



Boost your imagination

VR and AR education with Unreal Engine

by Institute of Imagination



Who we are

- In 2017 we founded a company in Poland called "The Institute of Imagination"
- Since early 2019 we have been using **Unreal Engine 4** in order to teach our students how to create games **for VR**

Where we are going

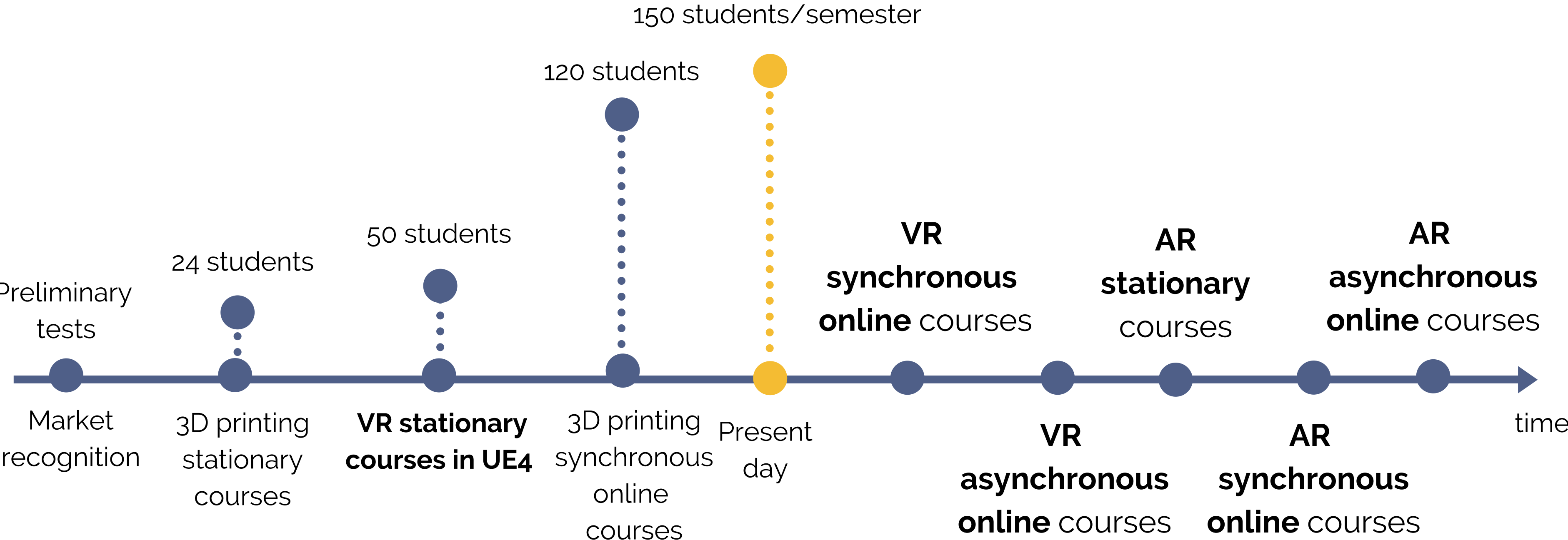
- In the next year we want to set up AR courses
- At the same time we are going to make it **worldwide available** online for VR and AR users

Why we think we are unique

- Our practical classes supported by VR experience make students much more involved
- By limiting classroom to max. 4 students we provide a **high quality of education**

