MONASH University

Handbook

Unit

FIT2098 and augmented reality

Overview

This unit explores the design principles and content creation process for Virtual reality (VR) and augmented reality (AR) applications. You will be given the opportunity to apply the interactive and cognitive functions of VR and AR systems, design and develop assets, and use VR and AR tools and platforms to deploy content.

Faculty:
Faculty of Information Technology

Owning organisational unit:
Faculty of Information Technology

Study level:
Undergraduate

SCA band:
2

EFTSL:
0.125

Credit points:
6

Open to exchange or study abroad students?
Yes

Offerings

S2-01-CLAYTON-ON-CAMPUS

Location: Clayton

Teaching period: S

Attendance mode:

Requisites

Prerequisite

→ FIT1033 6 CP

Foundations of 3D

OR

→ DIS1911 6 CP

3D design and visualisation

Contacts

Chief Examiner(s)

Dr Barrett Ens

Email: Barrett.Ens@monash.edu

Offering(s):

- Applies to all offerings

Learning outc

On successful completion of this unit, you should be able to:

1. Demonstrate the use of software to create VR environments and AR objects

2. Describe the principles of designing and deploying specific VR environments and AR applications

3. Analyse the range of options and controls available through VR and AR software applications

4. Explain VR and AR User Interactions, Hardware, Capabilities & Sensors

5. Develop applications of VR environments and AR technologies

6. Create VR environments and AR applications.

Teaching approach

Active learning

Assessment

Assignment 1

Value %: 20

Assignment 2

Value %: 20

Assignment 3

Value %: 30

Test 1

Value %: 10

Test 2

Value %: 10

Test 3

Value %: 10

Scheduled teaching activities

Applied sessions

Total hours: 36 hours

Offerings:

- Applies to all offerings

Lectures

Total hours: 12 hou

Offerings:

- Applies to all offe

Workload requirements

Workload

Minimum total expected workload to achieve the learning outcomes for this unit is 144 hours per semester typically comprising a mixture of scheduled online and face to face learning activities and independent study. Independent study may include associated reading and preparation for scheduled teaching activities.

Learning resources

Technology resources

Unity 2018.3.0 will be provided on campus lab computers and students are encouraged to download the Unity free of charge for use at home. Please visit (and select the correct version) from https://unity3d.com/get-unity/download/archive

Specialised hardware - VR headsets, VR-ready laptops, and AR ready tablet computers - will be provided during tutorials and tests. However, assignments will require additional work outside of tutorials, either on campus lab computers or personal devices.

Autodesk Maya 2019 is recommended for the creation of assets needed for completing the assignments. This will be provided on campus lab computers, and students are encouraged to register with the Autodesk Education Community for their own educational trial version under the company's terms and conditions. Please visit Autodesk Maya 2019

Availability in areas of study

Interactive media