Metaverse-compatible VR applications for aerospace & engineering : <u>Leveraging Opensource Tools</u>

December 10, 11, 12, 15, 16, 18 — 9:30–11:30   Venue: Sala Ferrari (2nd Flr. DIMEAS)

Bring engineering ideas to life as interactive 3D models —no proprietary software needed

Virtual Reality (VR) is becoming an increasingly valuable tool across engineering disciplines for immersive simulation, training, design, and integration with digital twins. This doctoral course focuses on metaverse-compatible VR frameworks and open-source tools suited for engineering applications. Topics include VR fundamentals, human–computer interaction, and open standards such as X3D. The course focuses on applications in aerospace, smart manufacturing, and biomedical visualization. Participants will acquire both theoretical knowledge and practical skills, with emphasis on user experience design and cross-platform compatibility.

Visiting Professor : **Magesh Chandramouli**, Purdue University Northwest
<u>Fulbright Specialist, Politecnico di Torino</u>

Host/Collaborator: **Alfonso Pagani**, Ph.D.
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