



RCETEEAC07– VIRTUAL REALITY

Course outcomes:

The students will be able to:

- Create a 3D model in blender of any given object and apply texturing and animation.
- Convert the 3D asset in blender into a ready-to-use model for unity.
- Apply functionalities to the model such as movement, rotation, etc., by importing appropriate VR plugins and setup any lighting if required in Unity.
- Create VR application for visualizing through any VR devices.

Syllabus:

UNIT I Fundamental VR concepts and characteristics, Nature of virtuality, introduced to VR hardware and software, VR applications across different industries, Introduction to Web3.0, NFT, Blockchain & Crypto currencies.

UNIT II Immersive nature of VR technology - Graphic styles and optimisation - communication and collaboration – Digital distribution – google play – iOS Store – Mac store.

UNIT – III Level design, Focus on the layout and composition – Prioritize assets based on block out – Accessing Unity asset store – importing FBX assets – Building a level for VR, Level Optimization - VR architecture & frameworks – HTC – Windows Mixed reality – Oculus – XR and definition – XR over cloud – Emerging trends in VR MR