Struttura Erogatrice
ABC Department

Prof. Ingrid Paoletti

Durata: **4 days / 25 hours**

Sede

Online (WebEx Teams) and in Persone
Aula : MaBa.SAPERLab
Campus:

La procedura di ISCRIZIONE ONLINE disponibile al link
https://www.polimi.it/en/programmes/specializing-masters-and-postgraduate-programmes/363
E' da completare ENTRO e NON OLTRE la data indicata nella pagina web per l'iscrizione online.

L'erogazione è prevista in LINGUA INGLESE.

Quota di iscrizione € 250,00 quota di iscrizione + 2,00 marca da bollo

Informazioni ed iscrizione
Segreteria

- materialbalance-dabc@polimi.it

Sito web

Material Balance Research | Design Matters (polimi.it)

POLITECNICO
MILANO 1863

Corso di Formazione Permanente

Titolo

CREATE METAVERSE

Struttura Erogatrice

Dipartimento ABC

⚠Versy

Destinatari

All students and professionals with Proven basic knowledge of point modelling programs.

Interested candidates are asked to send their CVs to the email address above.

Contenuti

The Create Metaverse course aims to provide the basics of Metaverse technologies, starting with virtual reality concepts. In addition, the course aims to introduce the potential of this new cross-channel for architecture and, in particular, the visualization of materials and technologies.

Collaborazioni

[VERSY TECHNOLOGIES](#)

Programma

19 June 2023: Webex (Online)
-Setting up a project in Unreal
-Introduction to Workspace
-Introduction to Shader
-Material workbench (what is a material, and how is it distributed on the video card)
22 and 23 June 2023: Workshop in presence at MaBa.SAPERLab
Divided into three parts:
- *GrayBoxing* (the art of creating spaces using only volume blocks without actual mesh).
It helps us understand how to move within the engine by learning basic functionality and laying the foundations of the virtual space we will develop.
- *Meshing* (Changing volumes with meshes)
Attention to detail, mesh insertion, project set, and first interaction tests with mesh and players. At this point, we will work with materials, colour styles are to be managed, and the composition is to be defined.
- *Polishing*
Development of custom shaders and materials as required, a more 'artistic' layer that serves to better understand how materials can be used to develop player-environment interactions. In this module (approx. 5 hours), we will also formulate non-static shaders (mainly valuable for the gaming world) that can also be used to create virtual showrooms.
  15 July 2023 Webex (Online)
- Projects Review

Modalità di Svolgimento

Orari

- 19 June 2023: 18.00 – 21.00 (Webex)
- 22 June 2023: 11.00 – 19.00 (MaBa.SAPERLab)
- 23 June 2023: 10.00 – 18.00 (Maba.SAPERLab)
- 15 July 2023: 10.00 – 14.00 (Webex)

Presso

Online 19/06/2023 and 15/07/2023 (Webex)
Aula: 22-23/06/2023 at MaBa.SAPERLab

Docenti

Testimonianza di **Giacomo Driussi**
COO @ Versy || Metaverse Pioneer and Consultant || Experience Marketing
Ingrid Paoletti
Professor of Technology of Architecture
Politecnico di Milano