



360VR Technology

Virtual Reality and 3D Virtualization Training Curriculum Competencies

Course Description:

360VR Technology offers a comprehensive training and education curriculum on virtual reality and 3D virtualization systems which purpose is designed to educate, empower, enable and encourage students to learn the art and science of virtual reality photography and design and how they can apply what they learn in the classroom, in labs and workshops and in the field to obtain careers in this growing industry. This best in class instruction and materials offers strategies and information that provides the breadth and depth of instruction to be successful and proficient in virtual reality and learn the best practices, regulations and laws to offer virtual reality and 3D virtualization services.

Pre-Requisites Prior to Enrollment in the Program

The target population is any student who is at least 18 years of age with proof of birth certificate if requested by 360VR Technology and who also has a High School Diploma or G.E.D and a willingness to learn. Minimum of cell phone or preferably tablet is required.

Measurable Performance Objectives (MPO): Upon course completion the successful student will be capable of:

1. Exhibiting a thorough understanding of 360 imagery, 360 Cameras, VR Software, and all other equipment covered over the course.
2. Understanding the various aspects of the equipment needed and the various cameras currently on the market and what they can and cannot do.
3. How to plan a VR Photoshoot including pre and post capture procedures
4. Understanding safety and assessment of conditions including weather, site issues and other obstructions.
5. Photography and Videography and its concepts including learning about light, shutter speed, lens filters and Camera positioning.
6. Creating a “Natural Flow” to their VR Captures.
7. Editing their raw photography to create a higher quality tour
8. How to add music and narration to the video.
9. The world of business and how to become a business person as a VR photographer.
Furthermore, knowing the correct documents needed to sign a client, avoid any potential liabilities, and to complete a deal.
10. How to use VR equipment in various situations in the field.
11. How to get work using VR Imagery equipment.

Method of Instruction:

45%- Lecture

25%-Audio/Visual aids

30%-Field

Assessment Outcomes:

All assignments, tests, quizzes and drone performance training will be used to objectively determine if the student has attained a level of competence that enables them to meet the course objectives.

The following will be used in providing the objective assessments:

1. Class Attendance

2. Class Participation
3. Quizzes and Tests
4. Hands on training
5. Equipment Usage
6. Completing assignments

Course Requirements:

1. Reading and understanding the materials provided
2. Successfully completing class homework assignments
3. Successfully completing in-class assignments

Evaluation Methodology:

1. 90% or more class attendance
2. 70%- in-class assignments
3. 85%- hands on training

TOTAL

Evaluation Criteria:

50%

25%

25%

100%

Course Content Outline- See attached 360VR Technology Curriculum Synopsis and 360 VR Technology Course Schedule

Enrollment

A minimum number of ten (10) and maximum of thirty-five (35) students per class.

360VR Technology reserves the right to change its course, instructors, curriculum, schedule and teaching order, and length of time of each class and course.