction

- Specialized input devices
- Users can interact with the virtual environment.
- Activities include manipulating items and moving around.

Immersive experience

- VR uses stereoscopic displays.
- VR employs spatial audio.
- These features create an immersive experience.
- Users are fully immersed in the virtual world.

Interaction

- Specialized input devices: hand controllers, motion-trackers
- Users can engage with the virtual environment
- Activities include manipulating items and moving around.

Applications

- VR applications span multiple industries:
- Gaming and entertainment
- Education and training
- Healthcare (medical simulations, virtual therapy)
- Architecture and design (virtual walkthroughs, prototyping)
- Benefits include improved learning, efficiency, and creativity

Hardware

- VR headset provides visual and aural immersion.
- Includes hardware such as:
- Headset (covers eyes and ears)
- Gloves or motion controllers for interaction
- Technology improvements:
- Better tracking precision
- Enhanced display resolution
- Advanced content production
- Results in broader uses and more realistic virtual experiences



Medium offers a limitless VR canvas for sketching ideas, with in-depth tutorials and intuitive tools.



Adobe's Medium Enables professionals to create high-end 3D models with freedom, real-time iteration, and a user-friendly UI, allowing for quick reshaping, multiple copies, and quick tool changes.



Oculus Touch Controllers enhance sculpting speed and virtual workspace, allowing easy manipulation of models for precision work and exploration.

Adobe's Medium beginner level tasks

- Navigating the Interface
- Basic Sculpting
- Importing and Manipulating Reference Images
- Texturing and Painting
- Basic Scene Setup
- Exporting Your Creations
- Getting Comfortable with VR Controls
- Learning from Tutorials
- Experimenting and Iterating

Adobe's Medium intermediate level tasks

- (Advanced Sculpting Techniques
- (a)Detailing and Refining
- (b)Layering and Masking
- Model Manipulation
- (a)Transformations
- (b)Boolean Operations
- Material and Texture Editing
- (a)Applying Materials
- (b)Texture Painting
- Exporting and Integrating
- (a)Exporting Models
- (b)Integration with Adobe Creative Cloud.
- Settings and Preferences
- (a)Customizing Environment
- (a)Performance Optimization
- Animation and Interaction
- (a)Animating Models
- (b)Interaction Design
- Collaboration and Sharing
- (a)Sharing Work
- (b)Review and Feedback

Adobe's Medium advanced level tasks

- Complex Sculpting
- Refining Details
- Texture Painting
- Animating Sculptures
- Exporting and Integrating
- Collaborative Projects
- Advanced Techniques
- Realistic Rendering
- Scripting and Automation
- Virtual Reality Interaction

NB: We offer online support to clients on content covered on our courses.