



## 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.



## Duration

4 Days (08:30 – 16:00)



## Pre-requisites

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

Portfolio of evidence: Showreel and stills.



## Course Accreditations

- Introduction to Virtual Reality
- Preparing and Exporting Models for use in VR and AR
- Design Validation and Virtual Prototyping
- Design Presentation in Virtual Reality



## Course Outline

### Lesson 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)

### Lesson 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

### Lesson 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

### Lesson 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