

# Virtual Reality with Unity

**Duration :** 3 Days

## Course Content

VR (Virtual Reality) is a technology that allows users to interact with digitally created environments through the use of devices such as headsets or special glasses. In a VR experience, users feel like they are actually inside a digitally generated environment and can interact with the objects and people within.

VR technology has been used in a variety of applications, such as video games, training simulations, virtual tours and even therapy. In addition, the technology is constantly evolving and new innovations are constantly emerging to improve the VR experience for users.

## Prerequisites

- C# Programming Language Advanced
- Proficient in using Unity Engine
- Proficient in Processing 3D Object Models

## Course Objectives

After this course delegates will have practical knowledge of techniques for creating Virtual Reality application using Unity.

## Who Should Attend

This course is designed for developers looking to Making Virtual Reality Application.

## Course Outline

- Introduction VR
- Introduction Unity
- Introduction Google VR
- IDE Instalation
- Making Simple 3D model For VR
- Building VR using Google VR SDK
- Virtual Tour
- building simple VR application
- device configure & installation

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