



Virtual and Augmented Reality Technologies

College Credit Certificate | Code: 66060 | 19 Credits

CIP (0550041118)

Effective Term: Fall 2023 (2237)

The program will teach students the fundamentals of Virtual and Augmented Reality. Students will learn basic concepts, history and tools commonly used for stereoscopic image acquisition and immersive technologies. Students will also learn the origins of Virtual Reality (VR) and its current role in the industry, its applications and opportunities and how to generate and manipulate VR imagery.

MAJOR COURSE REQUIRMENTS (19.00 Credits)

DIG 1430	Storyboarding	(3 Credits)	
DIG 1729C	Game Engines	(4 Credits)	
DIG 1772C	Introduction to Virtual and Augmented Reality Technologies	(4 Credits)	Pre/Corequisite: DIG 1729C
DIG 2776C	Virtual Reality Platform Development	(4 Credits)	Pre/Corequisites: DIG 1729C and DIG 1772C
DIG 2777C	Augmented Reality Platform Development	(4 Credits)	Pre/Corequisites: DIG 1729C and DIG 1772C