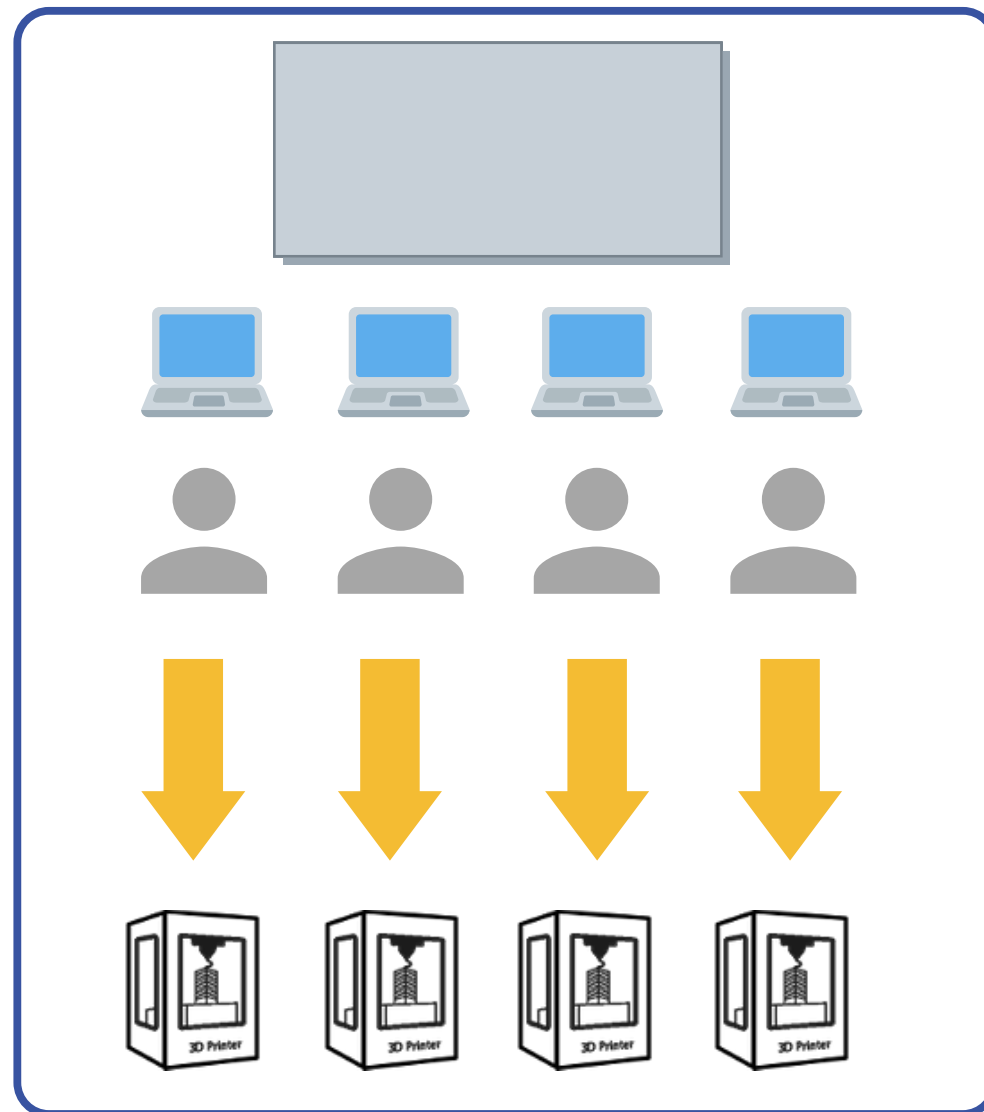
OUR ACHIEVEMENTS

FUTURE MILESTONES

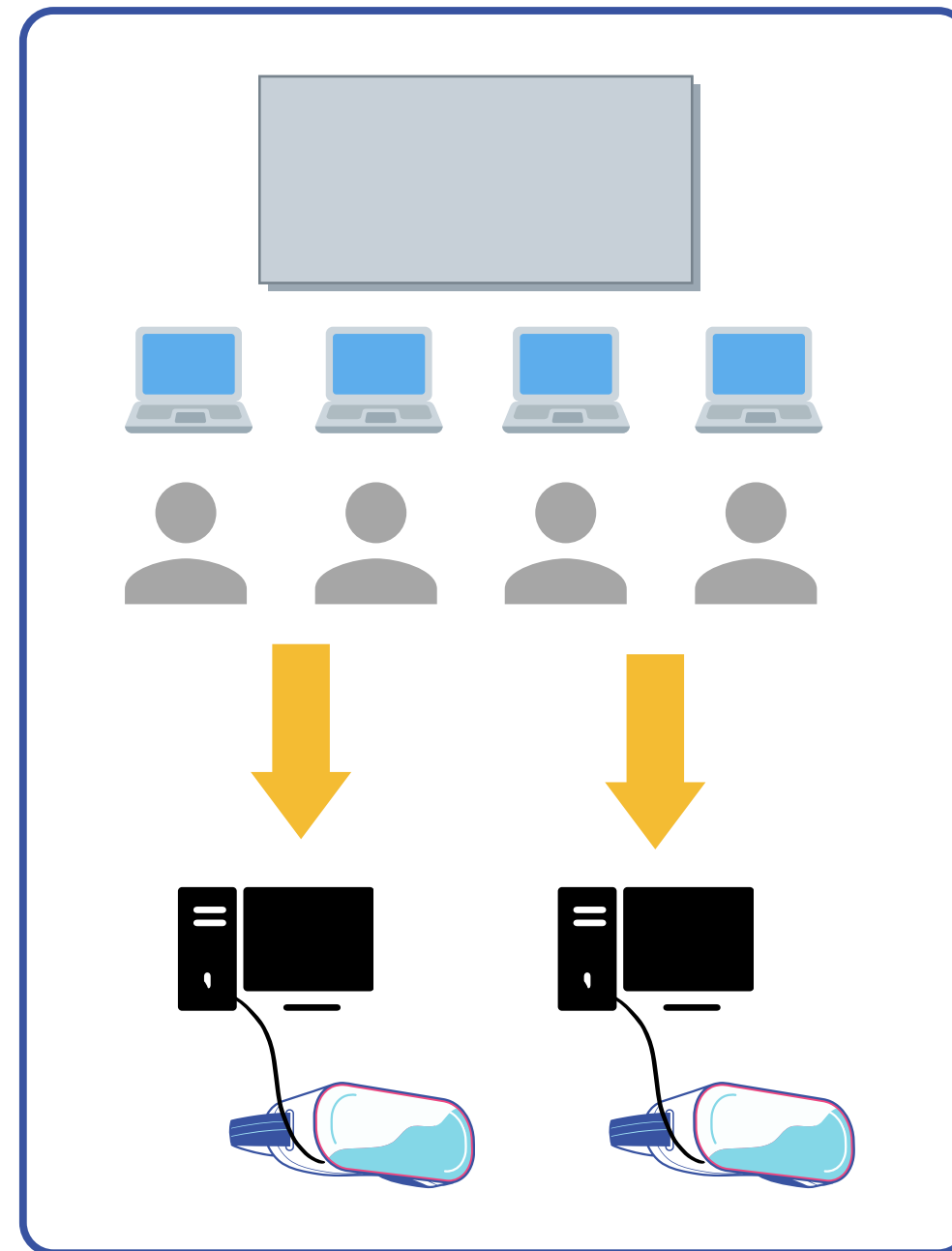


What does our classroom look like now?

3D printing stationary classroom
(max. 4 students)

