



# Virtual Reality / Immersive Media

class website:  
[www.saradarauch.com/classes/HUW160.html](http://www.saradarauch.com/classes/HUW160.html)

**HUW 160**

1130-2:00pm Tues/Thurs  
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## **COURSE DESCRIPTION**

### **VR/AR, New Media Arts, Health, and the Environment**

Art and Technology will shape the future of health, environmental issues, and society at large. This course encompasses both a theoretical and a hands-on approach to conceptualizing, developing, and integrating projects into the public sphere. In this class we will develop immersive and interactive worlds for a “real world” setting. Through the use of 3D modeling, video and audio editing software, and more, we will create individual art projects as well as a team projects that will be designed for public/patient use at Montefiore Hospital in the Bronx. The course will include field trips and collaboration with hospital staff and curatorial team.

## **COURSE MATERIALS**

- Reading handouts from instructor
- External hard drive/USB drive
- Patience

## **COURSE PROJECTS AND ASSIGNMENTS**

All class projects and assignments are to be turned in before or on the date due, specified in the syllabus. These projects and assignments will require you to work outside of the scheduled class time in the lab to complete them. Please plan ahead and schedule your week accordingly. If class is missed, it is your responsibility to make up the work missed in the class. If a project is turned in late it will effect its grade.

## **READINGS**

Reading handouts will be given via the website listed above. All readings must be printed to be read, underlined, notated and brought to class to help you participate in discussions. These noted print outs will be turned in as homework. Don't understand something? Highlight it. Disagree with something? Write it down in the margins. Want me to explain something? Underline it.

## **FORMAT**

This class is based on a format of lecture, presentations, discussions, lab, and critiques. There will be 2 individual projects, 1 group project and 4 readings.

## **GRADING**

- Students must participate in class discussions and critiques.
- Projects, assignments and exercises will be graded on an investment of time and energy, demonstration of subject matter, and following directions.
- Assignments are due at the beginning of class.
- Overdue assignments will be graded down one grade each week it is late

## GRADING PERCENTAGES

Projects and assignments: 60%

Class participation during critiques, discussions and field trips: 20%

Reading assignments: 20%

## ATTENDANCE POLICY

\*Arriving to class later than 15 minutes counts as 1 absence.

\*If you arrive after five minutes, you are counted as tardy. Three tardies count as an absence.

\*Attendance and punctuality are required at all classes. If you arrive late to class, you will be marked absent. **Final grade will drop one full letter grade if student has missed more than two classes. Absence in more than three classes will constitute grounds for assigning a grade of 'F'.**

## EXPECTATIONS of STUDENTS

It is expected that additional time, on a weekly basis, will be spent on your assignments and projects. It is your responsibility to plan ahead and schedule sufficient time outside of class each week for homework and individual lab time. It is also expected that students read, review, and practice material pertinent to the class schedule, for each class, before coming to class. Students will learn from each other as well as the instructor. Understanding that there might be technical expertise differences, more experienced students could be called upon to help beginning students with course material.

## BASIC CLASS ETIQUETTE

\*No use of your phone including phone calls, texting or touching it.

\*No Internet that is not related to the course.

## STUDENTS WITH DISABILITIES

The University's commitment to equal educational opportunities for students with disabilities includes providing reasonable accommodations for the needs of students with disabilities. To request an accommodation for a qualifying disability, a student must self-identify and register with the Coordinator of Disability Services for his or her campus. No one, including faculty, is authorized to evaluate the need and arrange for an accommodation except the Coordinator of Disability Services. Moreover, no one, including faculty, is authorized to contact the Coordinator of Disability Services on behalf of a student. For further information, please see Information for Students with Disabilities on the University's web site.

**CLASS SCHEDULE** \* please note that this syllabus may change.

## **Sept 13 Thursday**

Introductions

Teacher introduction and syllabus review

Set up blog

**Homework: Reading 1 and Second life / blog**

## **Sept 18 Tuesday**

Discussion of Reading

Powerpoint history and theories of Immersive Media

First day project: self portrait gif

## **Sept 20 Thursday**

Presentation of Immersive Media artists

Premiere VR exporting, spatial media metadata injector, youtube

**Homework: First project: vöm/lens for perceiving**

## **Sept 25 Tuesday**

share first project

Thinking and Being the Future of VR lecture -

Immersion, perception, experience, sensation-what works and doesnt work in VR

## **Sept 27 Thursday**

Intro to 360 video on VR goggles

Designing experiences for different gear in Unity

**Homework:** perceptual glasses, design for perceptual screen and blog

## **Oct 2 Tuesday**

Critique of perceptual glasses

Create Groups for Team Project

Intro to immersive video in Premiere

**Homework:** Written proposal for first VR project, one paragraph 5-8 sentences

## **Oct 4 Thursday**

Presentations of immersive media art - Annie Berman *Utopia 1.0*

Edit and export settings for immersive media project in Premiere

**Homework:** Reading 2 and spatial media metadata injector

## **Oct 9 Tuesday**

Discuss reading 2

In-class storyboards for immersive videos

Edit immersive media projects

**Homework:** Footage for your Premiere VR/360 video

## **Oct 11 Thursday**

Montefiore Hospital project ambassador presentation and intros

Work on group questions for patients and create questionnaires

**Homework:** Video

**Oct 16 Tuesday**

open lab to work on VR/360 video

**Oct 18 Thursday**

open lab to work on VR/360 video

**Oct 23 Tuesday**

open lab to work on VR/360 video

**Oct 25 Thursday**

In teams develop first round of questions

open lab to work on VR/360 video

**Homework:** finish first VR project **AND** Reading 4 (notes on blog)

**Oct 30 Tuesday**

Critiques

**Nov 1 Thursday**

Critiques

**Homework:** Unity tutorial 1

**Nov 6 Tuesday**

Intro to Unity and spatial audio

Group projects-Finalizing Our Workflow Plan

**Nov 8 Thursday**

Field Trip to Jump into the Light

**Homework:** Cardiff walk, blog about experience, one paragraph

**Nov 13 Tuesday**

Unity Lab

open lab to work on group projects

**Nov 15 Thursday**

Binaural Mic Workshop and Lecture: ASMR, Cardiff Walks, Fields App

**Homework:** Unity tutorial 2

**Nov 20 Tuesday**

Group Project

**Homework:** Reading 4

\*\*\*\*Nov 22 School closed NO CLASS

**Nov**

**27**

Discuss

Group Project

*Tuesday*

reading

**Nov 29 Thursday**

Final Project  
Open Lab

**Dec 4 Tuesday**

Discuss readings  
Final Project Open Lab

**Dec 6 Thursday**

Final Project Open Lab

**Homework: Packageing for SDK, instructions found on our website**

**Dec 11 Tuesday**

Exporting and final Troubleshooting

**Dec 13 Final**

Critique

\*Written feedback of class experience, what did you love, what can be improved, what elements worked best for you interms of the structure, assignments, software, fieldtrips etc.