IMDM327 Computational Virtual Reality

This course is an introduction to mechanisms and programming for virtual reality, augmented reality and related technologies. It covers elements of a standard VR system, including creating, managing and rendering visual and audio VR content, tracking orientation and positions of head mounted displays and controllers, rendering stereo imagery for VR headsets, and implementing approaches for user interactivity.

**Prerequisites:** minimum of C- in IMDM227 and CMSC132