

VIRT 200 : Immersive Media Design I

An introduction to the tools and methods used in immersive media and virtual reality. Explores principles of the creation of virtual spaces. Introduction to basic processes for creating synthetic objects using 3D software and placing them into a virtual space using game engine technology.

Credits 3

Studio Hours 6

Lecture Hours 0

Prerequisites

VIRT 100, MEDA 123C or 123D, or with instructor approval.