朝陽科技大學 099學年度第2學期教學大綱
Virtual Reality System 虛擬實境

當期課號	1944	Course Number	1944
授課教師	郭其綱	Instructor	KUO,CHYI GANG
中文課名	虛擬實境	Course Name	Virtual Reality System
開課單位	室內設計學位學程(四日)三A	Department	
修習別	必修	Required/Elective	Required
學分數	2	Credits	2
課程目標	虛擬實境是一種人造的3D模擬場景，此種場景若搭配恰當設計之人機介面與電腦動畫，將可充分的描述實際物體之性質並模擬實物間之關係。此種新理念已經獲得許多專業領域之重視與採用，例如：醫學、軍事、工程和科學、娛樂事業、教育以及廣告業。它藉由電子式的編輯與運算環境塑造了吸引人且有效率之表達工具，並具備豐富的潛力在於呈現創造力、實現新發明、執行實驗、認知和理解，以及探索新境界上。學習虛擬實境之觀念與技法將可有效的協助開發先進理念之理想架構。修習本課程之目標在於理解虛擬與實境之關係、學習設計虛擬環境與操作者之介面，以及應用套裝軟體設計虛擬環境。	Objectives	Virtual environment is a man-made, computer-generated conceptual space that emulates selective 3D space(s) of the physical reality. A properly designed control interface and graphic scene may facilitate the interaction between the users and the virtual reality (VR) system. VR has the advantage and potential to solve problems in many professional areas, such as medicine, military, entertainment, education, business, and engineering. Innovative advancements in those areas may also be generated by the use of VR. This course will review state-of-the-art VR creations from all over the world, and learn the basic VR editing skills. At the end of the course, students should be able to generate effective VR works that facilitate desired subjects.
教材	軟體: 1. Vizard 2. Virtools 3. 其他VR支援軟體 硬體: 1. 院電腦教室 2. 11F數位環境模擬實驗室 上課教材將以上課講義爲主, 並提供相關程式' 資料' 檔案.	Teaching Materials	Software: 1. Vizard 2. Virtools 3. Other VR supported software Hardware: 1. College computer room 2. 11F Digital Environment Simulation Laboratory
成績評量方式	平時成績 30% - 上課出席率、活動出席率、主動積極表現、作品是否準時繳交 期中考 30% - 測驗軟硬體熟練度 期末作品 40% - 成果資料彙整繳交完整度	Grading	Basic performance ---- 30 % Midterm ---- 30 % Final work ---- 40 %
教師網頁			
教學內容	本課程之教學重點如下: 1. 介紹虛擬實境(virtual reality)之發展現況 2. 如何自行建構互動的虛擬實境場景 3. 如何將已完成之3D模型匯入至VR環境當中 4. VR作品之展示' 呈現技巧 5. VR應用於相關產業之契機	Syllabus	The main contents of this course are as listed below: 1. The introduction of VR industry 2. How to establish VR environment 3. How to import established model into VR environment 4. The presentation skill of VR works 5. The opportunity of VR related market

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