DHITVA
Igniting Imagination

Why VR Development Course ?
Virtual reality (VR) job openings are up 800% year over-year

Demand for skilled VR developers and designers who can create high-quality content is growing at an unprecedented rate. The goal of this internship is to equip you with the skills and experience you'll need to take advantage of all this incredible opportunity.

Limited Seats Available

3 Months
Course Duration

Technologies We Use

3D Maya	Unity	3DS Max	C Sharpe	Blender

Only 1 Eligibility Criteria !

"If You Breath Creativity And Feel You Can Add More Experience To The Existing World Using Virtual Reality Technology, This Virtual Reality Training Is For You And The Time Is Now."

Benifits Of Joining VR Course At Appnings

What We Provide?
Time to learn for real world job opportunities

We will be giving you full access to high end devices and expert guidance from around the world and also you will get a chance to collaborate with many industries from different parts of the world.

Hands On Training
Complete Hands On extensive training

Live Project
You will be working on live projects.

Learning Materials
Will provide complete learning materials

VR Design Kit
iPAD Pro 12.9 inch to work more creatively

App Publication
finalised projects will be published across the globe on different VR content platforms

High End Rig
High End Computer to work on advanced tools like Unity, 3D max, Maya and other tools

Experts Guidance
Experts guidance inside the company & also experts guidance from all over the world through conference.

100% Job Guarantee
After successful completion of internship 6 candidates will be hired for full time & 100% Job Guarantee.

Graphics & Animation

Beautifully designed Virtual Reality experiences are literally immersive, we help you to design these experiences in a meaningful way, We provide right amount of guidance so that you can become master in creating beautiful graphics for Virtual Reality

Graphics Syllabus

SKETCHING

Unit 01 : Basics

Unit 2 : Human Anatomy

ILLUSTRATOR

Unit 01 : Introduction

Unit 02 : Tools and panels

PHOTOSHOP

Unit 01 : Introduction

Unit 02 : Essentials

3Ds MAX and 3D MAYA

Unit 01 : Introduction

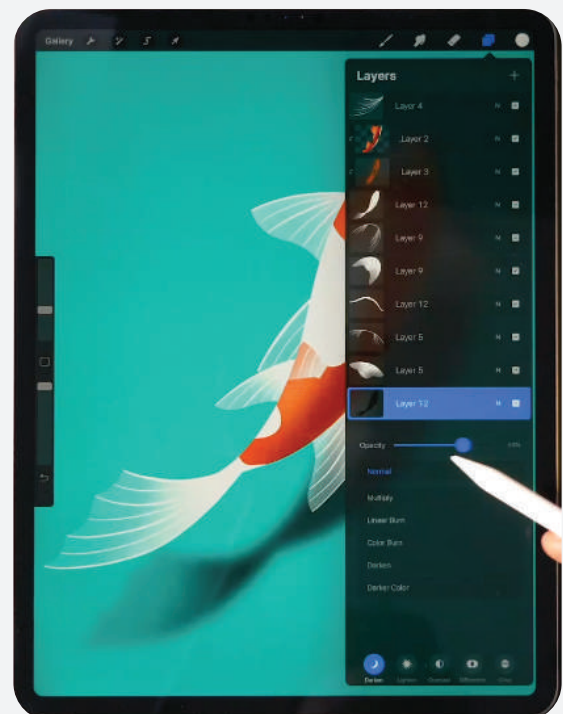Unit 02 : Basic Modeling

Unit 03 : Polygon Modeling

Unit 04 : Materials

Unit 05 : Rigging

Unit 06 : Animation & Dynamics

Unit 07 : Lighting, Camera, Rendering

Unit 08 : Importing and Exporting

VR Development In Unity

We help you to build Virtual Reality experiences in such a way that once user enter your Virtual World they will lose track of the reality, our carefully designed syllabus will help you step by step guidance to build these Virtual Reality experiences

VR Syllabus

Module 1

Basics of Unity
Unity Interface
The Toolbar
The Scene view
The Game View
The Inspector Window
The Hierarchy Window
The Project Window
Build and Player Settings
Basic Concepts of Unity
Colliders
RigidBody
Joints

Basics of C#
Behaviour Components
Data Types
Variables and Functions
Conventions and Syntax
IF Statements
Loops
Switch Statements

Module 2

Unity UI
Canvas
Rect Transform
Button
Image
Text
Slider
Transitions
ScrollRect
Scrollbar
Mask

C# for Unity
Classes
Activating GameObjects
Translate and Rotate
Look At
Linear Interpolation
nstantiate
Invoke

Module 3

Unity Advanced
Animation
Animator
Audio
Video
Particle System.

C# OOP
Arrays
Lists
Array Lists
Enumerations
Struct
Constructors
Inheritance
Polymorphism

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