

COURSE : 04353 (67488) Virtual Reality Systems

SEMESTER : F2001

COURSE GROUP : F6 II

COURSE SCHEDULE

| WEEKS | LECTURES | EXERCISES |
|------------------|-------------------------------------------------|----------------------------------------------------------------------------|
| 1 05/02 - 09/02 | Introduktion, VR concepts VRML - File format | 04353 - 01 Navigation - Cosmo Player - VRML |
| 2 12/02 - 16/02 | VR System Components VRML97 | 04353 - 02 Authoring - Cosmo World Material, Texture |
| 3 19/02 - 23/02 | VR Applications Events, Sensors | 04353 - 03 Events, Sensors |
| 4 26/02 - 02/03 | Displays - HMD, CAVE, Stereo Glasses Scripts | 04353 - 04 Scripts |
| 5 05/03 - 09/03 | Stereoview Performer | 04353 - 05 OpenGL Performer |
| 6 12/03 - 16/03 | Visual Perceptions Trackers | 04353 - 06 OpenGL Performer |
| 7 19/03 - 23/03 | Input Devices . Tracker, Gloves, 3D- mices | 04353 - 07 OpenGL Performer |
| 8 26/03 - 24/03 | Interaktion Models Quarternions | 04353 - 08 X3D -XML |
| 9 02/04 - 06/04 | Dynamic Environments Collision Detection | 04353 - 09 X3D - MathEngine |
| 10 16/04 - 20/04 | Culling, Level of Details Polygon Reduction | 04353 - 10 Interaction |
| 11 23/04 - 27/04 | Graphics Engines | 04353 -11 Interaction |
| 12 30/04 - 04/05 | Behaviour | 04353 - 12-14 Projects |
| 13 07/05 - 11/05 | Haptic Feedback | Distributed Multi User VR Extensions of Toolkits . Performer . MR |
| 14 14/05 - 18/05 | Augmented/Mixed Reality | . Division . DIVE VRML Application |