

760-539 Virtual Environments

Credit Points:	12.50
Level:	9 (Graduate/Postgraduate)
Dates & Locations:	This subject is not offered in 2009.
Time Commitment:	Total Time Commitment: One 1-hour lecture and one 2-hour tutorial/computer laboratory session per week contact hours/week , Four hours computer-based work and three hours reading/research per week additional hours/week. Total of Ten hours per week hours per week.
Prerequisites:	None
Corequisites:	None
Recommended Background Knowledge:	None
Non Allowed Subjects:	None
Core Participation Requirements:	<p><p>For the purposes of considering request for Reasonable Adjustments under the Disability Standards for Education (Cwth 2005), and Student Support and Engagement Policy, academic requirements for this subject are articulated in the Subject Overview, Learning Outcomes, Assessment and Generic Skills sections of this entry.</p> <p>It is University policy to take all reasonable steps to minimise the impact of disability upon academic study, and reasonable adjustments will be made to enhance a student's participation in the University's programs. Students who feel their disability may impact on meeting the requirements of this subject are encouraged to discuss this matter with a Faculty Student Adviser and Student Equity and Disability Support: http://services.unimelb.edu.au/disability</p></p>
Contact:	Peter Morse Phone: 8344 8358
Objectives:	<ul style="list-style-type: none"> # be able to understand the principles of sophisticated visualisation software; # be able to author for a real-time environment (eg. game engine); # be able to understand the principles of user interaction with virtual environments; demonstrate research skills, software skills, analytical skills concerning technical and aesthetic issues, conceptual skills and creative thinking; # be able to undertake self-directed research into VE content production; # be able to understand the principles of multi-user spaces; # be able to participate in critical debate about the techniques and aesthetics of virtual environment design and implementation.
Prescribed Texts:	None
Recommended Texts:	Title Digital convergence : the information revolution / John Vince and Rae Earnshaw (eds.) Published London : Springer, c1999. Collaborative Virtual Environments by Elizabeth F. Churchill (Editor), David N. Snowdon (Editor), Alan J. Munro (Editor) # Publisher: Springer Verlag; 1st edition (April 20, 2001) # ISBN: 1852332441 Director's Third Dimension: Fundamentals of 3D Programming in Director 8.5 (With CD-ROM) by Paul Catanese # Publisher: Sams; Book and CD-ROM edition (October 17, 2001)# ISBN: 0672322285 The Official Blender GameKit: Interactive 3D for Artists by Ton Roosendaal, Carsten Wartmann # Publisher: No Starch Press; Book and CD-ROM edition (April 2003)# ISBN: 1593270046 The Animator's Survival Kit: A Manual of Methods, Principles, and Formulas for Classical, Computer, Games, Stop Motion, and Internet Animators by Richard Williams. Publisher: Faber & Faber; (January 7, 2002). ISBN: 0571202284
Breadth Options:	This subject is not available as a breadth subject.
Fees Information:	Subject EFTSL, Level, Discipline & Census Date, http://enrolment.unimelb.edu.au/fees
Generic Skills:	