COURSE TABLE OF CONTENTS

WebXR Development

OEM: Koenig Original • Duration: 3 Days (24 hrs)

COURSE MODULES & TOPICS

Module 1: Introduction to WebXR

- Understanding WebXR technology
- Setting up the development environment
- WebXR device compatibility
- Introduction to VR and AR
- WebXR API basics

Module 2: Building Immersive Experiences

- Creating a basic WebXR scene
- Integrating 3D models
- User interaction in WebXR
- Handling input sources
- Optimising performance

Module 3: Advanced WebXR Techniques

- Advanced scene management
- Augmented Reality integration
- Deploying WebXR applications
- Testing and debugging WebXR
- Future of WebXR

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