

# VIRTUAL REALITY



# TRAINING ACADEMY

## OPEN HOUSE SCHEDULE

### February 1

CUNY on the Concourse  
2501 Grand Concourse, 3rd floor, Bronx,  
6-8 p.m.

### March 16

CUNY on the Concourse  
2501 Grand Concourse, 3rd floor, Bronx  
6-8 p.m.

## APPLY NOW

For more information and to apply,  
please visit:

<http://lehman.edu/vr>

### CUNY on the Concourse

School of Continuing &  
Professional Studies

718-960-8659

[ce@lehman.cuny.edu](mailto:ce@lehman.cuny.edu)

[www.lehman.edu/scps](http://www.lehman.edu/scps)



### Herbert H. Lehman College

The City University of New York  
250 Bedford Park Blvd. West

Bronx, NY 10468

718-960-8000

[www.lehman.edu](http://www.lehman.edu)



CUNY *on the Concourse*



[www.lehman.edu](http://www.lehman.edu)

## VIRTUAL REALITY TRAINING ACADEMY

EON Reality has partnered with Lehman College to offer an Augmented & Virtual Reality Academy and Development Lab. This is the first opportunity for CUNY students and NYC residents to participate in an 11-month course of study in this exciting field. The course work will include animation, 3D graphics, and web design.

The Virtual Reality Training Academy will immerse students directly in a professional context. This approach promotes entrepreneurial thinking and knowledge. The problem-solving and group activities will prepare students to be innovative and to join or launch a business upon completion of the training.

## ABOUT EON REALITY

EON is a world leader in the Augmented/Virtual Reality (AR/VR) market, including 3D interactive technologies and simulation solutions for training, education, manufacturing, and entertainment. EON is promoting the knowledge required by the jobs of the future.

## WE ARE LOOKING FOR YOU!

We are looking for energetic and enthusiastic individuals with passion and a “can do” attitude. We are open to candidates for whom gaming or web design are serious hobbies. It’s a plus if individuals have an academic or industry background in computer science, web development, game design, architecture, engineering, mathematics, physics, or similar fields.

## APPLICATION AND SCREENING PROCESS

Submitting an online application is the first step. In the online application, students will be asked to submit their background information, academic qualifications, work experience, and interests. Successful applicants will be invited for a personal interview by the board members. You may be asked to submit a creative portfolio.

## TRAINING SCHEDULE AND COST

**Phase 1:** Classroom Instruction - 3 months (Theory)

**Phase 2:** Project - 8 months (Practice)

**6-9 p.m.**, Monday through Friday

**9 a.m.–5 p.m.**, Saturdays

The non-credit course will cost \$499 for CUNY students and employees, and \$599 for non-CUNY applicants

## MILESTONES

Continuing Education will award a certificate for this non-credit program to students after completing the first four months of study.

Upon successful completion of the remaining seven months (project phase), EON Reality will provide a certificate to the student. Eon will hire three students into full-time jobs.

## BOOMING INDUSTRY WITH SERIOUS EMPLOYMENT OPPORTUNITIES

While training exists for many parts of AR and VR, there are very few programs that cover the multidisciplinary nature of the of the industry. Fewer still incorporate project-based learning. Through a comprehensive curriculum that targets the key areas of AR and VR, we will educate the content creators that will shape the future of education, training, and entertainment.

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