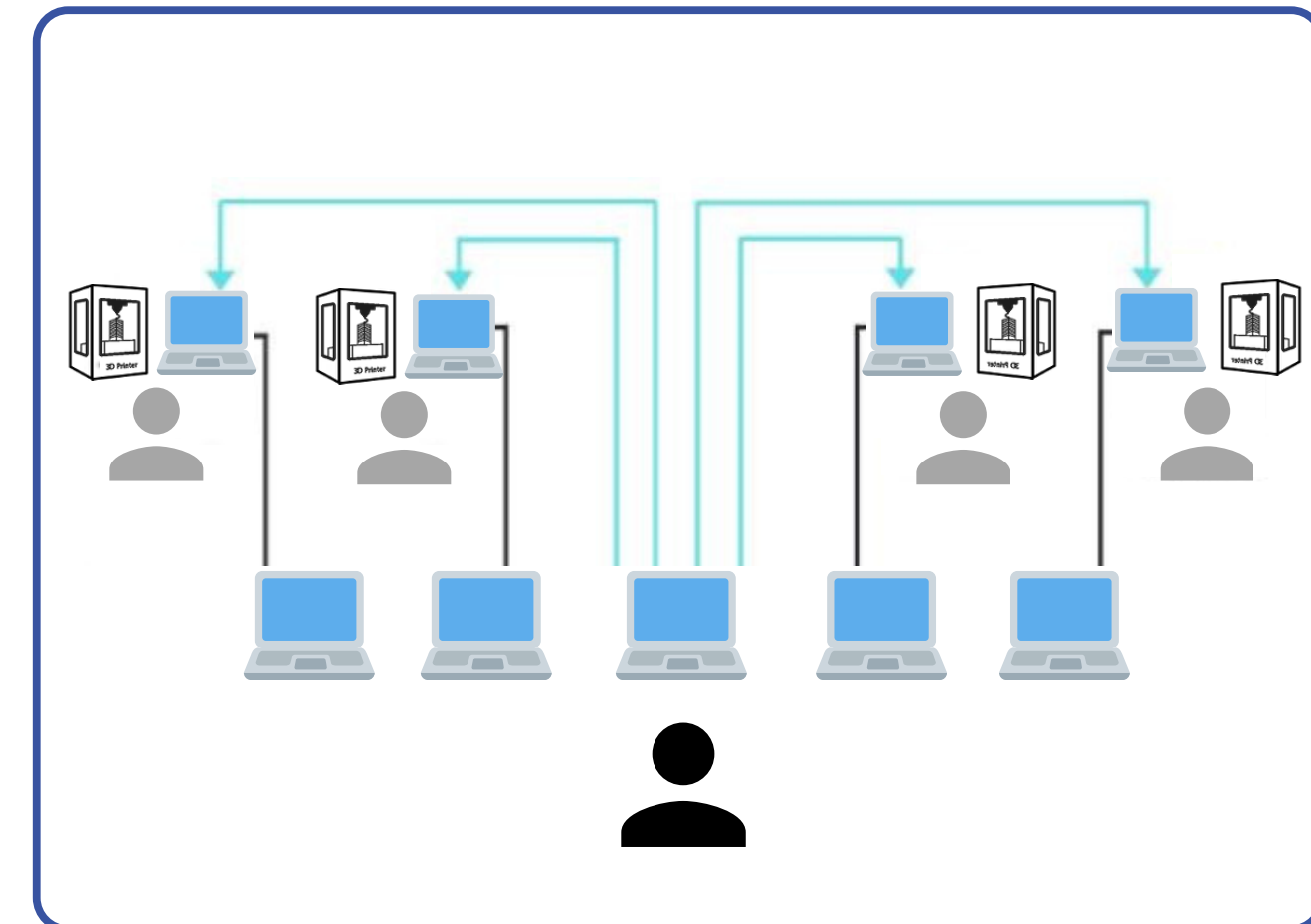


VR stationary classroom
(max. 4 students)



Now, **two devices are used by four students** during classes

3D printing synchronous online classroom
(max. 4 students)



What are we going to improve and develop?

