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.

IMVR A130 3 Units (36 lecture hours; 54 lab hours)
Immersive Game Development I
Advisory: FILM A220 and DMAD A281.

Grading Mode: Standard Letter
Transfer Credit: CSU.

An introduction to Video Game Design and Development as it applies to Immersive Media Technologies, such as Virtual and Augmented Reality (VR/AR), as well as traditional computer games and animated films. Students will learn basic 3D modeling and Game Engine techniques using very powerful design software which is widely used by professionals in the industry. Because most of this software is FREE to non-professionals, students can download and practice with it at home as well, optimizing their ability to learn these time-intensive technologies in 16-weeks. Same as FILM A223. Students who complete IMVR A130 may not enroll in FILM A223.

IMVR A210 3 Units (45 lecture hours; 27 lab hours)
Coding Basics for Immersive Media Applications
Advisory: FILM A223 and FILM A220 or FILM A221.

Grading Mode: Standard Letter
Transfer Credit: CSU.

In contrast to traditional coding classes offered in Computer Science departments, this course offers a very basic-level overview and training in multiple coding languages specific to Immersive Media and Game Design, and only to the level needed to address typical programming challenges that may come up in the building of VR/AR and related projects using Game Engines. Coding languages and software taught will reflect only the current industry standards for Immersive Media (which often change), but may likely include elements of C#, C++, Javascript, Swift, XCode, AR Kit, AR Core, and Vuforia. This course is meant to be a 'primer', as a supplement to other Immersive Media courses, and not designed to teach any one coding language extensively. Same as FILM A226. Students who complete IMVR A210 may not enroll in FILM A226.