朝陽科技大學 096學年度第2學期教學大綱
Virtual Reality System 虛擬實境

當期課號	3676	Course Number	3676
授課教師	梁錫卿	Instructor	LIANG,SHYI CHING
中文課名	虛擬實境	Course Name	Virtual Reality System
開課單位	資訊管理系(二進)四A	Department	
修習別	選修	Required/Elective	Elective
學分數	3	Credits	3
課程目標	介紹目前虛擬實境的發展，並實作一個3D的互動式導覽系統。課程中將以3D製模軟體編輯3D物件及場景，並配合3D即時引擎等虛擬實境整合環境來處理物體的移動、控制與瀏覽、攝影機、障礙物迴避等效果。	Objectives	In this course we will introduce the development of the VR and implement a 3D interactive system. we will create 3D models and scenes using a 3D modeling tool. In the final project the student will realize a system using a real time 3D engine to manipulate 3D objects and camera in the scene, and practice the effects of collision detection.
教材	Blender tutorial Panda Manual	Teaching Materials	Blender tutorial Panda Manual
成績評量方式	（1）平時成績30%（2）期中專案30%（3）期末專案與提報40%	Grading	（1）Course works 30%（2）Mid-term project 30%（3）Term project & Seminar.40%
教師網頁	_		
教學內容	虛擬實境是一門專案導向的課程，不同專長的學生結合在一起共同創造一個互動的虛擬世界，所完成的標目是無法由任一位學位所獨立的，團隊合作精神是本門課程的首要目標，所使用的工具包含，建模工具Blender，遊戲即時引擎Panda	Syllabus	Virtual Reality System is a project course, where interdisciplinary teams build desktop interactive virtual worlds. The goal of the course is to take students with varying talents, backgrounds, and perspectives and put them together to do what they couldn't do alone. The key thing is that there are no "idea people" in the course; everyone must share in the mechanical creation of the worlds. Students use Blender and Panda to create the content to create the interaction.

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