Fedex Institute of Technology

Virtual Reality Development Workshop

Day 1

9:00 am	Course Introduction
9:30 am	3D Concepts - Scene Graphs, Render pipeline, Vector Math
10:30 am	Unity Essentials - Interface, GameObjects and Components, Unity Standard Assets
12pm	Lunch
1pm	Building a Scene, Cameras and Lighting. Simple VR Cameras
2pm	Adding physical behavior to scenes. Colliders, Rigidbodies
3:30pm	Scripting Concepts and User Interface
4:30pm	Wrap up. Creating your first scene

Day 2

9:00 am	Introduction to current generation VR hardware.
9:30 am	VR Demos and Samples
11:30 am	Enabling a VR HMD
12pm	Lunch
1pm	Grabbing objects in VR and haptic feedback VR APIs (SteamVR and OpenVR)
2:30pm	Locomotion in VR and Room scale (the danse)
4:00pm	Interacting with User Interfaces in VR (the danse)