



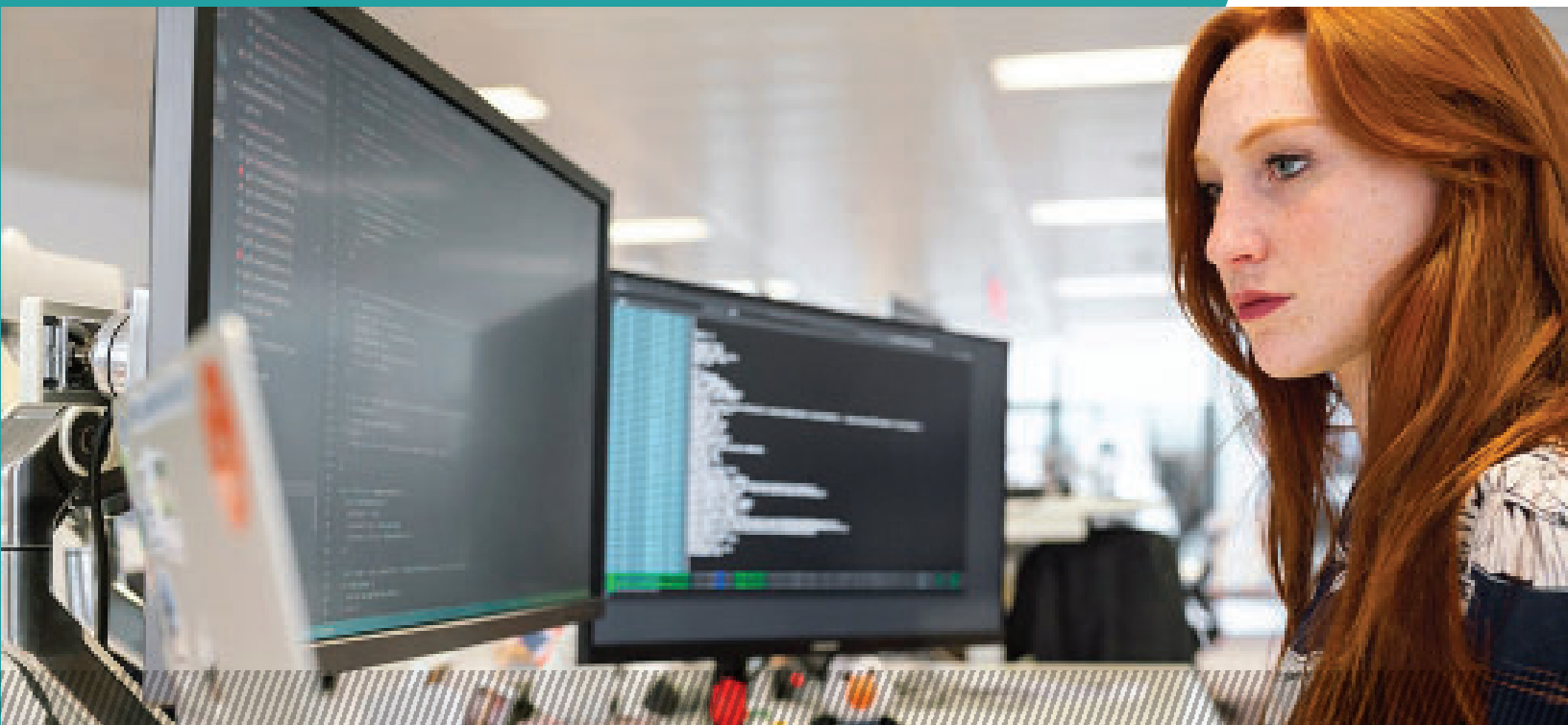
PROGRAM SYLLABUS

# VR Industry Bootcamp Developer

8-Week Live Online Course

# Program Overview

Learn from enthusiastic instructors in this top VR Developer course! Take your Unity and C# scripting skills to the next level with live and pre-recorded classes. This experience includes live 1:1 help with advanced XR experts.



## VR 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 Virtual Reality Bootcamp begins. This course gets you straight into Virtual Reality Project Development. During the 6 VR weeks you will work on two industry ready VR projects that build your developer skills and prepare you for a career in the competitive XR Industry & job market. Upon completion of this course, you will understand the process of VR Prototyping & Development and be well prepared to join XR Terra's Alumni and Industry Hackathons.



# 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 VR Prototypes and Implementing XR Toolkits with Unity
- Knowledge navigating Unity Framework & C# Programming
- Familiarity with AI Navigation & Pathfinding Systems
- Familiarity with Unity Physics Interactions & Components for VR
- Familiarity with VR Multiplayer Experiences
- Confidence utilizing the Unity's Layer and Tag Systems
- Confidence with version control, troubleshooting common errors in Unity and utilizing debugging techniques for VR

## 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 VR 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
- › Oculus Quest (Suggested)



## 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 Virtual Reality Development, with group activities and projects designed to engage your learning experience.

## 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.

## VR Industry Bootcamp: Developer

- WEEK 3** We'll take you through the Developer Role for VR Product Teams. This week gets you into VR development, utilizing SDKs for player setup and project build testing, interaction basics with Unity's XR Libraries, and building object functionality with members of the VR Design Bootcamp.
- WEEK 4** This week covers VR asset pipelines, prefab generation and scene management along with a comprehensive overview of Unity's physics engine and how to build interactives that respond to the virtual environment.
- WEEK 5** We'll cover user interface development and inventory systems for VR utilizing Unity's UI libraries, Canvas System, and event systems. During this week you will also learn navigation and AI pathfinding and with Unity's Navmesh systems.
- WEEK 6** You'll have a detailed look at Unity's Avatar Rigging and Physics components for VR player setup. This week builds on Interaction Mechanics and Interaction Management systems for better user control.
- 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 developer documentation and best practices for debugging common issues. Additional support will be provided for your projects during group sessions; and Industry professionals will offer next steps for your VR career, along with invites to Developer Forums & XR Communities.

### ARE THE FIRST 2 WEEKS REQUIRED?

If you are new to XR Terra's Industry Bootcamps the 2 week XR Start is required and builds a foundation for your XR learning journey.



# XR TERRA

For questions, please email [hello@xrterra.com](mailto:hello@xrterra.com)