

NPTEL Video Lecture Topic List - Created by LinuXpert Systems, Chennai

NPTEL Video Course - General - NOC:Virtual Reality Engineering

Subject Co-ordinator - Dr. M. Manivannan

Co-ordinating Institute - IIT - Madras

Sub-Titles - Available / Unavailable | MP3 Audio Lectures - Available / Unavailable

Lecture 1 - Course mechanics
Lecture 2 - Goals and VR definitions
Lecture 3 - Historical perspective
Lecture 4 - Birds-eye view (general)
Lecture 5 - Birds-eye view (general) (Continued...)
Lecture 6 - Birds-eye view (hardware)
Lecture 7 - Birds-eye view (software)
Lecture 8 - Birds-eye view (sensation and perception)
Lecture 9 - Geometric modeling
Lecture 10 - Transforming models
Lecture 11 - Matrix algebra and 2D rotations
Lecture 12 - 3D rotations and yaw, pitch, and roll
Lecture 13 - 3D rotations and yaw, pitch, and roll (Continued...)
Lecture 14 - Axis-angle representations
Lecture 15 - Quaternions
Lecture 16 - Converting and multiplying rotations
Lecture 17 - Converting and multiplying rotations (Continued...)
Lecture 18 - Homogeneous transforms
Lecture 19 - The chain of viewing transforms
Lecture 20 - Eye transforms
Lecture 21 - Eye transforms (Continued...)
Lecture 22 - Canonical view transform
Lecture 23 - Viewport transform
Lecture 24 - Viewport transform (Continued...)
Lecture 25 - Three interpretations of light
Lecture 26 - Refraction
Lecture 27 - Simple lenses
Lecture 28 - Diopters
Lecture 29 - Imaging properties of lenses

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- Lecture 30 - Lens aberrations
- Lecture 31 - Optical system of eyes
- Lecture 32 - Photoreceptors
- Lecture 33 - Sufficient resolution for VR
- Lecture 34 - Light intensity
- Lecture 35 - Eye movements
- Lecture 36 - Eye movements (Continued...)
- Lecture 37 - Eye movement issues for VR
- Lecture 38 - Neuroscience of vision
- Lecture 39 - Three Psychophysical Laws
- Lecture 40 - Sensation and Perception
- Lecture 41 - Psychophysics of Visual Perception
- Lecture 42 - Gamma Encoding
- Lecture 43 - Limiting Resolution
- Lecture 44 - Depth perception
- Lecture 45 - Depth perception (Continued...)
- Lecture 46 - Motion perception from Visual System
- Lecture 47 - Frame rates and displays
- Lecture 48 - Frame rates and displays (Continued...)
- Lecture 49 - Psychophysics of Depth Perception
- Lecture 50 - Overview
- Lecture 51 - Orientation tracking
- Lecture 52 - Tilt drift correction
- Lecture 53 - Yaw drift correction
- Lecture 54 - Tracking with a camera
- Lecture 55 - Perspective n-point problem
- Lecture 56 - Filtering
- Lecture 57 - Lighthouse approach
- Lecture 58 - Visual Rendering-Overview
- Lecture 59 - Visual Rendering-overview (Continued...)
- Lecture 60 - Shading models
- Lecture 61 - Rasterization
- Lecture 62 - Pixel shading
- Lecture 63 - VR-specific problems
- Lecture 64 - Distortion shading
- Lecture 65 - Post-rendering image warp
- Lecture 66 - Why Haptics?
- Lecture 67 - What is Haptics?
- Lecture 68 - Branches of Haptics

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- Lecture 69 - Human Haptics - Tactile System
- Lecture 70 - Kinesthetic System
- Lecture 71 - Motor System
- Lecture 72 - Haptic Devices and Interfaces - Kinesthetic Devices
- Lecture 73 - Haptic Devices and Interfaces - Tactile Devices
- Lecture 74 - Physics and Physiology
- Lecture 75 - Auditory perception
- Lecture 76 - Auditory localization
- Lecture 77 - Rendering
- Lecture 78 - Spatialization and display
- Lecture 79 - Combining other senses
- Lecture 80 - Interfaces -overview
- Lecture 81 - Evaluation of VR Systems
- Lecture 82 - Social interaction
- Lecture 83 - System control
- Lecture 84 - Manipulation
- Lecture 85 - Locomotion
- Lecture 86 - Principles of Perception
- Lecture 87 - Introduction to Kalman Filter
- Lecture 88 - Introduction to Extended Kalman Filter
- Lecture 89 - Grand Challenges in VR/AR
- Lecture 90 - Ultimate VR/AR System