

Virtual Reality Developer Course

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Virtual Reality is a way to be utilized in the following areas:

- 1.) It is a tool that can be utilized in medical school to allow students to learn about the structure of the human body.
 - 2.) It can be utilized in research labs for scientific purposes so that scientists can quickly research a specific subject.
 - 3.) It is used to enhance entertainment, such as movies and games, to make gaming more realistic and allow individuals to experience the thrill of adventure in extreme conditions.
 - 4.) It can be utilized in driving classes as it gives a realistic view of streets and traffic.
 - 5.) It is a tool that can be utilized in military training, allowing soldiers to learn about various areas on the battlefield.
- These are the benefits of Virtual Reality.

Virtual Reality Developer Course: This course will cover the following topics:

- 1. Introduction to Virtual Reality**
 - Principles of Virtual Reality
 - History of Virtual Reality
 - Major VR Platforms
 - Head Mounted Displays
 - Mobile VR vs Desktop VR
 - Top Development Platforms
 - Virtual Reality Prerequisites
 - "Virtual" Reality equipment and the software for installation
- 2. Unity Game Engine**
 - Introduction to Unity Game Engine
 - Working on the Hello World app in Unity. Unity
 - Configuring the application on Mobile
- 3. Distributed Virtual Reality**
 - Distributed Virtual Reality Overview
 - Virtual Reality in Flight Simulation
 - Military-related uses of Virtual Reality
- Dirty by Unity
- What are Unity Scripts?
- Major Elements of Scripts
- Animating objects using Scripts
- Changing Scenes using Scripts
- Getting acquainted with Unity UI
- Events, Inputs, and Methods
- Debugging using Unity
- Variables in Unity
- Arrays in Unity
- Scripting Animations
- Simple Animations



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- Using Unity Animator
- Understanding the Unity Physics
- Why use Physics?
- Rays in Physics
- Working on Audio in Unity
- **4. Virtual Reality in the future**
- Introduction to Advance VR Concepts
- Shaders in Unity
- Applying Shaders in a Project



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