1

Improve the quality of VR course by additional equipment

2

Extend offer with an AR course

3

Make VR and AR courses available online (also in English)

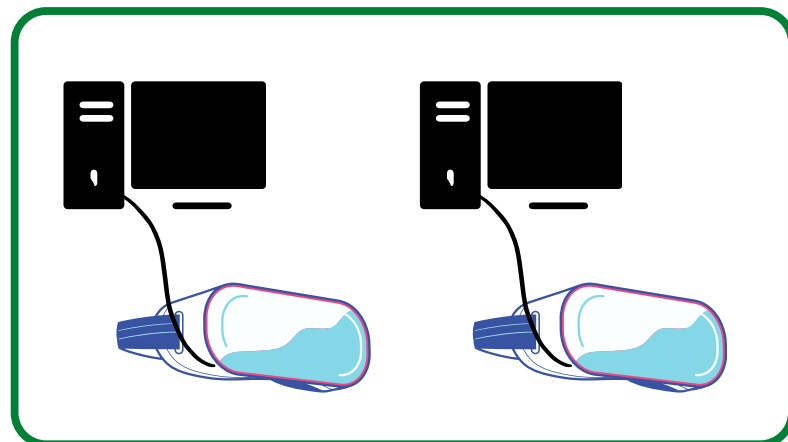
1

Improve the quality of a VR course by additional equipment

What we have?

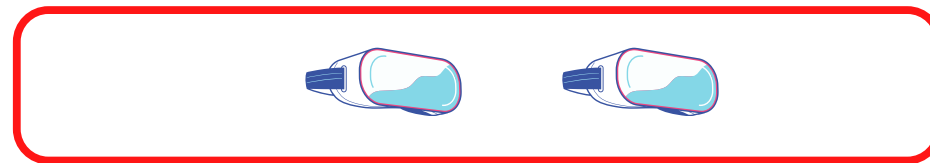


VR course program
(over one year of experience)



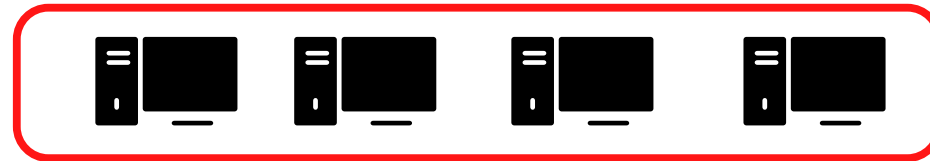
Two VR sets with VIVE pro

What we need?



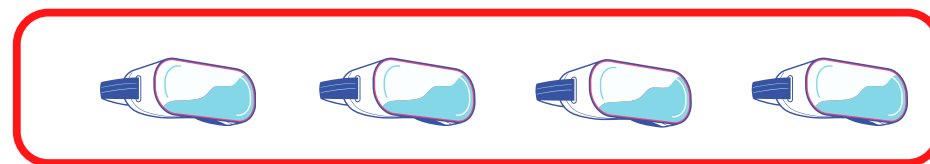
2 x 789 \$ - VR devices VIVE pro

To make 4 student classroom more comfortable



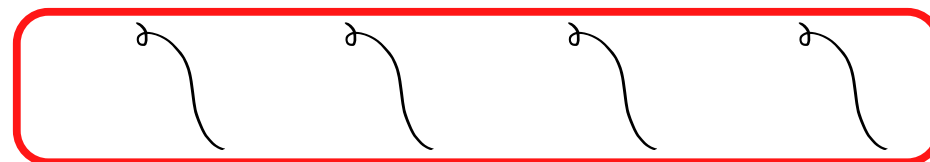
4 x 1578 \$ - Computers

To operate better devices such as VIVE/Oculus)



