

TITLE: design your own Milanese façade for VR

Prerequisites:

Skills in 3D basic modelling.

Students must bring their own laptop with a good graphic card and a reflex camera.

Objectives:

The course aims to familiarize students with the topics of 3D modelling and texturing architecture for VR environments. Among other topics they will manage:

- The importance of geometry of the elements of a Milanese architecture or façade.
- The difficulties to reproduce photorealistic materials in VR environments.
- Mapping models with photogrammetric texture
- Different VR tools such as headsets but Holographic table also

The students will be asked to work on a model chosen among different architecture of historical Milanese buildings, to carry out remapping with the same or different types of materials.

Programme to be followed:

The programme includes:

- 10 hours of lectures on surveying with photogrammetry in situ, texturing, modelling, visualizing in VR environments (the texturized model)
- Half a day visit to the case study.
- 8 hours of practical activities on the use of a finite element software
- 4 hours of autonomous work and preparation of the presentation
- 3 hours for the presentation and discussion

	8.15	9.15	10.15	11.15	12.15	13.15	14.15	15.15	16.15	17.15
Mon		Welcome activities					Lectures and chosen of the case study			
Tue		Lectures					On site visit			
Wed		Lectures					Practical activities			
Thu		Practical activities					Check in the VR equipment			
Fri		Autonomous work in class PPT report					Final discussion with VR equipment			

Course exam:

Public discussion by groups of maximum 2 people.

Professor responsible: Cecilia Bolognesi

Tutors:

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