MRes VEIV is the UCL Masters in Research, Virtual Environments, Imaging and Visualisation. To gain an MRes, students must pass taught modules and successfully submit a first-year dissertation. The MRes is run by the Engineering Doctorate Centre in Virtual Environments, Imaging and Visualisation, which also runs a related engineering doctorate programme. MRes VEIV projects study the computer science and engineering behind computational capture, rendering and simulation. MRes VEIV students have access to a broad range of facilities and benefit from a rich industry-academic network. Current MRes student projects address topics in special effects, 3D model manipulation, games, urban and environmental design and heritage science. **MRes VEIV offers a flexible structure with three major components:**

- Taught modules selected from existing UCL MSc courses (3-4 modules in total). These can be chosen on a flexible basis. Students also have the option of undertaking one research-led module.
- A group project, which requires MRes students from several disciplines to work together on a ground-breaking project. Results from past projects have been outstanding, leading to publications in top-rated destinations and spin-out business.
- MRes dissertation (equivalent to MSc dissertation with a greater research component), that critically explores and evaluates the state-of-the-art

The MRes VEIV is ideal for those who want to continue in academic research in the area, or aspire to lead cutting-edge development in industry.

Further details about the VEIV Centre, the MRes and EngD are available via this link: [http://engdveiv.cs.ucl.ac.uk/overview](http://engdveiv.cs.ucl.ac.uk/overview)

All enquiries or expressions of interest in MRes VEIV may be directed to the Dr Jamie O’Brien, jamie.o'brien@ucl.ac.uk

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