

3DPUB 2016 (EDITIA A 9-A)



Cand, unde: 20 iunie - 5 august, UPB-ACS

- 1 saptamana organizatorica
- 6 saptamani lucru efectiv

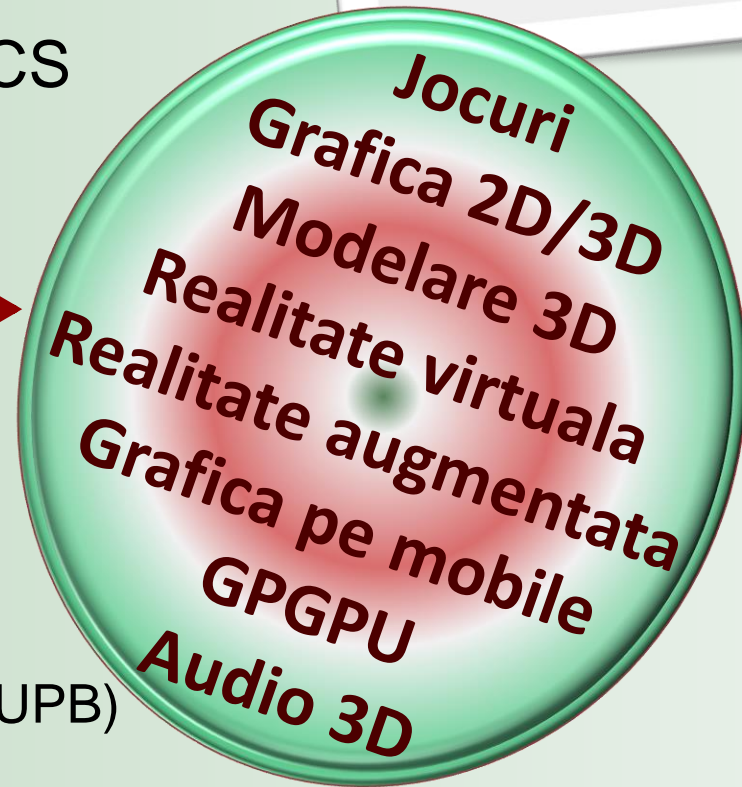
Cui se adreseaza: pasionatilor de

- pot participa studenti din toti anii
- echivalare practica an 3

Organizatori:

- Grupul de Grafica si Realitate Virtuala (3DUPB)
- Gameloft
- Airtouch Media

Structura: workshopuri independente
(la alegere 1-3 workshopuri / student)



WORKSHOPURI

Modelare 3D

Gameloft

Level design

Gameloft

C++ game programming

Gameloft

Online/multi-player

Gameloft

Monetizarea jocurilor

Gameloft

Camere 3D – aplicatii (Kinect, Leap, Realsense, etc.)

3DUPB

Virtual & Augmented Reality

3DUPB

Dezvoltarea rapida de jocuri (Unity)

3DUPB

3DUPB – mixed reality campus

3DUPB

GPGPU (MMO, simulari fizice)

3DUPB

Mobile development (Android [,iOS])

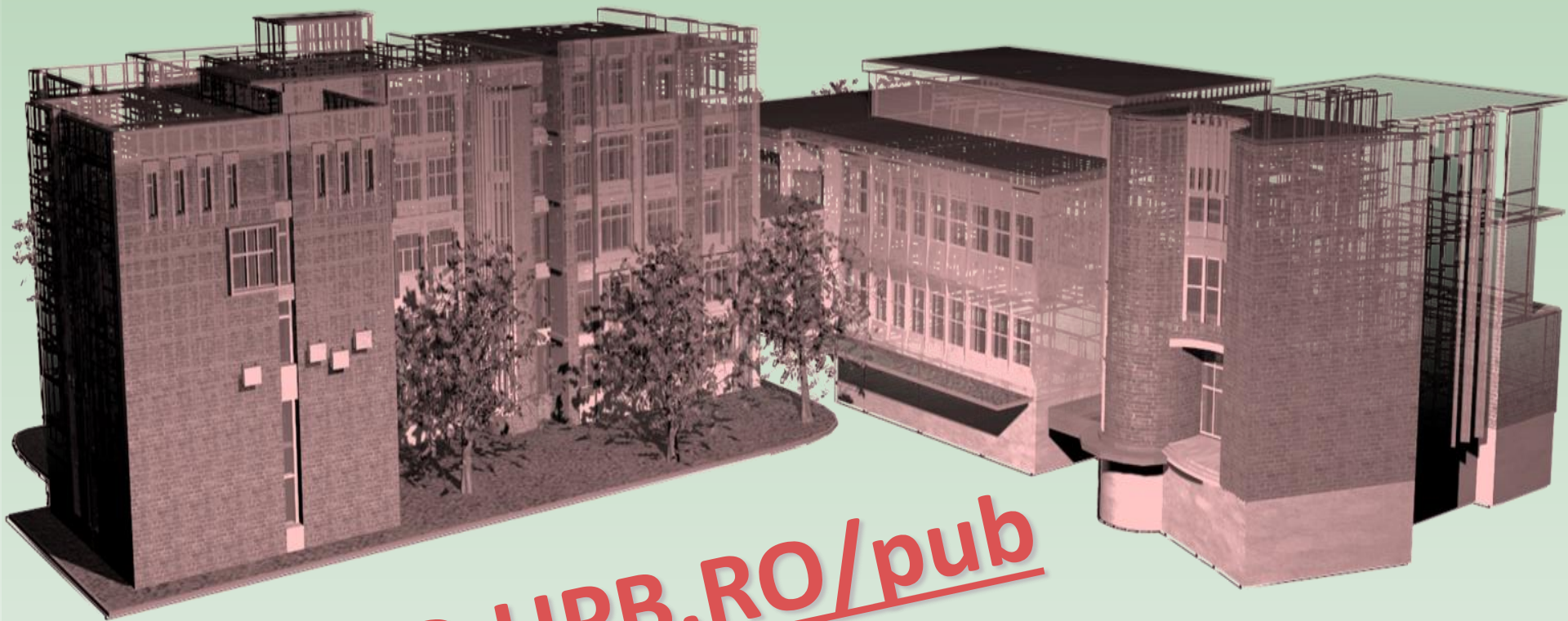
Airtouch

Inscrierea: prin stagiipebune:

<http://www.stagiipebune.ro/stagii.html?id=2582>

Intrebari: pentru informatii suplimentare, email us:

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