

Course Announcement – Fall 2006 – ENG 477 – “Principles of Virtual Reality”



# Eng 477



# Principles of Virtual Reality



## Fall 2006



Course ENG 477 “Principles of Virtual Reality” teaches the fundamentals of Virtual Reality and provides laboratory experiences where students learn how to develop immersive, interactive, and animated 3D computer applications using the Virtual Reality CAVE and other systems in the 3D Lab (Duderstadt Center). Authoring tools like 3D Studio MAX, VirTools, and VRML will be introduced and allow for creating unique applications in the arts, engineering, humanities, medicine, science, or any other area.

The course is offered to students from all schools and colleges and emphasizes cross-discipline collaboration and teamwork in group projects. Each team will develop a complete virtual reality application in the area of their interest. Faculty advisors from various fields will assist with the creation of convincing virtual worlds.

**Prerequisites:** There are no special prerequisites (no programming skills required) except senior standing. If you are not yet a senior, you may contact the instructor and ask for an override.

For more detailed information check [www-vrl.umich.edu/Eng477](http://www-vrl.umich.edu/Eng477)

or contact the instructor: Klaus-Peter Beier, e-mail: ..., (734) 764-4296