

PROGRAM SYLLABUS

VR Industry Bootcamp Designer

8-Week Live Online Course

Program Overview

Learn from our enthusiastic instructors the latest tools and techniques used by today's leading VR Designers. Create VR-ready assets, interactive experiences, UI, and more. With a combination of live and pre-recorded classes, we'll give you the tools to build your own VR world!



VR Industry Bootcamp: Designer

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 design for virtual environments and interactive experiences. During the 6 weeks of VR training, you will work on two industry ready VR projects that build your skills and prepare you for a career in the competitive XR Industry and job market. Upon completion of this course, you will understand the process of VR Prototyping & Design 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

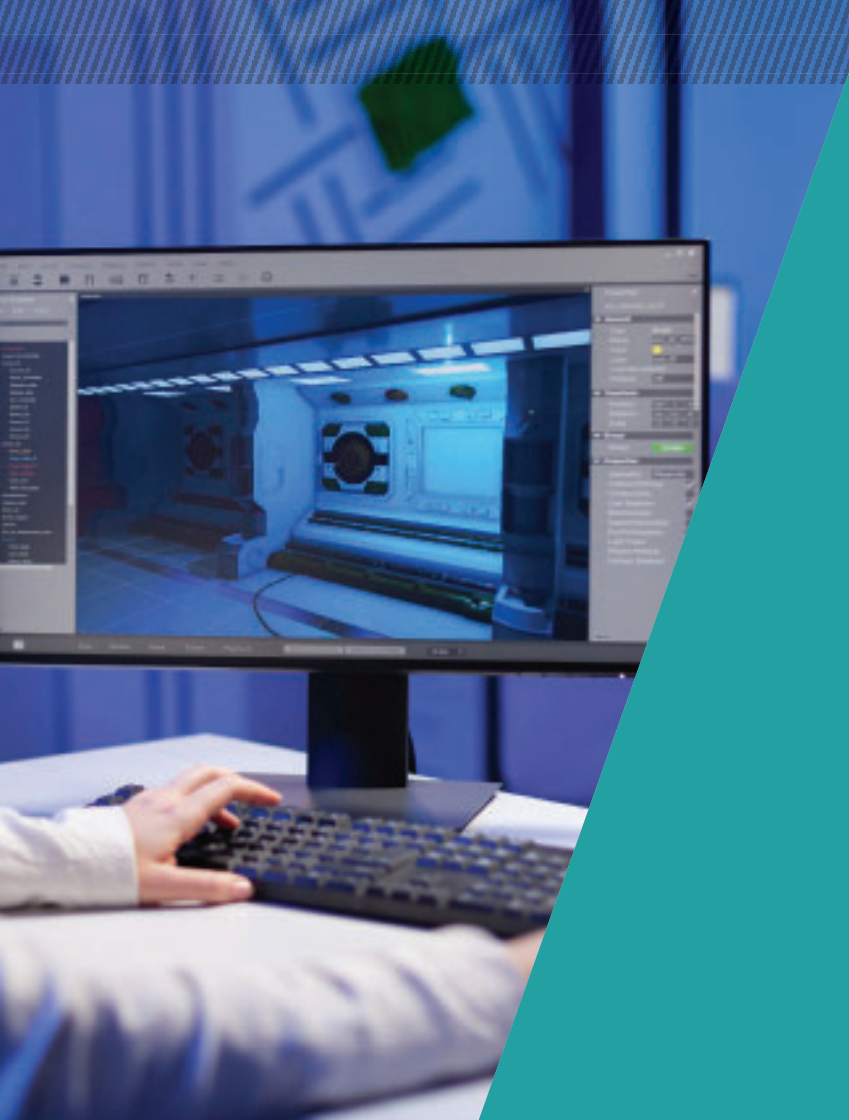
Career support and networking opportunities

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 & Asset Systems
- Familiarity with Scene Design & VR User Experiences
- Familiarity with Animation & Unity Physics Components
- Familiarity with VR Lighting, Post Production, and VFX
- Confidence designing VR User Interface & Navigation
- Confidence with version control, troubleshooting common errors in Unity and utilizing debugging techniques

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 Designer 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.

