

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 Quaternions	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