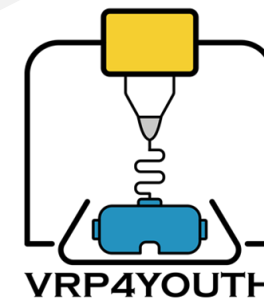


Innovative Integration Between Virtual Reality and Rapid Prototyping for Youth

Project Number: 2022-1-TR01-KA220-You-000089257

Co-funded by the
Erasmus+ Programme
of the European Union





Project Partners

Innovative Integration Between Virtual Reality
and Rapid Prototyping for Youth



P. PORTO

ISCAP

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ARTES
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Training Content

Day 1 – Introduction and VR Applications

- Introduction of VR and RP trainer explanation on the project
- Trainer introduction on the training programme and its specific goals
- Introduction to VR applications
- VR applications sectors
- Case studies

Day 2 – VR Equipment and Implementation

- Brief Overview of VR Equipment Categories
- Motion Tracking Technologies
- Types of Headsets
- Haptic Gloves and Suits
- Motion Platforms and Simulators
- Tools for Immersive Creation
- Rich Functionalities for VR
- Accessibility and Versatility
- Popular SDK/Frameworks
- Setting Up the Environment
- Creating the Virtual Scene
- Incorporating Assets
- Deployment

Training Content

Day 3 – Rapid Prototyping and Current Technology

- Introduction
- Overview – Part 1
- Overview – Part 2
- Technologies, plastic – introduction
- Technologies, VAT, SLA, DLP, CLIP
- Technologies, plastic – MJ, ME, FDM
- Technologies, metallic alloys
- Applications
- Design

Day 4 – VR Integrated RP

- Introduction to the fusion of VR and RP
- The design and development process in VR integrated RP
- Applications and Case Studies for VR Integrated RP
- Challenges, Limitations and Future Trends in VR Integrated Rapid Prototyping
- Software interfaces for VR and 3D printing