

# Virtual & Mixed Reality 101 Classes for Beginners



OREGON

STORY

BOARD

June 5th - July 14th, 2017

Each class runs once a week (3hr lecture with a 2hr lab)

\$625 per class

## OSB UX101

### Introduction to User Experience for Virtual & Mixed Reality

- Explore basic elements of UX design
- Learn & develop VR/MR UX specific best practices
- Develop ideas and solve visual & sensory problems
- Discuss key aspects of a design or interface
- Contribute meaningful discussion to design reviews
- Respond to and evaluate user experiences using reasoned judgment

## OSB CG101

### Introduction to Asset Creation for Virtual & Mixed Reality

- Gain an understanding of the history and future of VR/AR /MR technology and its potential use in a variety of industries
- Learn the software applications needed to create content for VR/AR/MR environments, including but not limited to the Unity game engine & Maya
- An introduction to asset creation – do's, don't and limitations
- Familiarization of hardware options and setup

## OSB DEV101

### Introduction to Programming for Virtual & Mixed Reality

- Learn how to code for VR/MR programs using C programming and relevant programming libraries.
- Analyze code and how it impacts interactions within VR/MR
- Create a custom VR/MR application using basic code and 3D asserts.
- Learn from local VR/MR industry professionals about best practices in coding

**REGISTER TODAY!**

<http://www.oregonstoryboard.org/classes/>