META-META Club

METAMETA CAMPUS, SETI · SYLLABUS

XR & AI Foundations

VR, AR, MR and AI, made useful.

Open courses | Open course · intro | Hybrid · Nairobi + remote | 3 weeks · ~3h/week | 3 modules · 10 lessons | Cohort dates TBA

OVERVIEW

XR & AI Foundations

The intro course. Learn what each part of the stack does, then ship a first WebXR scene or AI-to-3D asset in one session.

WHAT YOU SHIP
A first WebXR scene or AI-to-3D asset in one session

Outcomes

- Tell VR, AR and MR apart and pick the right one for a job
- Know where AI models, agents and gen tools fit in an XR build
- Ship a first WebXR scene or AI-to-3D asset

Tools

WEBXR · THREE.JS · WEB BROWSER · BLENDER · AI-TO-3D TOOLS

Format

TRACK Open courses	LEVEL Open course · intro
FORMAT Hybrid · Nairobi + remote	DURATION (COURSE-DESIGN ESTIMATE) 3 weeks · ~3h/week
LESSONS 3 modules · 10 lessons · ~5.6 h of lesson time	COHORT DATES TBA

TEACHING
Mathew Munyao + expert bench: names announced with the first cohort

Try it first at a Metameta Night

- Week 1: XR & AI Foundations: VR, AR, MR and AI, made useful

Curriculum v1 · refined with the first cohort. Titles are working titles; minutes and durations are course-design estimates, not a schedule.

CURRICULUM

Module by module

MODULE 1 · 3 LESSONS · 65 MIN · 4-QUESTION QUIZ

The innovation stack

XR (VR, AR, MR) and AI (models, agents, gen tools), explained plainly.

#	LESSON	TYPE	TIME
1.1	VR, AR and MR: what each one does	READ	20 min
1.2	Virtual worlds and devices	READ	20 min
1.3	AI: models, agents and gen tools	READ	25 min

MODULE 2 · 4 LESSONS · ~2 H · 4-QUESTION QUIZ

First build

Metameta Night week 1: your first WebXR scene.

#	LESSON	TYPE	TIME
2.1	Demo: the stack, with a Virtual is Real walkthrough	LIVE	25 min
2.2	Build-along: your first WebXR scene	LAB	55 min
2.3	Critique: first scenes	LIVE	25 min
2.4	Ship it: post your first scene	PROJECT	15 min

MODULE 3 · 3 LESSONS · ~2.5 H · 4-QUESTION QUIZ

From AI to a 3D asset

Draft a 3D asset with AI, clean it up in Blender, and place it in your WebXR scene.

#	LESSON	TYPE	TIME
3.1	Make a 3D asset with AI	LAB	45 min
3.2	Clean it up in Blender	LAB	60 min
3.3	Ship: your asset in your WebXR scene	PROJECT	45 min

How to join

Start the self-paced lessons on metametaclub.com/learn, and join the waitlist for the hybrid cohort on metametaclub.com/school/xr-ai-foundations.

Every module comes with a printable workbook and a practice quiz. Lessons have audio narration and a transcript on metametaclub.com.