

2 Student assistants (m/f) for VR environment creation

You will model and arrange a series of different household scenarios for virtual reality in Unity 3D.

The models created for the scenarios should form a modular model library, with which new scenarios can be created easily.

If you are interested in 3D modeling practice for games, this is for you.

Requirements:

- experience with 3D modeling in Blender
- experience with Unity 3D
- (optional) coding experience with C# (or C++)
- (optional) experience with VR and the “HTC Vive” headset

Duration:

starting now until including June 2018

for ~8 hours per week - can be discussed

attendance at the trade fair “Automatica” in Munich (18. - 22.06.2018)

Location:

Close to central campus

Karlstr. 45/2, Munich

Contact:

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