

IMMERSIVE MEDIA (VR/AR), CERTIFICATE OF ACHIEVEMENT

Financial Aid Eligible

Banner Code: 1_CT_VRAR

Control Number: 38324

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 Outcomes

1. The Immersive Media program offers a Certificate of Achievement that, when completed, gives the student the basic skills required for entry-level employment and/or internships in Virtual Reality (VR), Augmented Reality (AR), Multimedia and Game-related industries in the areas of 360 video, 360 Audio, VR/AR Development & Content Creation, Immersive Game Design & 3D Modeling, and Drone Imagery for Immersive Media.

Certificate of Achievement Requirements

The Certificate of Achievement is a state-approved career program that requires a minimum of eight units and is designed to prepare the graduate to enter a particular field of employment. In order to be awarded a certificate, students are required to obtain a grade of "C" or better in all program-required courses. Grades of "CR" or "P" will be accepted whereas "CR" or "P" meets the equivalency of a "C" or better. At least 3 units in an advanced course from the certificate must be completed at OCC at the department's discretion. Certificates of Achievement are not automatically awarded. A petition must be filed in Enrollment Services or online at the beginning of the semester in which the student will be completing their final requirements. The petitioning periods are listed in the Graduation Requirements (<https://catalog.cccd.edu/orange-coast/graduation-requirements/>) section of this catalog. Check with a counselor to determine the requirements for completion.

A list of certificate programs can be found in the Programs A-Z (<https://catalog.cccd.edu/orange-coast/programs-study/>) section of this catalog.

Course	Title	Units
FILM A220	Introduction to Virtual Reality (VR)	3
FILM A221	Introduction to Augmented Reality (AR)	3
FILM A222	Introduction to Performance Capture	3
FILM A223	Immersive Video Game Development 1	3
FILM A225	360 Spatial Audio for Immersive Media	2
FILM A226	Coding Basics for Immersive Media Applications	3

Course	Title	Units
FILM A231	Immersive Media Development Lab 1	2
DMAD A281	3D Computer Graphics Animation	3
Subtotal		22
Restricted Electives	Please choose nine (9) units from the following list of restricted electives.	9
FILM A107	History of Video Games	
FILM A193	Sound Design for Film & TV	
FILM A194	Editing 1	
FILM A196	Introduction to Visual Effects	
FILM A227	Drone Imaging 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	
ART A135	Digital Painting	
ART A143	Story Illustration Techniques	
CS A140	Introduction to C#.NET Programming	
CS A273	Mobile Application Development	
Total Units		31