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

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Course exam:
Public discussion by groups of maximum 2 people.

Professor responsible: Cecilia Bolognesi

Tutors:
Simone Balin, Deida Bassorizzi, Vasili Manfredi,