Lecture (3 SWS, 6LP)
This module deals with hardware and software aspects of Virtual and Augmented Reality. Students will develop a deep understanding topics related to virtual environments and interactive computer graphics. They will become familiar with current device technology as well as software design and application requirements for virtual environments.
In practical sessions, students will learn how to develop VR applications using Unity3D.

Topics:
• Introduction
• Human Factors and Perception
• Input and Output Devices for Virtual Reality
• Tracking
• Real-time Rendering
• Spatial Data Structures
• 3D Interaction
• Animation in Virtual Environments
• Augmented Reality
• Applications of Virtual Reality

Language: English