COURSE CONTENT

Course Code	DT5004 (DT2013)
Course Title	Fundamentals of Immersive 360˚ and VR experiences
Pre-requisites	NIL
No of AUs	3
Contact Hours	39 hours studio contact

Course Aims

This elective course will introduce you to techniques and processes involved in producing immersive 360˚ media. You will have the opportunity to apply techniques to your own creative project. The strategies and approaches developed in this course can be applied to projects in a variety of other media-based courses.

Intended Learning Outcomes (ILO)

By the end of the course, you should be able to:

1. Identify and discuss techniques used to convey immersive experiences.
2. Demonstrate fundamental techniques required to create 360˚ media.
3. Apply techniques and artistic considerations to create immersive experiences.
4. Present and reflect clearly on 360 and VR work in discussions and presentations.
5. Critique 360 and VR explorations, techniques and solutions employed by peers in a constructive manner

Course Content

The role of immersive media
The experience of being immersed by enticing 360° audio-visuals brings your audience one step closer to the reproduction of reality, or at least a believable representation of another time and space. Creating immersive 360˚ experiences is both a technical and artistic challenge, but highly rewarding. The course will introduce you to the basic concepts of immersive media and will deliver a practice-based introduction to the fundamental techniques and processes involved in producing and presenting 360˚ experiences.

Image acquisition and post-production
Through practice-based exercises and project assignments, you will learn essential and advanced image acquisition techniques and post-production workflows required for immersive media.

Viewing experiences
By analysing a variety of examples, you will be able to identify the strength and weaknesses in 360° imagery, to refine your own assessments.

Beyond traditional narrativity
You will explore storytelling and narrative considerations for immersive environments that deviate from traditional formats.

Artistic considerations

What makes a good composition for an environment in which you cannot define your frame? How can you direct your audience to stay focussed or look around? Which role do audio and other senses play? Through analysis of a variety of examples, you will develop a sense of creative considerations and their role in creating successful immersive experiences.

Class assignments

Creative projects, which explore concept-development, fundamental image acquisition and editing techniques, as well as story-formats for immersive media. Developed through lectures, tutorials, class exercises and peer/instructor feedback sessions.