



GOOGLE CLOUD TRAINING

Virtual Reality Unity Engine Google Cardboard Oculus Rift

Master VR development with Unity Engine, creating immersive experiences for Google Cardboard and Oculus Rift. Build and deploy your own virtual worlds.

DURATION

2 hours

LEVEL

Intermediate

FORMAT

Instructor-Led

- Globally Recognized Certification

- Expert-Led Hands-On Training

- Flexible Scheduling

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COURSE OVERVIEW

Dive into the exciting world of Virtual Reality (VR) development with this intermediate-level course focused on the powerful Unity Engine, Google Cardboard, and Oculus Rift platforms. This immersive training is designed to equip you with the essential skills to create compelling VR experiences, from mobile-friendly applications to more sophisticated desktop environments. You'll learn to leverage Unity's robust tools, integrate various VR SDKs, and build interactive virtual worlds that captivate users.

This course meticulously covers the core principles of VR design and development, emphasizing hands-on application. You'll gain proficiency in setting up VR projects, implementing gaze-based interactions for Google Cardboard, and exploring advanced input methods for Oculus Rift. By understanding the nuances of development across different VR hardware tiers, you'll be well-prepared to prototype, develop, and deploy a range of VR projects, significantly enhancing your technical portfolio and opening doors in the rapidly expanding immersive technology industry.

Duration	2 hours
Level	Intermediate
Vendor	Google Cloud

COURSE CURRICULUM

01 Module 1: Foundations of VR Development with Unity

- Introduction to Virtual Reality concepts and use cases
- Overview of the Unity Engine for VR development
- Setting up a new Unity project and environment for VR
- Understanding VR cameras, stereoscopy, and player locomotion
- Basic 3D asset import, manipulation, and scene creation

02 Module 2: Google Cardboard Integration and Mobile VR

- Integrating the Google Cardboard SDK into Unity
- Implementing gaze-based interactions and UI for mobile VR
- Building a simple interactive mobile VR experience
- Optimizing VR scenes for performance on mobile devices
- Deployment process for Android and iOS Google Cardboard applications

03 Module 3: Oculus Rift Setup and Advanced Interactions

- Setting up Oculus Integration for Unity and configuring the Oculus Rift headset
- Understanding Oculus controller input and tracking systems
- Implementing advanced interactions: grabbing, throwing, and teleportation
- Designing immersive user interfaces (UI) for tethered VR
- Working with Oculus Guardian system and room-scale considerations

04 Module 4: VR UI/UX Principles and Optimization

- Principles of effective User Interface (UI) and User Experience (UX) in VR
- Strategies for comfort and presence in VR applications
- Performance profiling and optimization techniques for VR (CPU/GPU)
- Managing rendering pipelines and shaders for VR efficiency
- Best practices for developing cross-platform VR experiences

CAREER PATHWAYS

Graduates of this program are prepared for the following roles:

- > **Junior Unity VR Developer**
- > **Immersive Experience Designer (Unity)**
- > **Mobile VR Application Engineer**

FREQUENTLY ASKED QUESTIONS

Q: What specific hardware and software are recommended as prerequisites for successfully developing with Oculus Rift during this course?

To fully engage with the Oculus Rift development sections, you will need access to an Oculus Rift or Rift S headset, a VR-ready PC (meeting Oculus minimum specifications, typically including a powerful CPU, dedicated GPU like NVIDIA GTX 1060 or equivalent, and sufficient RAM), and the latest stable version of Unity Hub and Unity Editor (2021.3 LTS or newer is recommended).

Q: Will this course cover how to structure my Unity VR project to support both Google Cardboard (mobile VR) and Oculus Rift (tethered VR) from a single codebase?

Yes, this course will guide you through best practices for architecting your Unity VR projects to allow for scalability and multi-platform deployment. You'll learn techniques to manage platform-specific features and inputs, enabling you to build experiences that can be adapted for both mobile VR devices like Google Cardboard and higher-fidelity tethered systems such as the Oculus Rift, streamlining your development workflow.

Q: What kind of interactive VR projects or prototypes can I expect to build by the end of this Virtual Reality Unity Engine course?

By the completion of this course, you will have gained the practical skills to develop several types of interactive VR prototypes. This includes gaze-based interactive experiences suitable for Google Cardboard, such as virtual tours or simple object manipulation games. For Oculus Rift, you'll be able to create scenes with controller-based interactions like object grabbing, teleportation mechanics, and interactive menus, giving you a strong foundation for more complex VR application development.

ABOUT COMPUTER PRIDE



East Africa's Premier IT Training Center

With over 15 years of excellence, Computer Pride delivers globally recognized certification programs from leading technology vendors. Located on Kenyatta Avenue in Nairobi's CBD, our state-of-the-art facilities and expert instructors have empowered thousands of professionals across East Africa.

15+

10,000+

50+

Years of Excellence

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READY TO ENROL?

Take the next step in your technology career.

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