

SHOOT ACADEMY

Course Syllabus

Virtual World Module Description

Using Virtual Worlds 1

In the brave new world of avatars you first need to know how to be one! This covers the first steps for students venturing into the virtual world. Basic knowledge to get started with their avatars which includes choosing basic customization and changing of appearances, controlling their movements, the camera views and talking to other avatars are included in the content.

Using Virtual Worlds 2

Nobody wants to be boring, particularly when the world is one that boasts of living your imaginations. To add some essential powers to their avatars, students will learn how groups function, advanced communications, and managing their inventory. These include joining groups, adding friends, communicating with others, learning what the inventory is all about and using the items in their inventory, how they can attach or change items, bling up their avatars with special items, learn the basics of navigation in the virtual world and how the virtual currency works.

Building in Virtual Worlds 1

In a world where one could possibly build anything under the sun, one is often eager to start making a creation of his/her own. It is not as easy as it seems and there is much to learn in various aspects that are daunting to new comers to acquire on their own but lucky for us experts are on hand. To begin, students will be introduced to the tools of the trade and how they are used. They will start by learning where can they build, how to create basic shapes, assemble objects, handle, link and manipulate them.

Building in Virtual Worlds 2

Now that we have built the basic structures we are ready for the paint or cover job. And don't belittle this process, in this case called texturing, as it often determines how realistic and of course attractive your virtual creations are. Can you imagine your leather sofa without the leather? Eww! Building on the skills they developed earlier, students will now learn how to make their creations achieve desired appearances. Creating and uploading textures, and manipulating the physical attributes of objects, they will also learn advanced techniques as well as picking the right tools to help them create props and items that they will need in any project.

Building in Virtual Worlds 3

Ever thought of having your sofa greet visitors? Or an adorable plushie which calls out your friend's name when it 'sees' them? These and more can be achieved if we touch up our virtual builds with some imagination and interactive scripting. In this stage, students will now learn the final fundamental skills to building in a virtual world: how scripting (programming) in virtual world works and how they can inject basic interactivity to their virtual items using basic scripting. A basic set of useful scripts will be given and students will be taught how they can apply them to objects and modify them to suit customised needs, to lay icing on the cake for their virtual creations.

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Course program schedule

Virtual World Module Program Schedule

**Program schedule is subject to changes*

Saturdays: 9am – 1pm.

Time	Activity
0900 – 0930	Using Virtual Worlds 1 Key deliverables: <ul style="list-style-type: none">• Account registration• Basic knowledge in Avatar customisation• Basic Communication• Camera views• Movement
0930 – 1000	Using Virtual Worlds 2 Key deliverables: <ul style="list-style-type: none">• Friends and Group functions• Inventory Management (knowing how to find things and how to organise items for efficient retrieval)• Wearing and adjusting Avatar Attachments• Navigation (create landmarks, search, teleport and map functions)• Learning about virtual currency
1000 – 1100	Building in Virtual Worlds 1 Key deliverables: <ul style="list-style-type: none">• Understanding Prims and Rezzing• Create basic shapes• Assemble objects• Linking Prims• Cutting and hollowing objects• Creating your first item
1100 – 1130	Building in Virtual Worlds 2 Key deliverables: <ul style="list-style-type: none">• Using textures in Second Life• Colours and Transparency• Modifying textures• Uploading your own textures
1130 – 1300	Building in Virtual Worlds 3 Key deliverables: <ul style="list-style-type: none">• Advanced Building Techniques• Introduction to Linden Scripting Language (LSL)• Adding Interactivity to your objects

Contact Information:

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