



SPLIT SUMMER SCHOOL STSS2018

COURSE: Creating Virtual Reality (VR) Computer Games

Contact person: Boris Ljubenkov: boris.ljubenkov@fesb.hr

Main topics:

- introducing fundamental principles of VR technology
- building and running VR applications
- creating immersive environments including physics, animation and lighting using Unity 3D
- VR interaction techniques



Programme structure:

- 5-day course
- sample assets will be provided for practice
- lecture notes will be available either on-line or in printed form

Important dates:

Course dates: 03/09/2018 – 07/09/2018
Deadline for application: 01/08/2018
Confirmation of the course: 15/08/2018
Payment due by: 24/08/2018

Price of the course: 300 € (tax included)

Programme plan:

- Day 1
- Introduction to virtual reality (VR) and Unity (4h)
 - Individual work/exercise (1h)
- Day 2
- Creating a 360° walk-through (2h)
 - Building a 3D VR scene (2h)
 - Individual work/exercise (1h)
- Day 3
- Physics and scripting (4h)
 - Individual work/exercise (1h)
- Day 4
- Gaze-based control (2h)
 - VR interaction. Moving menus (2h)
 - Individual work/exercise (1h)
- Day 5
- Students' final projects (4h)
 - Final presentations (1h)

Programme lecturer:

Ph. D. Tea Marasović M. Elect. Eng,
Teaching/assistant Professor at the University of Split,
Faculty of Electrical Engineering, Mechanical Engineering
and Naval Architecture, Split, Croatia.