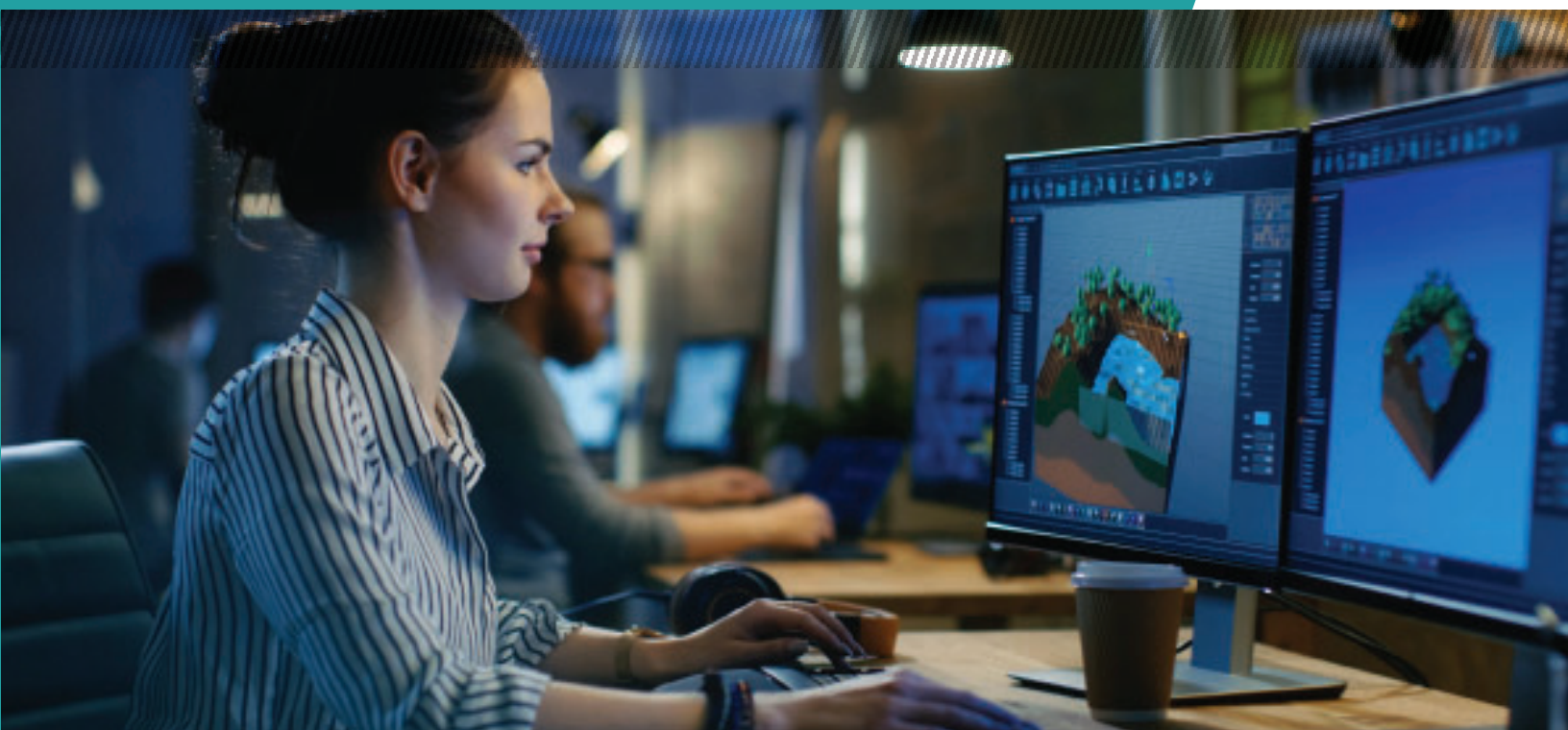


Program Prerequisites

This course assumes some previous 3D asset modeling or experience & interface design knowledge.

REQUIRED EXPERIENCE

- › Unity: Basic Editor Knowledge
- › Design: 3D & Design Programs



Wondering about your experience?

Talk to one of our XR Terra team members about your specific experience level. XR Terra also offers an array of foundational material which supports students, with limited Modeling or Interface Design experience, and new to the Unity platform.

[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 Design, with group activities and projects designed to engage your learning experience.

XR Start

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| 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: Designer

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| WEEK 3 | You'll become familiarized with the design role for VR Product Teams. This week gets you into VR Design Prototyping, with player setup and project build testing for your headset. You will build object functionality and interactive design features with members of the VR Developer Bootcamp. |
| WEEK 4 | This week covers VR asset pipelines, prefab management and scene design along with a comprehensive overview of Unity's physics components and how to build interactives that respond to the virtual environment. |
| WEEK 5 | We study user interface asset management and design with the Unity Canvas System. During this week you will also learn how to implement Unity's VFX components and utilize lighting systems in your scenes. |
| WEEK 6 | This week includes a detailed look at Unity's Avatar Rigging and Physics components for VR player setup. This week builds on Interaction Mechanics and covers animation design for your scene and interactive objects. |
| WEEK 7 | We will wrap up user interface design with a focus on user onboarding and implementing navigation systems for VR single and multiplayer functionality. |
| WEEK 8 | The final week of the Industry Bootcamp covers a comprehensive look at documentation and best practices for debugging common issues in VR. 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 Design 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