

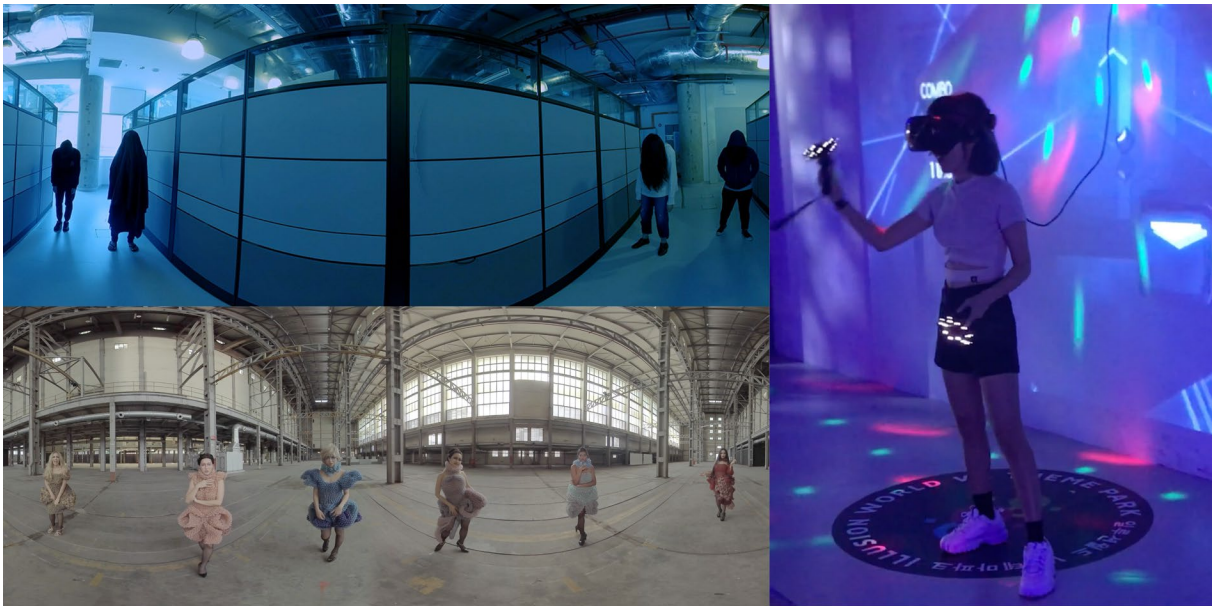


DT5004 Fundamentals of Immersive 360° and VR Experiences

Eligibility: ADM

Benjamin Seide (Associate Professor)

G01 (63322): Thursdays, 1330 – 1620 at ART-B1-5G



Learning Objective

This elective course will introduce you to techniques and processes involved in producing immersive 360° and room-scale VR media. You will have the opportunity to apply techniques to your own creative project. The strategies and approaches developed in this course can be applied to projects in a variety of other media-based courses.

Content

The experience of being immersed by enticing 360° audio-visuals brings your audience one step closer to another time and space. The course will introduce you to the basic concepts of immersive media and will deliver a practice-based introduction to the fundamental techniques and processes involved in producing and presenting VR experiences.

To find out more, please contact: ADM_Undergrad@ntu.edu.sg