



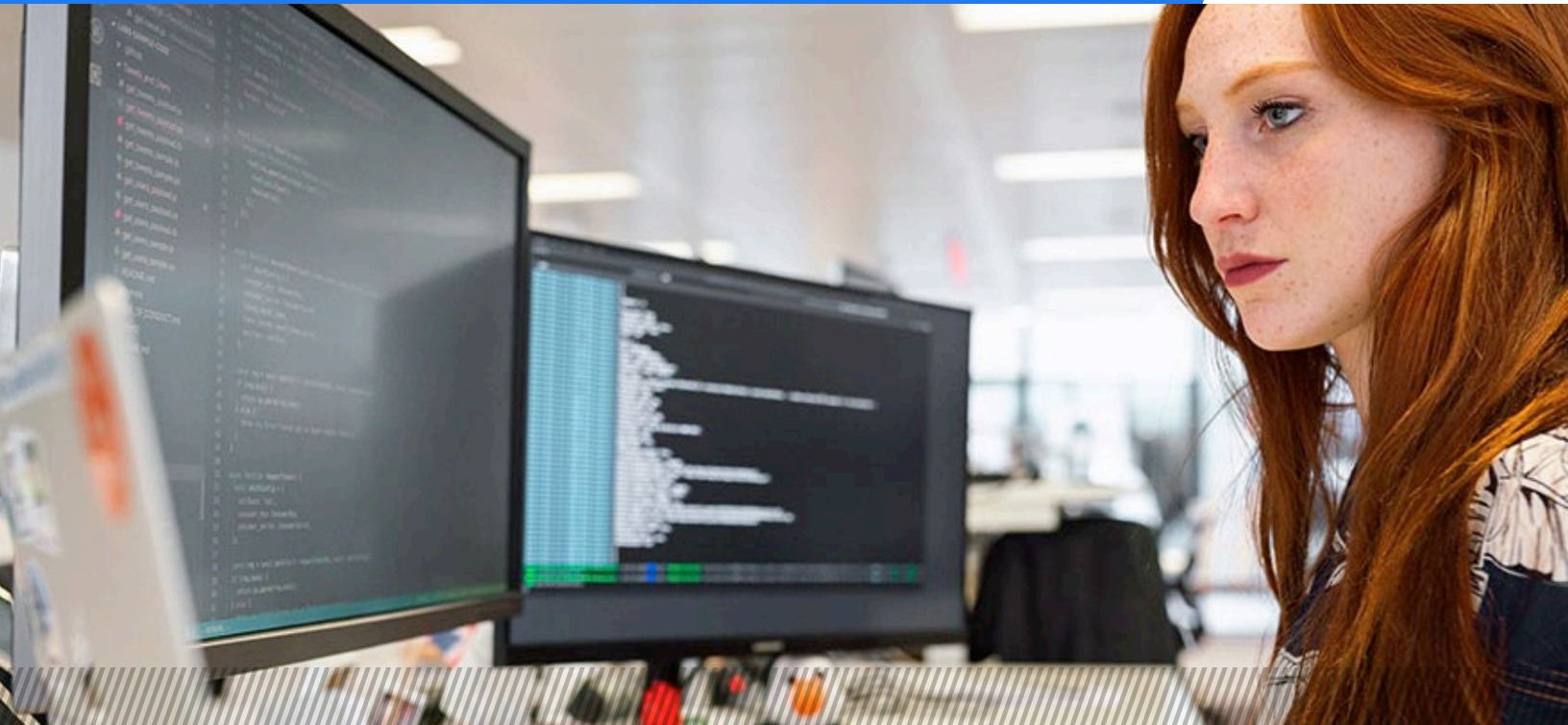
PROGRAM SYLLABUS

AR Industry Bootcamp Developer

8-Week Live Online Course

Program Overview

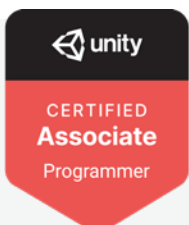
XR Terra is a Unity Certified training partner. Unity training partners are approved based on their expertise, focus on quality education, and commitment to providing the highest level of training available.



AR Industry Bootcamp Developer

8-WEEK PROGRAM

This 8 week Industry Bootcamp with live instruction and course support will kick off with 2 weeks of Unity Project Building and provide you with a framework for success. After completing your first project, the 6 week Augmented Reality Bootcamp begins. This course gets you straight into development for AR environments and interactive experiences. During these 6 weeks you will work on two industry ready AR projects that build your skills and prepare you for a career in the competitive XR Industry & job market. Upon completion of this course, you will understand AR Development and be prepared to join XR Terra's Alumni and Industry Hackathons.