4 x 412 \$ - VR devices - Oculus Quest 2

To operate on different platforms,
and use wireless possibilities



4 x 79 \$ - Oculus Link Cable

To provide testing projects during classes

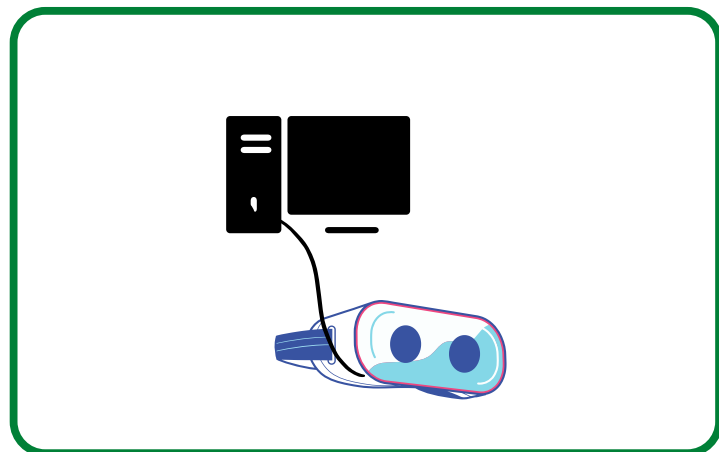
2

Extend offer with an AR course

What we have?

What we need?

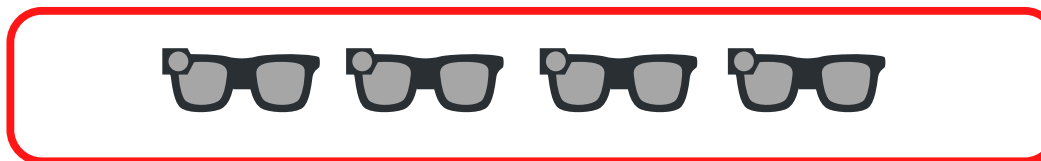
Costs



Basic AR test
with VIVE pro and UE4



Draft of course program



4 x 2295 \$ - AR devices - Magic Leap One
To create four-person stationary classroom

3965 \$ - Creating AR beginner course
Development of lessons scenarios
Consultations with AR experts

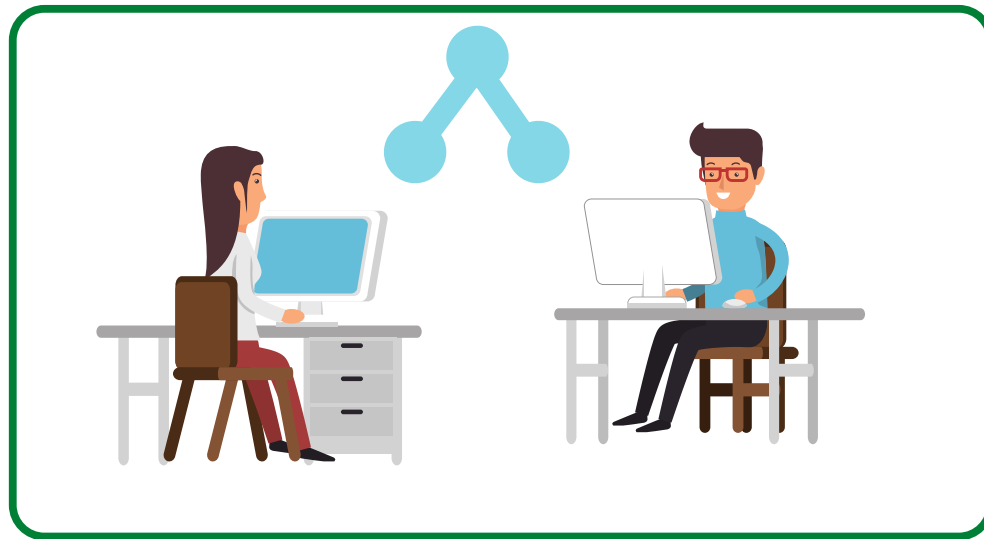
3

Make VR and AR courses available online (also in English)

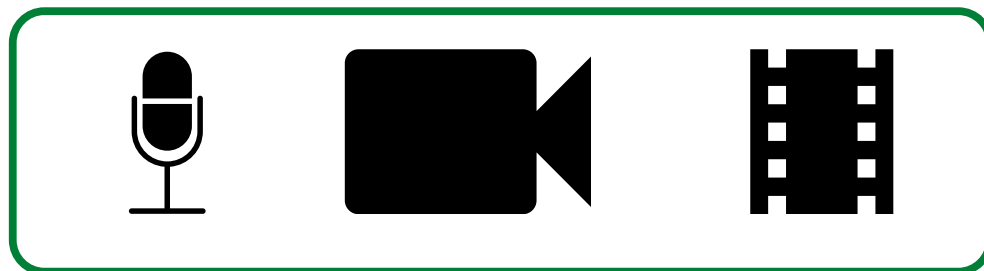
What we have?

