

# Spring 2026 COURSE ANNOUNCEMENT

## DTSC 5777/DTSC 4777: Virtual Reality and its Applications

Spring 2026 (Open to all Majors)

**Prerequisites:** None

**Days & Times:** Monday 10:00AM - 12:50PM

**Room No.:** NTDP K150, **Class No:** DTSC 5777-020 (10535), DTSC 4777-001 (13769)

This course introduce students to Virtual Reality (VR) hardware, software, and provide an opportunity for them to apply this knowledge to applications for education, visualization, and games. This course applies cutting-edge VR technology currently available in academia and industry. Topics include input devices, output devices, computer graphics principles for VR, geometric modeling principles for VR, human factors in VR, data visualization in VR, traditional and emerging applications in VR. Students will design, model, and program the VR environment by developing a complete VR application as a group project.

## Learn

- **3D Modeling and Animation** using Google Sketch-Up and/or 3Ds max.
- **Vizard** (Python-Based VR Development)
- **Unity 3D** (Gaming Engine)  
(no prior experience necessary)



## Instructor

**Name:** [Dr. Sharad Sharma](#), Endowed Professor in Department of Data Science

**Room Number:** K150 (Discovery Park)

**Instruction Mode:** Face to Face



**Contact Information:** Dr. Sharad Sharma, Sinha Endowed Professor, Department of Data Science

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**Course Website:** <https://ci.unt.edu/ssharma/teaching/spring26>