FUTURE TECHNOLOGIES:
VIRTUAL REALITY

132 Hours (Training + Practical)

5 Months

₹ **90,000**

AI INTEGRATED COURSE

WHAT'S COVERED IN THIS PROGRAM?

- All important jargon of the VR and related technologies
- Creation and optimization of 2D and 3D assets with VR perspective
- Essentials of Storyboarding
- Rigging and Animation in VR
- VR Application building
- Building a Standalone Application
- Creating a Framework in Unity

SOFTWARES / PLATFORMS COVERED (120 Hours)

- Virtual reality (VR)
- Photoshop
- 3ds Max
- Unity
- Substance Painter
- Portals

ComfyUI | Luma AI

*Few topics will be covered online

APPLICABLE JOBS

- Training
- Simulation Artist
- Product Visualization
- Software Developer / Manager
- Gameplay & Tools Engineer
- Architectural Visualization
- Asset Creator
- VR Prototyper
- Mixed Reality Artist

STEP INTO THE FUTURE

This program is your first step into the fascinating world of Virtual Reality (VR). Use Virtual Reality to upskill your creative and technical knowledge for the exciting Applications, Media & Entertainment Industry and much more.

This program is aligned with MESC QPNOS: MES/Q0509, Q2501, Q2505.

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