

360VRT CURRICULUM SYNOPSIS

20 hours over 3 weeks, 7 hours/week

VIRTUAL REALITY TRAINING PROGRAM

What is Virtual Reality

1. The class will start with definition of virtual reality and the variety available in both recreational and commercial uses.
2. Types of Virtual Reality will be compared and contrasted showing advantages and disadvantages for various applications.

Market for Virtual Reality

1. Five Major uses for VR include marketing, photography, security, documentation, and training.
2. VR can be used for these purposes in an infinite number of industries including real estate, education, sports, healthcare and more. But all of these industries will need VR for one or more of the Five Major uses.
3. Learning how to analyze your customer's problems and deciding which of the 5 Major uses will be key in reaching your market.

Equipment Available

1. Go over the various types of equipment available for Virtual Reality
2. Overview of the capabilities of each type of camera and the appropriate application for each equipment type.

Preparation for VR Tour

1. Request access to a floor plan of the property before the VR shoot if available and attempt to plan your “route” for the VR shoot.
2. Before you start your tour make sure to walk around the property with your customer or point of contact. Double check that all the property is up to code and they are okay with this being captured.
3. Double check that your “route” is accurate and feasible while walking with your customer.
4. Pre-Operation equipment preparation to ensure that everything is ready for the capture.
5. Depending on the property traffic, confirm whether the tour can or cannot include bystanders. And take the necessary steps needed to accommodate for that choice.

Creating VR Tour

1. Ensure that area you want to capture is ready for capture, making sure that lighting is appropriate, and that there isn't anything interfering with your ability to finish the shoot in allotted time
2. Setting up the equipment appropriately according to client requirements.
3. Capturing the property without missing any key details.
4. Troubleshooting any issues while on job
5. Reviewing quality in field in case reshoots are needed
6. Post-Operation processing of files and creating virtual tour befitting client specifications
7. Additional information added to the files (i.e E-tagging, links, etc.)
8. Maintenance of equipment to ensure longevity and reliability in future operations.

Best Practices for Capture

1. Requesting access to a 2-D floor plan is always best, giving you the ability to pre-plan your route and operate efficiently. When finished with a room make sure to mark the spot on the floor plan.
2. Walking with your customer through the full property before and after the VR Capture to make sure the property is exactly how they want it presented is ideal.
3. Keeping your backup battery charged and on hand is important.
4. Always having a door stop on hand is also important.
5. Planning the number of captures needed per room before starting the capture is vital.

Security/Legality

1. Due to the sensitive nature of the files, it is important to have proper file storage procedures set, limited access protocols, and permissions for sharing.

Workshops and Labs

1. Students will learn how to pre-plan for the operations and get first-hand experience with the camera that is recommended to use.
2. Students will also learn about the software needed to process the files and create the tours for various applications.
3. Teach how to capture the images with a sample space to learn how to do operation in real life.
4. Students will learn how to process the files, make any adjustments needed, and to create a tour of the property they captured themselves.
5. Learn how to publish links, communicate with clients, get additional information for post-operation additions (ex. E-tagging).
6. We will give the student a final assessment project which will help you learn your strengths and challenges so you can begin to work on them once the class concludes.

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