

Activities Attended -CTL Mini Grant 2019

NYU RLab Narrative VR Master Class  
August 6 - 8, 2019  
Brooklyn Navy Yard, NY

Attendee: Nieves Gruneiro

Attached is the schedule and topics covered in this narrative VR class.

Day 1 covered advanced implementation of the Unity timeline and Unreal sequencer tools to create interactions and narrative control of immersive projects. Much of the content covered using the Unreal engine was completely new to me. Unreal offers a great deal more flexibility for certain types of projects. This was extremely useful in creating a flexible curriculum that implements both Unity and Unreal for project options.

Day 2 was an intensive on motion capture systems and how they can be integrated into immersive projects and live performances.

Day 3 provided a great deal of information specifications needed for different pipelines such as mobile, retail and art installation requirements.

The master class was an intensive three days of incredibly useful demos and hand ons project work that demonstrated the wide variety and uses of immersive projects.