*This course will set you on the path to earn your **Unity Associate Programmer Certificate***



Program Structure

This 8-week course includes live instruction, group exercises, team projects and co-working sessions.

COURSE EXPECTATIONS

- › 6 hours of live instruction (3 hours twice a week)
- › 6 – 8 hours of self-study per week

Office hours are held each week and posted by the course facilitator

Career support and networking opportunities

Discussion forums for questions to instructors and student services advisors

Grading

This is a Pass / Fail program. In order to pass this program you must complete the following:

- › Attend live sessions; maximum of 2 excused absences during the program
- › Complete all assignments and group exercises
- › Complete all projects in a timely manner following the guidelines



Student Learning Outcomes

- Experience creating AR Prototypes and Implementing AR Foundations with Unity
- Knowledge navigating Unity Engine & C# Programming
- Familiarity with AR Development Components
- Familiarity with Unity Physics Interactions & Components for AR
- Practical Knowledge creating multiplayer AR experiences
- Confidence developing Tabletop & World Mesh AR experiences
- Confidence with version control, troubleshooting common errors in Unity and utilizing debugging techniques for AR

A Career in XR

XR Terra's Industry bootcamps prepare you with the portfolio and skills needed to join the competitive XR Industry and job market.

Graduates of this program will receive an XR Terra AR Developer Certificate and a digital badge to share on LinkedIn. Graduates are eligible to join XR Terra's Industry Hackathons and other XR Terra Industry Bootcamps.



Program Prerequisites

This course assumes some previous programming experience and requires a base coding knowledge.

REQUIRED EXPERIENCE

- > Unity: Basic Editor Knowledge
- > Coding : Familiarity with Coding (ex. Javascript, C#, C++, or Python)



Wondering about your experience?

Talk to one of our XR Terra team members about your specific experience level. We also offer an array of foundational material to introduce students with limited or no experience to the Unity platform, including a Developer Foundations course that introduces you to Unity and C#.

CONTACT US →



Materials and Supplies

This course is lightweight but does require some equipment investment

REQUIRED HARDWARE

- › Mac or PC
- › Mobile Device (Android or iOS)



Wondering about hardware?

Most PC and Mac computers will be compatible with the software used in this course. If you have an older machine or need help confirming your machine's compatibility, we will be happy to assess your hardware.

Program Schedule

8-WEEK PROGRAM

These 8 weeks will cover a formal instruction of Augmented Reality Development, with group activities and projects designed to engage your learning.

XR Start

- WEEK 1** Welcome to XR Terra. In our first week we will walk you through Unity basics, project planning, version control, and cover the elements you need to get started building with XR Teams.
- WEEK 2** Getting through your first project can be a difficult challenge; we are here to help. Let's build your skills through task management, project pipelines, project research, and best practices.

AR Industry Bootcamp: Developer

- WEEK 3** Become familiarized with the developer role for AR Product Teams. We will also cover AR development prototyping, with device setup, basic AR scenes, project build testing with your mobile device, and application feature framing.
- WEEK 4** This week covers AR asset pipelines and prefab management. You will begin developing Tabletop AR applications with Image Targets and build out basic user interactivity with members of the AR Design Bootcamp.
- WEEK 5** We'll introduce you to user interface development and inventory systems for AR utilizing Unity's UI libraries, Canvas System, and event systems.
- WEEK 6** Begin your journey into world space AR. You will learn to develop for AR using realtime mesh mapping systems and world space UI. This week builds on Interaction Mechanics and covers animation for your scene and interactive objects.
- WEEK 7** This week wraps up user interface development with a focus on user onboarding, implementing navigation systems, and multiplayer functionality development with Normcore.
- WEEK 8** The final week of the Industry Bootcamp covers a comprehensive look at documentation and best practices for debugging common issues in AR. Additional support will be provided for your projects during group sessions and Industry professionals will offer next steps for your AR career, along with invites to Developer Forums & XR Communities.

ARE THE FIRST 2 WEEKS REQUIRED?

If you have participated in a previous XR Terra Industry Bootcamps the 2 week XR Start is optional.



XR TERRA

For questions, please email hello@xrterra.com

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