Department of Applied Information Technologies

Development of Virtual, Augmented and Mixed reality applications using modern software & Hardware
Duration: 1-6 months

Supervisor: As.Professor Svetlana Kumova (language of training English)
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Assistant Michail Korolev (language of training German)

Duration of internship depends on the basic level of knowledge & skills of the student and on the aim of internship

Basic Level: Duration 1 month
Basics of the development of the VR & AR using of the Virtual Reality Oculus Rift, Hololens with the software Unity.

Medium Level: Duration 3 months
Development of the 2D and 3D content for VR & AR applications with the software Unity, 3Ds Max, Adobe PhotoShop using Virtual Reality Oculus Rift. Basics of the 3D-modelling and animation. Basics of the development of GUI.

Advanced level: 6 months
Advanced Development of the 2D and 3D content for VR & AR applications with the software Unity, 3Ds Max, Maya, Adobe PhotoShop using Virtual Reality Oculus Rift. Development of the software application which controls the interaction of the VR-AR objects. Character Animation. Advanced skills in the development of the materials & textures. Using of the software Substance Painter. Development of the GUI.