

表 1 研修プログラム

**Day1 23<sup>rd</sup> Aug**

- 1) Opening Ceremony
- 2) About VR: 1. History, 2. Related equipment, 3. Application and Making Process, 4. Concept and preparation (from prototype to release, and who's contribution: Projects Manager, Producer, Developer, Game designer, Art director, so on)
- 3) Learning to create an object (example: a four-legged chair) using Blender
- 4) Homework: Creating a Table using a Blender

**Day2 24<sup>th</sup> Aug**

- 1) Learning how to use Blender (Colour, Texture, Lighting (Sun, Gas, LED))
- 2) Training by creating a coffee opaque cup poured liquid
- 3) Homework: Creating a wine glass poured liquid

**Day3 25<sup>th</sup> Aug**

- 1) Training a Blender, Creating a Japanese Garden (3D-Objects)
- 2) Homework: Creating “Cloud, Road and Tree” for Japanese Garden

**Day4 26<sup>th</sup> Aug**

- 1) Training how to use Unity3D (jumping, movement, colour, camera position)
- 2) Homework: Making a maze using some techniques such as colour, camera position

**Day5 27<sup>th</sup> Aug**

- 1) Training how to use Unity3D and C# programming, also use for VR headset
- 2) Homework: Creating a gaming programme by C# and using VR headset (Movement, graving, throughout) and VR transferring (VR application: A game engine, SDK/Software Developer Toolkit, VR headset)

**Day6 28<sup>th</sup> Aug**

- 1) All team works for Japanese-Russian students: “Creating a future Gas (Petro, Electrical station (Civil -infrastructure with SGDs))”
- 2) Presentation from each group to Russian Teacher in English, “Creating a future Gas(Petro, Electrical station (Civil -infrastructure with SGDs))”
- 3) Closing ceremony
- 4) Announcement of final result:
  - Group1: Best of Conceptual 201
  - Group2: Best of Interactive 185
  - Group3: Best of Technical execution 214
  - Group4: Best of Visualization 197
  - Group5: Best of Imagination 159
- 5) Certification presentation