

IMMERSIVE MEDIA (VR/AR), CERTIFICATE OF ACHIEVEMENT

Banner Code: 1_CN_VRAR

Control Number: 38324

Financial Aid Eligible

This certificate is designed to be a comprehensive 2-year study in both Virtual and Augmented Reality within the growing field of Immersive Media, including targeted courses in the related specializations necessary for a well-rounded base of knowledge and practice. Transitioning from simple 360-degree video and audio capture through computer graphic-based 3D Modeling and Video Game Development principles will gradually add higher level skill and increased immersion into the course content. An Advanced Development Lab will be offered at the summit to allow students ample access to the specialized technology needed to create portfolio-level VR and AR projects with the intent of using these works to obtain gainful employment and/or internships in this rapidly growing field.

Program Outcome

The Immersive Media & VR program offers a Certificate of Achievement that, when completed, gives the student the basic skills required for entry-level positions in Immersive Media based industries. Furthermore, the skills learned will provide students with the fundamental skillsets required for a wide range of positions in Multimedia and Game-related industries in the areas of 360 Video, Spatial Audio, XR Development & Content Creation, Motion and Performance Capture, Immersive Game Design & 3D Content Creation for Immersive Media.

Review Graduation Requirements (<https://catalog.cccd.edu/orange-coast/graduation-requirements/certificates/#achievementtext>).

Course	Title	Units
Required Courses		
DMAD A281	3D Computer Graphics Animation	3
FILM A196	Introduction to Visual Effects	3
FILM A220	Introduction to Immersive Media (VR/AR)	3
FILM A222	Introduction to Performance Capture	3
FILM A223	Immersive Video Game Development 1	3
FILM A226	Coding Basics for Immersive Media Applications	3
FILM A231	Immersive Media Development Lab 1	2
Restricted Electives		9
ART A135	Digital Painting	
ART A143	Story Illustration Techniques	
CS A140	Introduction to C#.NET Programming	
CS A273	Mobile Application Development	
FILM A107 or FILM A107H	History of Video Games History of Video Games Honors	
FILM A110	Film Production 1	
FILM A113	Audio Workshop	
FILM A193	Sound Design for Film & TV	

Course	Title	Units
FILM A194	Editing 1	
FILM A225	360 Spatial Audio for Immersive Media	
FILM A228	Photogrammetry and Volumetric Image Capture	
FILM A229	The Business of Immersive Media (VR/AR)	
FILM A234	3D Modeling for Immersive Applications	
FILM A262	Cinematography	
FILM A265	Documentary Production	
Total Units		29

Program Sequence

These sequences at Orange Coast College are curriculum maps for students to finish all requirements for the certificate. There may be advisories, prerequisites, or time requirements that students need to consider before following these maps. **Students are advised to meet with an Orange Coast College Counselor for alternate sequencing.**

Course	Title	Units
Year 1		
Semester 1		
FILM A220	Introduction to Immersive Media (VR/AR)	3
DMAD A281	3D Computer Graphics Animation	3
CERT RESTRICTED ELECTIVE- CHOOSE ONE (See Requirements)		2-4
Units		8-10
Semester 2		
FILM A223	Immersive Video Game Development 1	3
FILM A194	Editing 1 (Restricted elective)	3
Units		6
Year 2		
Semester 1		
FILM A222	Introduction to Performance Capture	3
FILM A196	Introduction to Visual Effects	3
CERT RESTRICTED ELECTIVE- CHOOSE ONE (See Requirements)		2-4
Units		8-10
Semester 2		
FILM A226	Coding Basics for Immersive Media Applications	3
FILM A231	Immersive Media Development Lab 1	2
CERT RESTRICTED ELECTIVE- CHOOSE ONE (See Requirements) ¹		2-3
Units		7-8
Total Units		29-34

¹ Restricted Electives require 9 units