

IMMERSIVE MEDIA VIRTUAL REALITY (IMVR)

IMVR A120 **3 Units (45 lecture hours; 27 lab hours)**

Introduction to Immersive Media (AR/VR)

Advisory: FILM A110, FILM A120, FILM A194.

Grading Mode: Standard Letter

Transfer Credit: CSU.

An introduction to virtual reality media production, from simple 360-degree video capture, stitching, and editing, to the basic use of open-source, game engines to add 3D graphic elements, spacial audio, and user-interactivity to create immersive videos and experiences. Students will learn key terminology, techniques, and current VR and related Immersive Media trends. Students will work together to produce 360-degree videos and basic immersive experiences, viewable on a variety of headset platforms. Same as FILM A220. Students who complete FILM A220 may not enroll in IMVR A120.