



VR Designer Foundation Course: Master Virtual Reality Design, UX, and 3D



AGILE LEADERS
Training Center

19 - 23 Jan 2027

عن بعد

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Course Overview:

The VR Designer Foundation Course: Master Virtual Reality Design, UX, and 3D is a hands-on, beginner-friendly training built for the future of immersive design. This VR design course introduces participants to essential tools, platforms, and techniques used in the virtual reality industry. Blending theory with practical application, it explores 3D interaction, VR user experience design, and spatial interfaces while leveraging industry-standard platforms like Unity and Blender. Participants will learn how to design intuitive VR environments, develop interactive prototypes, and understand the principles that distinguish successful VR experiences.

This training is ideal for those seeking virtual reality design training grounded in real-world tools and use cases. By the end of this beginner VR development course, learners will be equipped with the knowledge and confidence to contribute to XR projects and apply best practices for immersive, human-centered design. Whether you want to learn VR design for games, education, or enterprise, this introduction to virtual reality design ensures you start with a rock-solid foundation.

Target Audience:

- Junior designers and developers
- UI/UX professionals
- 3D modelers and digital artists
- Product and game designers
- Multimedia and e-learning specialists

Targeted Organizational Departments:

- Innovation and R&D teams
- UX/UI and human factors departments
- Learning & development teams
- Creative and design studios
- IT and software development departments

Targeted Industries:

- Gaming and entertainment
- Architecture, Engineering, and Construction AEC
- Automotive and manufacturing
- Healthcare and simulation-based training
- Education technology and e-learning
- Marketing and advertising agencies

Course Offerings:

By the end of this course, participants will be able to:

- Explain the core principles behind immersive design and virtual environments
- Navigate Unity and apply it in a beginner VR development course context
- Create basic VR prototypes with spatial UI and interactive components
- Apply best practices in VR user experience design for various headsets
- Build 3D interactions using Unity XR tools and design frameworks
- Understand real-world applications of tools from the VR interaction design course modules
- Present a working VR scene as part of a capstone project

Training Methodology:

This course applies experiential and project-based learning methodologies that mirror real-world virtual reality design training workflows. Each session combines guided instruction with live demonstrations, interactive exercises, and feedback from experienced facilitators. Participants will explore Unity and Blender through hands-on labs and collaborative peer activities designed to reinforce practical skills.

Learners will benefit from a mix of gamified learning, visual walkthroughs, and peer-to-peer discussions, all contributing to foundational VR design course mastery. Reflection periods ensure integration of key concepts, while scaffolded exercises gradually increase in complexity to suit a beginner VR development course audience.

Course Toolbox:

- Course workbook digital PDF
- Unity 3D engine access and tutorials intro to VR development
- Sample VR interaction templates from OpenXR and Oculus Quest
- VR-ready 3D assets and prefabs
- Blender project samples modeling for VR
- Online resources and reading materials
- Interactive quizzes and self-check assessments
- Links to Unity Learn and Roll-a-ball tutorial series

: Tools are not provided, but insights and examples of tools are included. Note

Course Agenda:



Day 1: Foundations of Virtual Reality Design

- Introduction to Virtual Reality Design Principles Topic 1: •
- Types of VR Interfaces and Interaction Models Topic 2: •
- Introduction to Unity Interface and Scene Creation Topic 3: •
- Overview of XR Devices and Setup Topic 4: •
- Principles of Immersion, Presence, and Perception Topic 5: •
- Understanding 3DoF vs 6DoF Tracking Systems Topic 6: •
- Summary discussion of key concepts and practical takeaways Reflection & Review: •

Day 2: Designing Interactive VR Environments

- Navigating Unity XR Plugins and SDKs Topic 1: •
- Spatial Design and Scene Hierarchies Topic 2: •
- Diegetic and Non-Diegetic UI in VR Topic 3: •
- Lighting, Materials, and Optimization for VR Topic 4: •
- Human-Centered Design in Virtual Reality Topic 5: •
- Interaction Feedback and User Comfort Considerations Topic 6: •
- Interactive feedback session with group prototyping review Reflection & Review: •

Day 3: VR Interaction and Prototype Building

- Object Manipulation and 3D Input Systems Topic 1: •
- Physics and Movement in VR Environments Topic 2: •
- Designing with Controllers and Gestures Topic 3: •
- Creating UI Panels and Gaze-Based Interfaces Topic 4: •
- Importing Assets and Animations from Blender Topic 5: •
- Animating VR Events with C# in Unity Topic 6: •
- Participant presentations of mini-VR projects Reflection & Review: •

