MOORE NORMAN
TECHNOLOGY CENTER

360 Cameras for VR
CD450

Hours :   In Class 15   Clinical 0   Total 15

Description

"Through the Looking Glass": a first hand discovery of Virtual Reality and Augmented Reality".
Get first-hand experience with VR and AR technologies. Students will get hands on experience by creating 360 content with classroom-provided cameras and viewers. Experience student's and other's work through the Oculus headset in both the VR and AR environments. Explore how this amazing new technology is not just simple to learn, but how it can create a lasting impact in everyday life. From enhancing the documentary experience to the business and educational environment changes that are coming soon.

Learning Objectives

Utilize 360 cameras to take pictures and record video.
Discuss ways to incorporate 360 cameras into current media.
Explore 360 pictures and videos with the Oculus Go headset.
Edit and "Stitch" pictures and and videos in Adobe Premiere basics.
Publish pictures and video for others to experience with the Oculus headset.

Teaching Philosophy

We believe that instructors, staff, and administrators have a shared responsibility to provide: 1) innovative course design and instruction; 2) a safe, learner-centered environment; and 3) an authentic learning experience.

Student Responsibilities

To ensure a quality and safe learning environment, students are required to follow the Post-Secondary Student Behavior policy #560. This policy can be found at www.mntc.edu/board-policies. Printed copies are available upon request.