

Total Guide to Virtual Reality Visualization: Hardware Edition

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Class summary

An in-depth analysis and comparison of currently available Virtual Reality Headsets from the perspective of implementing VR into AEC workflows.

Key learning objectives

At the end of this class, you will be able to:

- Gain an overview of the virtual-reality uses in the AEC industry
- Learn about tethered versus mobile—implementing VR for Oculus Rift, HTC Vive, Gear VR, Google Cardboard, and others
- Discover pro's and con's of all major currently available hardware solutions
- Learn how to get started with VR visualization on any budget

On With the Show...

Link to Prezi...

<http://prezi.com/upt2hu0cxwkq>

Question and Answer

THANK YOU!

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