AET 345
Designing Digital Worlds

Hybrid Lecture/ lab course: From page to HMD or VR player. Narrative driven design process for new media artists.

“Who is it for?”

Anybody interested in building imagery that tells a story by immersing the viewer in imagery.

“Immerse how?”

Either by wearing a HMD (Head mounted display e.g. Oculus rift, HTC vive,...) or by surrounding the viewer with projected imagery.

“Any requirements?”

Turn up, do good work

Course abstract: This is a lecture/ lab course that serves as the introduction to the design process for immersive digital environments. The approach to teaching the student about this field of work is threefold: We explore important work by past and present practitioners through discussion, reading and research; the common technologies and tools of the field are introduced and explained while each student creates as well as implements his/her designs in the lab. The two student-created designs are based on a provided narrative. Students who complete this course will have an understanding of the workflow, methodology and considerations necessary to practically realize digital environments through both Unity and captured 360 imagery.

Basic knowledge of 3d modeling is recommend.

When: TTH 02:00 p.m. - 03:30 p.m.
Where: PAC 3.204 (PLAllab)

Professor: Michael Mckellar