



UNIVERSITAT DE
BARCELONA

Departament de
Matemàtiques i Informàtica



Institut de Neurociències
UNIVERSITAT DE BARCELONA



eventLAB
Entorns virtuals en neurociències i tecnologia
Entornos virtuales en neurociencias y tecnología
Experimental virtual environments for neuroscience

Special Virtual Reality Event Universitat de Barcelona in Conjunction with PICO

We are pleased to announce this one-day course where the company PICO will introduce its virtual reality products and give attendees hands-on experience of how to create virtual reality applications with Unity. The course will be in English.

20th October, 2023

[The Historic Building, University of Barcelona](#)

Aula 111, Cloister of the Faculty of Filologia

Gran Via de les Corts Catalanes, 585

08007 Barcelona

[Registration](#)

AGENDA

[Leland Hedges](#), Enterprise Sales Director, and [Samy-Anis Benachi](#), Senior Engineer of PICO XR and PICO Advanced XR Development

10.00 – 13.00 Brand Introduction
DEV JAM Introduction
Advanced XR Development
Experience VR/MR Game

LUNCH

14.00 – 17.00 Hands-on experience
Develop games/applications in groups
Group presentation of concepts

UB Organisers

Mel Slater, [Event Lab](#), [Facultat de Psicologia](#), [Institut de Neurociències de la Universitat de Barcelona](#)

Anna Puig Puig, [Facultat de Matemàtiques i Informàtica](#) de la Universitat de Barcelona.

HARDWARE & SOFTWARE REQUIREMENTS

Participants will need to be equipped with your own laptop with the necessary software installed to commence the bootcamp.

Hardware:

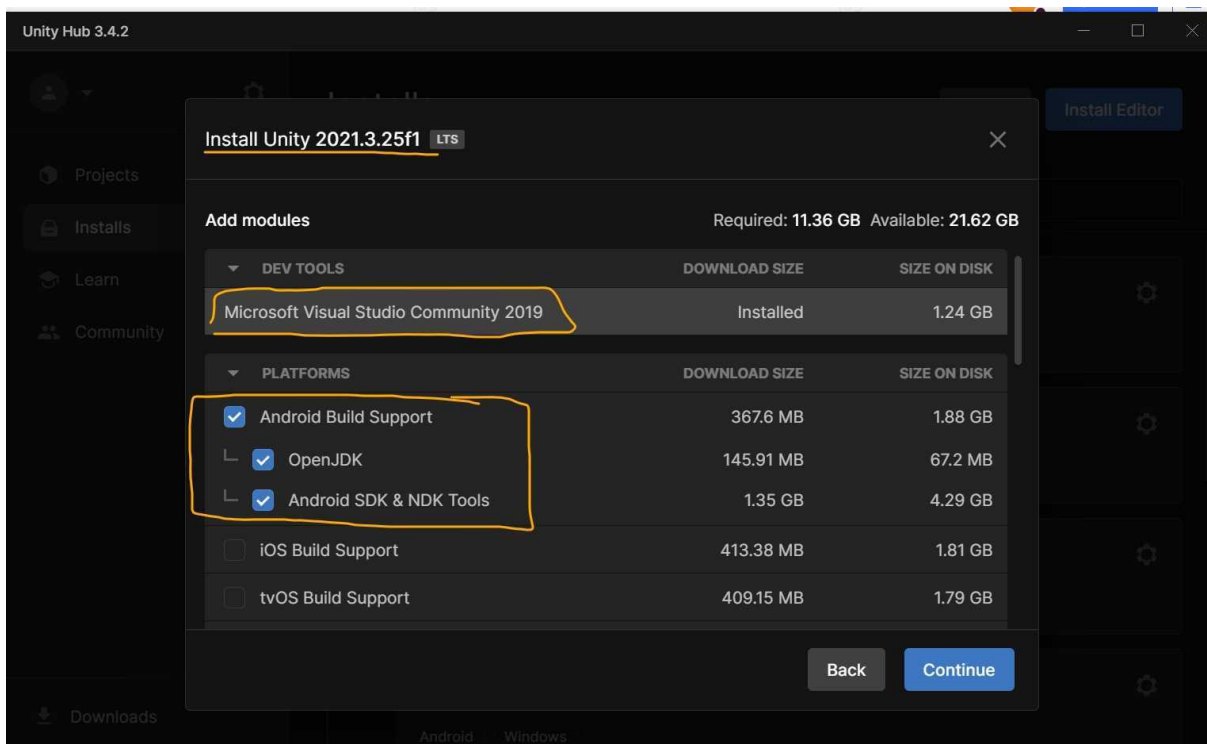
<u>Minimum</u>	<u>Recommended</u>
- Windows 10	- Windows 10 and above
- CPU: Intel i5-4590 / AMD Ryzen 5 1500X or higher	- CPU: Intel i5-4590 / AMD Ryzen 5 1500X or higher
- Graphics card: NVIDIA GTX 1060 / AMD Radeon RX 480	- Graphics card: NVIDIA GTX 2060 / AMD RX 5500 or higher
- RAM: 8 GB or higher	- RAM: 16 GB or higher
- Port: USB 3.0	- Port: USB 3.0

Software to Download and Install:

[Unity 2021.3.23](#)

- Android Build Support
- OpenJDK
- Android SDK & NDK Tools
- Visual Studio Community 2022/2019

Download reference:



Lastly, do refer to [PICO - VR Bootcamp VR App Development Guide](#) that includes VR App Development Guide & VR Project Template to prepare yourselves for an enriching session!