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Virtual
Reality

3D

Career
Enhancement

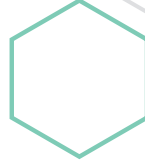
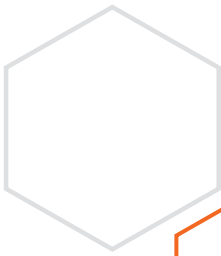
Augmented
Reality

Workforce
Development

EON Reality VR Innovation Academy (VRIA)

University of Nebraska Medical Center | iEXCEL
Davis Global Center
Omaha, Nebraska
vria@unmc.edu

The EON Reality AR/VR Developer Certification is an industry certification not affiliated with UNMC.



**DON'T MISS THIS
EXCEPTIONAL OPPORTUNITY**

**Apply today at
eonreality.com/omaha**

Upon successful completion of the course,
an EON Reality AR/VR Developer
Certification will be awarded.

THE FUTURE IS NOW

Augmented and virtual reality (AR/VR) are among the fastest growing sectors of our economy. These technologies are spreading far beyond the gaming and entertainment worlds into business, education and beyond, including health care.

ENHANCE YOUR SKILLS TO MEET THE GROWING NEED

UNMC iEXCEL, in collaboration with EON Reality, is providing the unique opportunity to gain AR/VR skills through the VR Innovation Academy (VRIA) housed at the University of Nebraska Medical Center (UNMC) Omaha campus. A 'hands-on' approach to learning AR/VR design and development skills empowers you to be a part of this exciting new field.

IS AR/VR FOR YOU?

The ability to perform many of the cross-disciplinary functions for AR/VR and interactive digital media is dependent on being creative while also having a firm understanding of emerging technologies. The EON Reality VRIA and UNMC iEXCEL are looking for energetic and enthusiastic individuals who have both a passion to succeed and a 'can-do' attitude. The selected candidates will be highly-motivated with an aptitude for developing creative and interactive digital content. A degree in computer science, gaming, visual arts, digital media or similar is ideal but not essential.



IMMERSIVE PROGRAM

STAGE ONE – THEORETICAL AND PRACTICAL TRAINING

A refreshment of foundational knowledge in CAD/3D animation and programming is provided and prepares students for work in AR/VR, web, media technologies, design, creative and entrepreneurial thinking. Instructors who are globally successful designers, technology and software experts and entrepreneurs provide the training.

STAGE TWO – PROJECT-BASED TRAINING

Students will engage in actual projects from local and global industries and academic institutions across many different sectors.

COMPREHENSIVE MODULES

- Introduction to AR/VR
- Project Management
- 2D/3D Asset Creation – Modeling
- Rigging & Animation
- Interactive Content Development
- Scripting and Programming Techniques in Immersive Content Development
- Deployment for Stereoscopic Immersive Systems
- Solutions with Natural Interfaces
- Mobile Application Development
- AR/VR Application Development for Mobile Platforms
- Programming Physics in Real-Time Rendering Application
- Advanced Visual Appearance Features in Real-Time Rendering
- Geometry Conversions & Optimization (CAD and DCC)
- AR/VR Software Development & Integration



iEXCEL Laser CAVE-5



3D CADWall



EON iBench



zSpace



PC



HMD VR



HMD AR



Mobile VR



Mobile