

"Motion Capture" is the technique for digitizing and recording the movements of people, animals or objects — then transferring them to a computer model. This model can be used to create a simulated, three dimensional world or 'virtual reality' that a user can manipulate and explore.

Now you can see up close how it all comes together!

Wednesday, March 30 3 to 6 p.m. - Open House

ATEEC, 201 N. Harrison Street - Ground Floor

Faculty and students from Eastern Iowa Community Colleges' Information Technology program will take you step-by-step through the process, showing off our latest technology and featuring student projects.

You can also LEARN MORE about all the opportunities in Information Technology education through EICC —

- · Networking
- Programming
- Computer Security and Forensics
- Games and Simulations
- · Web Development
- And MORE

eicc.edu/virtualreality