What we need?

Costs



Experience in 3D printing
synchronous online courses

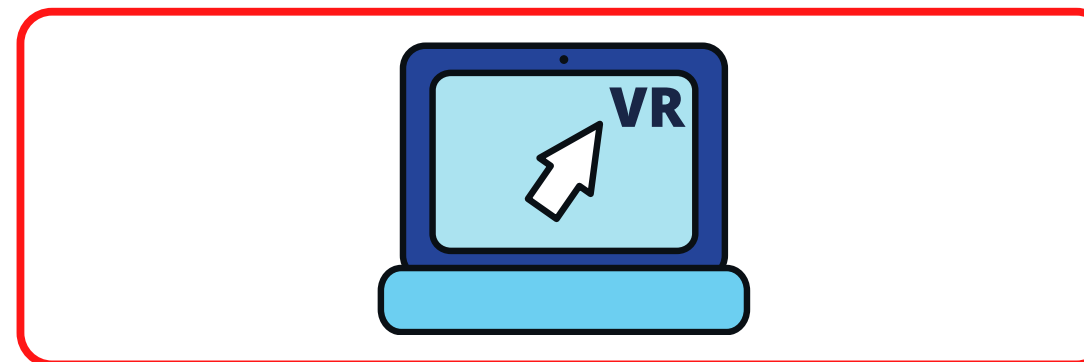


Experience in creating tutorials



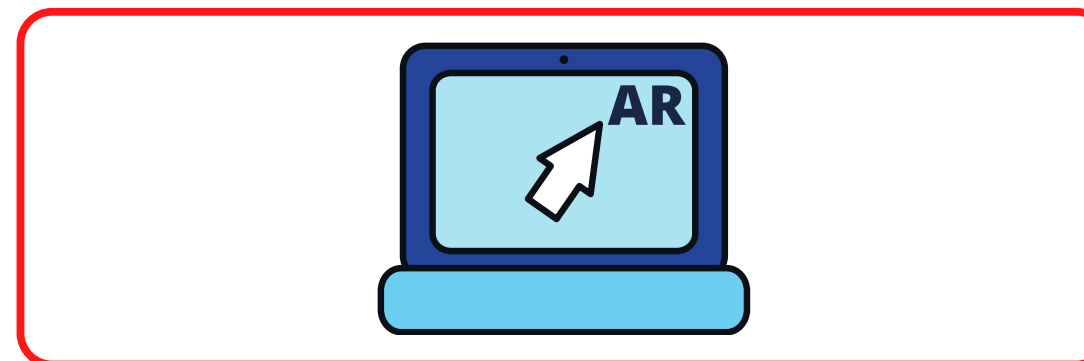
1895 \$ - Improvements of website

Asynchronous courses management system
English language access



3177 \$ - Creating VR asynchronous course

Adapting scenarios of stationary course
Converting course content into tutorials



3177 \$ - Creating AR asynchronous course

Adapting scenarios of stationary course
Converting course content into tutorials

Overall amount of support:

$$\textcircled{1} + \textcircled{2} + \textcircled{3} = 31\,249\ \$$$

**We hope you'll appreciate our idea and support it.
Epic Mega Grant would really boost our project.**

Included documentation:

Current VR classes program:

<https://www.instytutwyobrazni.pl/download/VR-classes-program.pdf>

Particular class video:

<https://youtu.be/J1veBwtfaxY>

Summary of the project:

<https://www.instytutwyobrazni.pl/download/project-summary.pdf>

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