



NEW COURSE ANNOUNCEMENT

INFO 5900: Virtual Reality and its Applications

Spring 2023 (Open to all Majors)

Prerequisites: None

Days & Times: Wednesday 5:30PM - 8:20PM

Room No.: NTDP D215, Class Number: 12903

This course introduces students to Virtual Reality (VR) hardware, software, and provides an opportunity for them to apply this knowledge to applications for education, visualization, and games. This course applies cutting-edge VR technology currently available in academia and industry. Topics include input devices, output devices, computer graphics principles for VR, geometric modeling principles for VR, human factors in VR, data visualization in VR, traditional and emerging applications in VR. Students will design, model, and program the VR environment by developing a complete VR application as a group project.

Learn

- **3D Modeling and Animation** using google sketch-up and/or 3Ds max.
- **Vizard** (Python-Based VR Development)
- **Unity 3D** (Gaming Engine)
(no prior experience necessary)

Instructor

Name: [Dr. Sharad Sharma](#), Professor in
Department of Information Science

Room Number: E292C

Instruction Mode: Face to Face



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