

Bachelor of Fine Arts Virtual Reality Development

First Year

DSNA 110 Drawing I

Introduction to perspective systems and their use in the representation of three-dimensional forms and lighting. Emphasis is placed on visual communication, mark making, and cinematic compositions. Various approaches to perspective will be used to compose single as well as sequential images. Drawing from both observation and imagination, students will investigate the way various camera lenses affect visual perspective. Prerequisite(s): None.

MEDA 112 2D Design

Develop an understanding of visual language and compositional structure using the basic elements and principles of design. Introduction to color theory and application. Prerequisite(s): None.

DSNA 114 4D Design

An introduction to sequential design and time-based media. Students begin to explore how to create meaning and communicate ideas through time and sequence using various techniques including drawing, design, audio, video editing, and animation. Focus will be placed on transformation, timing, rhythm, and motion. Prerequisites/Corequisites: None.

DSNA 120 Design II (Figure)

Introduction to figure drawing as used to communicate stories and resolve design problems. Life drawing is used as the foundation for understanding human form and proportions. Less emphasis is placed on refined anatomy or individual characteristics, but rather how the human form communicates attitude, suggests movement, and implies story. Students explore various mark-making approaches and their appropriate uses within industry applications including storyboards and style frames. Prerequisite(s): None.

MEDA 123C 3D Design and Modeling for VR

Introduction to elements and principles of 3D design: space; form and mass; scale; and proportion using 3D animation software. Students will learn techniques used to create three dimensional compositions that create a sense of depth, lead the eye, and give a sense of presence.

VIRT 100 Introduction to Virtual Reality

This course will explore and experiment with multiple types of virtual reality tools and techniques. Students will be exposed to the different forms that the medium can currently take, and experience content with a range of delivery mechanisms. The goal of the course will be to make a series of small, very simple test experiences that give the student the understanding of what is currently possible, as well as grasping best practices that are unique to the medium. Prerequisite(s): MEDA 111, MEDA 112, MEDA 115.

GDES 124 Intro to Interactive Design

An introduction to the fundamentals of designing for web browsers and mobile devices. After an introduction to workflow and project management, students will use technology to effectively apply fundamental design tools including color, typography, imagery, composition, and conceptual thinking to create interactive projects and prototypes. Topics include understanding the user; content organization; navigation; usability and accessibility; interface design; website design and website production.

Second Year

VIRT 200 VR Development I

An introduction to the tools and methods used in Virtual Reality Development. Explores principles of the creation of virtual spaces. Introduction to basic processes for creating synthetic objects using 3D software and placing them into a virtual space using game engine technology. Prerequisite(s): All required first year studio courses.

VIRT 210 Visual Scripting I

Introduction to visual programming. Artists will develop the ability to create interactive behavior using graphical nodes instead of typing code. Prerequisite(s): All required first year studio courses.

VIRT 201 VR Development II

A continuation of VIRT 200 VR Development I. Continued study of principles and techniques of the creation of virtual spaces. Introduction to basic processes for utilizing sound. Introduction to the creation of basic interfaces. Prerequisite(s): VIRT 200, VIRT 210.

VIRT 211 Visual Scripting II

A continuation of VIRT 210 Visual Scripting I. Students will continue to develop the ability to create interactive behavior using graphical nodes instead of typing code. Prerequisite(s): VIRT 200, VIRT 210.

VIRT 220 Concept Development for Virtual Worlds

Exploration of the generation and refinement of solid concepts for virtual reality experiences. Ideas will be explored for potential use in areas of entertainment, education, training, film, tourism, healthcare, advertising, medical, forensics, visualization, and architecture. Prerequisite(s): VIRT 200, VIRT 210.

Third Year

VIRT 300 VR Development III

A continuation of VIRT 201 VR Development II. Advanced study of principles and techniques of the creation of virtual spaces. Prerequisite(s): VIRT 220, VIRT 201, VIRT 211.

VIRT 310 Visual Scripting III

A continuation of the skills and abilities learned in VIRT 211 Visual Scripting II. The advanced study and development of the ability to create interactive behavior using graphical nodes instead of typing code. Prerequisite(s): VIRT 220, VIRT 201, VIRT 211.

VIRT 320 Iterative Design

An introduction to solution-focused approaches to problem solving. Learn to utilize the high-level iterative design process common to all VR development. Prerequisite(s): VIRT 220, VIRT 201, VIRT 211.

VIRT 301 VR Development IV

A continuation of VIRT 300 VR Development III. Advanced study of principles and techniques of the creation of virtual spaces. Creation of proof of concept assets for projects to be produced in senior year. Prerequisite(s): VIRT 300, VIRT 310, VIRT 320.

VIRT 330 VR Thesis Preproduction

Idea generation and refinement for the upcoming senior capstone project. This course will operate in collaboration with VIRT 340 Visual Development for VR. Prerequisite(s): VIRT 300, VIRT 310, VIRT 320.

VIRT 340 Visual development for VR

Art direction and style exploration and refinement for the upcoming senior capstone project. This course will operate in collaboration with VIRT 330 VR Thesis Preproduction. Prerequisite(s): VIRT 300, VIRT 310, VIRT 320.

Fourth Year**VIRT 400 VR Capstone Project I**

The application of all of the production techniques learned in previous courses toward the execution of approved concepts from VIRT 330 VR Thesis Preproduction. Prerequisite(s): VIRT 301, VIRT 330, VIRT 340.

VIRT 401 VR Capstone Project II

The continued application of all of the production techniques learned in previous courses toward the execution of projects begun in VIRT 400 VR Capstone Project I. Prerequisite(s): VIRT 400.