



**SPLIT SUMMER SCHOOL STSS2021**

**COURSE: Creating Virtual Reality (VR) Computer Games**

Contact person: Josip Vasilj; josip.vasilj@fesb.hr

Main topics:

- Introduction to fundamental principles of VR technology
- Building and running VR applications
- Creating immersive environments including physics, animation and lighting using Unity 3D
- VR interaction techniques



Programme structure:

- 5-day course
- Sample assets will be provided for practice
- Lecture notes will be available either on-line or in printed form

**Important dates:**

Course dates: 30/08/2021 – 03/09/2021  
Deadline for application: 01/08/2021  
Confirmation of the course: 15/08/2021  
Payment due by: 23/08/2021

Price of the course: 300 € (tax included)

Programme plan:

- Day 1
- Introduction to virtual reality (VR) and Unity (4h)
  - Individual work/exercise (1h)
- Day 2
- Creating a 360° walk-through (2h)
  - Building a 3D VR scene (2h)
  - Individual work/exercise (1h)
- Day 3
- Physics and scripting (4h)
  - Individual work/exercise (1h)
- Day 4
- Gaze-based control (2h)
  - VR interaction. Moving menus (2h)
  - Individual work/exercise (1h)
- Day 5
- Students' final projects (4h)
  - Final presentations (1h)

Programme lecturer:

Ph. D. Tea Marasović M. Elect. Eng,  
Teaching/assistant professor at the University of Split,  
Faculty of Electrical Engineering, Mechanical Engineering  
and Naval Architecture, Split, Croatia.