



PROGRAM SYLLABUS

VR Design Foundations

4-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.



AUTHORIZED
**Training
Partner**



VR Design Foundations

4-WEEK PROGRAM

The perfect foundational course for VR Design in Unity. Through in-class demos and exercises, you'll learn key design concepts and how to use them in Unity. In 4 weeks you'll create a tropical island VR experience, learn what it takes to create compelling assets, beautiful lighting, intuitive UI and interactions... plus how to spruce it up with basic VFX! By the end of this course, you'll be comfortable with designing in Unity and have a fully-functioning portfolio piece.

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.



CERTIFIED
Associate
Artist

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



Program Structure

This 4-week course includes live instruction, group exercises, a class project and co-working sessions.

COURSE EXPECTATIONS

- › 4 hours of weekly live instruction (2 hours twice a week)
- › 2-3 hours of self-study per week

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

Dedicated advisor to support your career journey from Day 1

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 Asset Design & VR User Experiences
- Familiarity with Material Design using Texture Maps
- Familiarity with XR Interactions
- Familiarity with VR Lighting, Post Production and VFX
- Confidence designing VR User Interface & Navigation

A Career in XR

Graduates of this program will receive an XR Terra VR Designer Certificate and are eligible to join XR Terra's Industry Hackathons and our other XR Terra Industry Bootcamps.

XR Terra's Industry bootcamps prepare you with the portfolio & skills need to join the competitive XR Industry & Jobs Market.



After successful completion of the course, students will be awarded a digital certificate from XR Terra and a digital badge to share on LinkedIn.

Program Prerequisites

This course assumes basic knowledge of User Experience, Graphic, Interface or 3D design but it is otherwise the perfect course to get started with Unity.

REQUIRED EXPERIENCE

- Coding & Unity: none
- UX / UI Design: some notions



Wondering if you're experienced enough?

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

4-WEEK PROGRAM

These 4 weeks will cover a formal instruction of Virtual Reality Design, with group activities and projects designed to engage your learning experience.

VR Industry Bootcamp Designer

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- WEEK 1** Introduction to the Unity 3D engine and our class project. We'll also go through the basics of assets and prefabs.
- Get up and running with Unity
 - Learn how to build a VR app on your headset
 - Intro to objects, assets and prefabs
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- WEEK 2** Learn how to make your assets shine with beautiful materials. Plus we'll dig into player movements and interactions
- Create a treasure chest asset from scratch
 - Beautify your assets with Materials, Shaders and Texture Maps
 - Learn how to make your VR project interactive
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- WEEK 3** Let There Be Light! Explore the complex yet delightful world of Unity Lighting, along with an introduction to VFX
- Light up your scene with real-time and baked light sources
 - Create a mood for your Scene with Post-Processing effects
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- WEEK 4** In our final week, we introduce Unity's 2D UI pipeline, some prototyping techniques and audio. With these techniques, you can complete your own Magical Island VR experience.
- Create your unique Magical Island in VR
 - Create Menus and UI in Unity
 - Perfect your scene with Audio implementation





For questions, please email info@xrterra.com

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