

CERTIFICATE COURSE

Virtual Reality In Architecture

Gautam Tewari (Co-creator, Trezi)

Online

1st Aug, 8th Aug & 15th Aug
for SSAA Alumni & Students

Change is the necessity of the 'New World'. The profession and the process of education in architecture have to embrace this change too.

As a first of its kind in India, Sushant School of Art and Architecture (Gurugram) teams up with India's first virtual reality product for the building industry (Trezi) to train the students and professionals in adapting to the changing times. This necessary skill development would ensure that the architectural practice reaches the next level of technology.

Trezi will run a 15-hour online programme to deep dive into a fascinating world of Immersive Technology, its relevance in today's age, and how seamlessly it fits into our contemporary architectural practice.

Seats are limited. You can register by 31st July and benefit from this innovative initiative supported by SSAA.

Registration: <https://bit.ly/3jbWxMu>

Contact Us: Asst. Prof. Ramit Naahar (9810856090)
Asst. Prof. Anees Mohd (7011459511)

Virtual Reality In Architecture

Online Certificate Course

Duration : 15 hrs

Class strength: Only 40 seats

Pre-requisites for participants:

A laptop / computer that can run a 3D CAD application (SketchUp/Rhino/Revit)
Basic understanding of creating models in any of the CAD application

Saturday 1st August, 2020

Time : 9:00 am to 2:30 pm

Module 1 (5 hrs) : Introduction to VR

Evolution and expansion of VR technology

Introduction and adoption in Architecture Engineering & Construction (AEC)

Use in the design process and the profession

Emerging applications in AEC

Evolution of the Immersive Platform: early proof points from Trezi

Saturday 8th August, 2020

Time : 9:00 am to 2:30 pm

Module 2 (5 hrs) : Understanding Trezi

Basics of Trezi - setting up, navigation and functions

Tips, tricks and hacks

Use in design, product selection and presentations

Understanding VR Collaboration

Time Problem and collaborative review

Saturday 15th August, 2020

Time : 10:00 am to 2:30 pm

Module 3 (5 hrs) : 3D modelling best practices and VR in Professional Practice

Understanding the basics of 3D rendering

Preparing a 3D model for VR / real-time rendering

Best practices and pitfalls to avoid for creating 3D content

Alumni Experiences using Trezi: Prashant Kumar, Vidit Goel

Certification on Completion:

Award of certificate from SSAA and Trezi on completion of online course.

Other benefits:

Free Trezi subscription for the duration of the course

Discounted price for Trezi subscription (post-completion of course)

Virtual Reality In Architecture

MENTORS



Gautam Tewari is the Co-Creator of Trezi, a graduate from the University of New South Wales, Tewari holds a masters degree in Construction Management, and is a LEED-accredited professional. A skilled orator, Tewari has been invited extensively to speak at trade events about the potential of Immersive Technology to change the way the building industry has functioned for years. Apart from VR, Tewari is passionate about cricket, is a long-distance runner, fitness enthusiast, and an avid reader.



Architect by profession, **Darren J Rizza** lead the creation and development of VR products at SmartVizX. Currently, driving the product vertical and leading its expansion into the USA. This Carnegie Mellon University graduate has a through understanding of Building Information Modeling and possesses the skillset to implement new technologies and design methodologies. Apart from this, he loves to cook.



A SPA Delhi graduate in 1991, **Vikrant Karandikar** is an architect with an expertise in the business & marketing sector. He has over 25 years of experience defining innovative sales strategies, opening new markets, strengthening client relationships, and developing business partnerships. Currently working as head of account management, he brings in his expert start-up mentorship & architectural experience to design VR application for the architects.



With equal passion for games & technology, **Chandan Singh** is a technical artist for real-time rendering engines. He spends most of his time in game engines working on improving visuals and performance and figuring out new ways to improve the workflow. With a portfolio of multiple visually and technically impressive games for various platforms, currently he is involved in developing VR and AR applications for the AEC industry.