STELLANX®

MASTERCLASS SYLLABUS

Presented by OVA

Learn VR with StellarX.

From manufacturing, to healthcare and AEC; VR is reshaping all business sectors. Now is the time for you to embrace VR.

Enhance your work with StellarX.

By the end of StellarX's masterclass, you will:

- Apply key knowledge about VR.
- Be able to build your StellarX space.
- Be able to animate your StellarX space.
- Understand how VR can empower your work.

Our educational approach is based on:

- Project-oriented methods.
- Work-cases analyzes.
- Self-paced online courses.
- Practical exercises.

StellarX's masterclass is divided in:

- Fundamentals #1; Learn how to use VR at work.
- Fundamentals #2; Build a virtual Space using StellarX.
- Fundamentals #3; Animate a virtual Space using StellarX.

Embrace VR with StellarX.

This course is for:

- Managers who are interested in immersive learning for onboarding processes and training simulations.
- Creative designers who want to embrace an interactive, code-less medium.
- Team supervisors who need to tackle remote working with an immersive and real-time collaborative tool.
- Entrepreneurs who are looking to scale up efficiently with VR.
- Tech-savvy who want to be at the forefront, experimenting with a no-code solution.

In this first chapter, you will learn the fundamental concepts of VR.
We will review all the headsets and applications this technology offers.
In the end, you will have a clear picture of how to apply VR in your work.

Estimated learning time: **30 minutes**

Self-paced online course

3 Interactive modules

14 Lessons

1 Notebook + 1 Toolbox

Languages: **English** and **French**

Level: **Beginner**

Unlimited access with StellarX Pro license

Learn on **any device**

Certificate upon completion of the course

STELLARX MASTERCLASS

CHAPTERS

1. Introduction to StellarX Fundamentals 1
2. What is VR?
3. A spectrum of realities
4. Time travel in VR
5. Headsets
6. Degrees of freedom
7. Walk on the virtual side
8. Interactivity
9. VR is for all tastes
10. Immersive learning
11. Creating In VR
12. Gaming
13. Collaboration
14. Final words

Bonus: *How to access the Masterclass Fundamentals 1 Experience within StellarX*

LEARNING OBJECTIVES

By the end of this chapter, you will be able to:

- Grasp the general concepts relating to VR.
- Identify the locomotion and interaction possibilities in a VR experience.
- Apply the notions you learned inside a StellarX Space.

In this second chapter, you will understand the essential concepts of virtual environments. You will learn how to apply agency, affordance, and presence when creating a Space using StellarX.

Estimated learning time: **30 minutes**

Self-paced online course

3 Interactive modules

16 Lessons

1 Notebook

Languages: **English** and **French**

Level: **Beginner**

Unlimited access with StellarX Pro license

Learn on **any device**

Certificate upon completion of the course

CHAPTERS

1. Introduction to StellarX Fundamentals 2
2. The Earth is round, and so is VR
3. Out of the box
4. Guiding audience's behavior
5. VR navigation
6. VR affordance
7. Types of VR experiences
8. Visual composition
9. Anatomy of 3D objects
10. The role of 3D objects
11. Cone of focus
12. Cues
13. Final words

LEARNING OBJECTIVES

By the end of this chapter, you will be able to:

- Differenciate the objectives and fundamental functions of the StellarX Create Mode.
- Identify the modalities of creation in StellarX.
- Build your first StellarX Space.

STELLARX MASTERCLASS

In this final chapter, you will grasp best UX practices in order to further develop your Space. You will learn about interactive and narrative mechanics when building a space using StellarX.

Estimated learning time: **1 hour**

Self-paced online course

3 Interactive modules

25 Lessons

1 Notebook

Languages: **English** and **French**

Level: **Beginner**

Unlimited access with StellarX Pro license

Learn on **any device**

Certificate upon completion of the course

CHAPTERS

1. Introduction to StellarX Fundamentals 3
2. VR & human senses
3. Animations & interactions
4. Sound
5. Once upon a time in a virtual world
6. Building personas
7. Prototyping
8. Iterating
9. Testing & adjusting
10. Final words

LEARNING OBJECTIVES

By the end of this chapter, you will be able to:

- Build animations and interactions within StellarX.
- Apply VR and UX best practices.
- Identify effective work methods and practices.

◢ **stellarx.ai**

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