COURSE TABLE OF CONTENTS

OpenXR Development

OEM: Khronos Group • Duration: 3 Days (24 hrs)

COURSE MODULES & TOPICS

Module 1: Introduction to OpenXR

- Understanding OpenXR architecture
- Setting up the development environment
- Introduction to OpenXR API
- Developing a basic OpenXR application
- Debugging OpenXR applications

Module 2: Advanced OpenXR Features

- Integrating OpenXR with graphics engines
- Handling input and interactions
- Rendering techniques in OpenXR
- Optimising performance for OpenXR
- Exploring OpenXR extensions

Module 3: OpenXR Application Deployment

- Cross-platform deployment strategies
- Testing OpenXR applications
- Integrating with AR devices
- User experience design in OpenXR
- Future trends in OpenXR

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