



## Overview

The **Intermediate Virtual and Augmented Reality** is an Intermediate level course that will expand 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 **using 3rd party** commercial applications.



## Duration

4 Days (08:30 – 16:00)



## Pre-requisites

Virtual and Augmented Reality Essentials



## Course Outline

### Lesson 1: 3DsMax Interactive (Stingray)

- Understand the background of the Stingray engine and 3DsMax Interactive
- Understand the workflow of moving from Revit to 3DsMax Interactive

### Lesson 2: Virtual Reality with VRED

- Set up a studio scene in VRED
- Import models from other applications
- Adjust materials and light
- Open the scene in VR.

### Lesson 3: VR with Enscape

- Open a design in the Enscape Engine
- Open a design on the HTC Vive if possible

### Lesson 4: VR with Unity and Google Cardboard

- Create a Google Cardboard Ready application in Unity
- Build the application and run it on an Android Phone.