Spring 2027 COURSE ANNOUNCEMENT

DTSC 5777/DTSC 4777: Virtual Reality and its Applications

Spring 2027 (Open to all Majors)
Prerequisites: None
Days & Times: Monday 10:40AM - 1:30PM
Room No.: NTDP K150**, Class No:** DTSC 5777-020 (12425), DTSC 4777-001 (12487)

This course introduce students to Virtual Reality (VR) hardware, software, and provide an opportunity for them to apply this knowledge to applications for education, visualization, and games. This course applies cutting-edge VR technology currently available in academia and industry. Topics include input devices, output devices, computer graphics principles for VR, geometric modeling principles for VR, human factors in VR, data visualization in VR, traditional and emerging applications in VR. Students will design, model, and program the VR environment by developing a complete VR application as a group project.



Learn

- 3D **Modeling** and **Animation** using Google Sketch-Up and/or 3Ds max.
- **Vizard** (Python-Based VR Development)
- **Unity 3D** (Gaming Engine)

(no prior experience necessary)



Instructor

Name: Dr. Sharad Sharma, Endowed Professor in Department of Data Science
Room Number: K150 (Discovery Park)
Instruction Mode: Face to Face

Contact Information: Dr. Sharad Sharma, Sinha Endowed Professor, Department of Data Science
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Course Website: https://caiaa.unt.edu/ssharma/teaching/spring27/