UNITY FOR VR

UNITY TRAINING COURSE

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Unity has invested a great deal in virtual reality features and content, which means it's the perfect time for your organization to make the most of this exciting medium. Once a costly capital investment, virtual reality is now accessible to all.

In our Unity for VR course, we take you through the process of setting up a virtual reality project, prototyping and iterating on a project and optimizing your content for different platforms, ranging from dedicated displays to WebVR applications.

Why VR?

Beyond gaming and entertainment, virtual reality has been used for professional purposes and today's new equipment and software make it possible for any company to take advantage of virtual reality use cases including:

- Product testing
- Employee training
- Risk assessment
- Space planning

- Immersive marketing
- Systems simulation
- Patient therapy
- Consumer entertainment

Course duration: 1-3 days
Level: Intermediate
Requirements: Computer running Unity (Windows or Mac)
Recommended: HTC Vive or similar VR setup

Topics covered:

- Introduction to VR
- OpenVR vs. Steam VR
- Input./Controller Management
- User Interface Solutions
- Mobile VR
- Modeling for VR Spaces
- Building to WebVR

Course available online and in-person.
Email **training@bestbitstudios** for availability and to arrange live Unity training courses.

We work with your team, on your schedule to meet your goals, at a price that works for your budget. If you're ready to make the power of Unity work for your business, we can help your team make the most of this powerful software tool.

All courses are tailored to the needs of your organization. Contact us today for a free quote or to discuss your team's needs.

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unity
Certified
Developer

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