

Submit Grant Proposal | VR@Illinois

Submitted by:

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1. Name

Siwen Wang

2. Email

siwenw2@illinois.edu

3. Your Status

Undergraduate Student

4. Your Department

VR Club

5. Provide a brief summary of the VR/AR project that would be funded by this grant proposal

VR club is teaching a very hands on VR & AR development course this semester. There will be one lecture each week from 1 -2 on Saturday at Armory VR Lab. The course mainly focuses on unity game engine and learning essential SDKs such as VRTK used in VR development. The course will end with a open ended final project that the students are free to choose from any of the topics learned throughout the semester, and any outstanding project will be shown during Engineering Open House. For more information about the course: <http://jaelly.com/VR-Drift.html>

6. How much funding are you requesting?

800

7. Provide a brief preliminary budget of how the funds would be used

Each students(14 total) will get a budget of \$50 during their final project period to purchase extra assets needed from Unity asset store. Most assets in Unity asset store are under \$50. And the last \$100 will be fund for the course instructor to explore new VR & AR development software. Link to Unity Asset Astore: <https://assetstore.unity.com/?category=3d&orderBy=1>

8. Describe the anticipated outcomes of your project.

With this budget, students are expected to use better 3D models in there final project, thus increasing the quality of work, and the final goal is to show ALL projects students worked on in EOH and further promote VR at Illinois to the school, future students and their parents.

9. What is the proposed timeline for your VR project?

September 14th - December 7th

10. Additional information

no answer provided