

# NPTEL Video Lecture Topic List - Created by LinuXpert Systems, Chennai

NPTEL Video Course - Computer Science and Engineering - Virtual Reality

Subject Co-ordinator - Prof. Steven LaVall

Co-ordinating Institute - IIT - Madras

Sub-Titles - Available / Unavailable | MP3 Audio Lectures - Available / Unavailable

- Lecture 1 - Course mechanics
- Lecture 2 - Goals and VR definitions
- Lecture 3 - Historical perspective
- Lecture 4 - Birds-eye view (general)
- Lecture 5 - Birds-eye view (general) (Continued...)
- Lecture 6 - Birds-eye view (hardware)
- Lecture 7 - Birds-eye view (software)
- Lecture 8 - Birds-eye view (sensation and perception)
- Lecture 9 - Geometric modeling
- Lecture 10 - Transforming models
- Lecture 11 - Matrix algebra and 2D rotations
- Lecture 12 - 3D rotations and yaw, pitch, and roll
- Lecture 13 - 3D rotations and yaw, pitch, and roll (Continued...)
- Lecture 14 - Axis-angle representations
- Lecture 15 - Quaternions
- Lecture 16 - Converting and multiplying rotations
- Lecture 17 - Converting and multiplying rotations (Continued...)
- Lecture 18 - Homogeneous transforms
- Lecture 19 - The chain of viewing transforms
- Lecture 20 - Eye transforms
- Lecture 21 - Eye transforms (Continued...)
- Lecture 22 - Canonical view transform
- Lecture 23 - Viewport transform
- Lecture 24 - Viewport transform (Continued...)
- Lecture 25 - Three interpretations of light
- Lecture 26 - Refraction
- Lecture 27 - Simple lenses
- Lecture 28 - Diopters
- Lecture 29 - Imaging properties of lenses

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- Lecture 30 - Lens aberrations
- Lecture 31 - Optical system of eyes
- Lecture 32 - Photoreceptors
- Lecture 33 - Sufficient resolution for VR
- Lecture 34 - Light intensity
- Lecture 35 - Eye movements
- Lecture 36 - Eye movements (Continued...)
- Lecture 37 - Eye movement issues for VR
- Lecture 38 - Neuroscience of vision
- Lecture 39 - Depth perception
- Lecture 40 - Depth perception (Continued...)
- Lecture 41 - Motion perception
- Lecture 42 - Frame rates and displays
- Lecture 43 - Frame rates and displays (Continued...)
- Lecture 44 - Overview
- Lecture 45 - Orientation tracking
- Lecture 46 - Tilt drift correction
- Lecture 47 - Yaw drift correction
- Lecture 48 - Tracking with a camera
- Lecture 49 - Perspective n-point problem
- Lecture 50 - Filtering
- Lecture 51 - Lighthouse approach
- Lecture 52 - Visual Rendering-Overview
- Lecture 53 - Visual Rendering-overview (Continued...)
- Lecture 54 - Shading models
- Lecture 55 - Rasterization
- Lecture 56 - Pixel shading
- Lecture 57 - VR-specific problems
- Lecture 58 - Distortion shading
- Lecture 59 - Post-rendering image warp
- Lecture 60 - Physics and physiology
- Lecture 61 - Auditory perception
- Lecture 62 - Auditory localization
- Lecture 63 - Rendering
- Lecture 64 - Spatialization and display
- Lecture 65 - Combining other senses
- Lecture 66 - Interfaces -overview
- Lecture 67 - Locomotion
- Lecture 68 - Manipulation

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- Lecture 69 - System control
- Lecture 70 - Social interaction
- Lecture 71 - Evaluation of VR Systems