Fedex Institute of Technology

Virtual Reality Development Workshop

August 25 and 26, 9:00 – 5:00

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, Exporting packages
2pm	Adding physical behavior to scenes. Colliders, Rigidbodies, raycasting
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	Adding physical behavior to scenes. Colliders, Rigidbodies, raycasting
3:00pm	Locomotion in VR and Room scale (the danse)
4:00pm	Interacting with User Interfaces in VR (the danse)