Day 4: Advanced Development and Experience Testing

- Designing for Comfort and Accessibility in VR Topic 1: •
- Implementing Teleportation and Navigation Mechanics Topic 2: •
- Audio Integration and Feedback Loops in Unity Topic 3: •
- Testing on Meta Quest & Mobile VR Platforms Topic 4: •
- Performance Optimization and Build Settings Topic 5: •
- Testing and Debugging Immersive Scenarios Topic 6: •
- Design critique and beta-testing walkthrough Reflection & Review: •

Day 5: Final Projects and Capstone Demonstration

- Finalizing a Fully Functional VR Scene Topic 1: •
- Peer Reviews and Expert Feedback Topic 2: •
- Preparing a VR Portfolio and Demo Reel Topic 3: •
- Career Pathways in Immersive Design Topic 4: •
- Certification and Continuing Learning Resources Topic 5: •
- Recap of VR Design Course and Industry Future Trends Topic 6: •
- Capstone presentation, final reflection, and course wrap-up Reflection & Review: •

FAQ:

What specific qualifications or prerequisites are needed for participants before enrolling in the course?

No prior experience in VR is required. Familiarity with basic computer usage, 3D tools, or design software is helpful but not mandatory. This is an entry-level VR designer foundation course.

How long is each day's session, and is there a total number of hours required for the entire course?

Each day's session is generally structured to last around 4-5 hours, with breaks and interactive activities included. The total course duration spans five days, approximately 20-25 hours of instruction.

What is the difference between spatial and diegetic UI in VR design?

Spatial UI is placed in the environment as a 2D or 3D panel and interacts like a HUD. Diegetic UI is part of the VR world itself e.g., a wristwatch showing time.

How This Course is Different from Other VR Designer Foundation Courses:

What sets the VR Designer Foundation Course: Master Virtual Reality Design, UX, and 3D apart is its balanced mix of technical rigor, hands-on development, and user-centered design. Unlike most basic VR design courses that limit learning to software functions, this course integrates immersive design theory, technical exercises, and real-world case applications.

Participants gain not only practical experience with Unity, Blender, and XR SDKs but also develop the critical thinking needed to evaluate and create compelling virtual environments. The program emphasizes human interaction, ethical design, and feedback-driven iteration—skills not commonly taught in beginner VR development courses.

With direct exposure to modern VR user experience design principles and VR interaction design course content, this course ensures you leave with a portfolio-ready VR scene, and the confidence to take on real-world XR projects.



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الهائية



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الرشيقية



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مدن التدريب



اسطنبول - تركيا



أمستردام - هولندا



أنقرة - تركيا



أثينا - اليونان



الرياض - المملكة العربية السعودية



الدوحة - قطر



الدار البيضاء - المغرب



الجبيل - المملكة العربية السعودية



باريس - فرنسا



المنامة - مملكة البحرين



الكويت - الكويت



القاهرة - مصر



براغ - جمهورية التشيك



بانكوك - تايلاند



بالي - جمهورية إندونيسيا



باكو - أذربيجان

مدن التدريب



جاكرتا - جمهورية اندونيسيا



تيليسي - جورجيا



بوكيت - تايلاند



برشلونة - اسبانيا



روما - ايطاليا



دبي - الامارات العربية المتحدة



جوهانسبرغ - جنوب افريقيا



جنيف - سويسرا



شرم الشيخ - مصر



سيول - كوريا الجنوبية



سان دييغو - الولايات المتحدة
الامريكية



زنجار - تنزانيا



طوكيو - اليابان



طشقند - اوزبكستان



طرابزون - تركيا



شيكاغو - الولايات المتحدة
الامريكية

مدن التدريب



كوالالمبور - ماليزيا



فيينا - النمسا



عن بعد - منصة زووم



عمان - المملكة الأردنية الهاشمية



ماربيا - اسبانيا



لندن - المملكة المتحدة



لانكاوي - ماليزيا



كيب تاون - جنوب إفريقيا



ميلان - إيطاليا



مونترنو - سويسرا



مسقط - سلطنة عمان



مدريد - إسبانيا



نيس - فرنسا



نيروبي - كينيا



ميونخ - ألمانيا

WHO WE ARE

Agile Leaders is a renowned training center with a team of experienced experts in vocational training and development. With 20 years of industry experience, we are committed to helping executives and managers replace traditional practices with more effective and agile approaches.

OUR VISION

We aspire to be the top choice training provider for organizations seeking to embrace agile business practices. As we progress towards our vision, our focus becomes increasingly customer-centric and agile.

OUR MISSION

We are dedicated to developing value-adding, customer-centric agile training courses that deliver a clear return on investment. Guided by our core agile values, we ensure our training is actionable and impactful.

WHAT DO WE OFFER

At Agile Leaders, we offer agile, bite-sized training courses that provide a real-life return on investment. Our courses focus on enhancing knowledge, improving skills, and changing attitudes. We achieve this through engaging and interactive training techniques, including Q&As, live discussions, games, and puzzles.



AGILE LEADERS
Training Center

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