

Course title: Using Nvidia Omniverse platform

Course code: 63284F

ECTS: 3

Professor: Ciril Bohak

Undergraduate/ master program

Prerequisite knowledge:

No prerequisite knowledge is needed

Short course description:

This course covers the fundamentals and techniques of utilizing the Nvidia Omniverse platform, an emerging technology that enables the real-time creation and simulation of complex 3D scenes and environments. Students will learn to use Omniverse for realistic visualizations, physical simulations, and interactive experiences, exploring key concepts like digital twins, augmented reality, and collaborative team-based workflows. The course bridges theory and practice through interactive exercises, homework assignments, and a group project, teaching students how to integrate Omniverse with external 3D modeling tools, game engines, and machine learning frameworks.