



UCL

UCL MRES VIRTUAL ENVIRONMENTS, IMAGING AND VISUALISATION

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>

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