



Introduction to Virtual Reality

“MAKE: LEARN: SHARE: EUROPE”

training

27th May 2017

09.00 - 18.00

Brief description of the course

The course aims to introduce students to the potential of Virtual Reality. This new technology allow to see multimedia content in a highly immersive way. The students can try all the major HMD viewers and they will learn how they work. The attendees will also have the opportunity to develop a multimedia application, experimenting with group work and learning the basic of coding.

Course index

- *First Activity*
Introduction to the course, presentation of the Coach and short comparison of students' knowledge about the subjects discussed.
- *Second Activity*
Theoretical lesson on Virtual Reality from the functioning of the Head Mounted Display (HMD), to the peculiarities of the main viewers with their pros and cons.
- *Third Activity*
Start of the practical lesson with the most basic viewer test: Google Cardboard. The students will try various applications of Virtual Reality.
- *Fourth Activity*
We will proceed to the direct test of a more advanced mobile viewer, the Samsung Gear VR. The students will experience how to read a 360 degree story.

- *Fifth Activity*
It will follow the test one of the world's most advanced Virtual Reality Viewer, the Oculus Rift CV1. This PC viewer allows you to enjoy extremely immersive content ranging from simple 360-degree emotional videos to impressive interactive applications.
- *Sixth Activity*
Introduction to the software Unity3D. Multiplatform authoring tool for creating multimedia applications and 3D video games.
- *Seventh Activity*
They will play, through Unity, a Virtual Reality videogame created for this course to stimulate co-operation between students.
- *Eighth Activity*
Students will learn how to apply modifications to the game they just tried. The types of changes will be entrusted to the creativity of the attendees and they can fall back on both the graphic and the coding part. Then they will be able to play their own version of the videogame.
- *Ninth Activity*
The lesson will end up giving space to any questions asked by the students and summarizing the purpose of the whole course.

Trainer: Gianluca Bombini

