Course Description
(O3. Virtual ART Course GRF.SU345)

This course focuses on using Virtual Reality (VR) technologies for Digital image and 3D model creation. The course will focus on MEDIUM & TILTBRUSH, a new generation of design tools, known as finishing software. VR's innovative user immersive painting and modeling possibilities will be introduced through the MEDIUM & TILTBRUSH softwares. Students will learn to digital painting possibilities in VR environments without limits of a canvas surface. The production of the digital sculpture will be covered from a VR perspective, and additional topics will be covered in retouching 3D geometries produced by other techniques such as painting and photogrammetry in the VR environment. VR modeling tools, which are a combination of traditional sculpture modeling tools and computer-aided 3D modeling tools, will discuss their strengths, weaknesses, and innovations, as well as the problems and solutions that arise when transferring VR-produced content to other software used in the industry.