



"CDICAE - Collaboration to Design an Innovative Curriculum for Animation Education - 2017-1-TR01-KA203-046117 " project carried out by Republic of Turkey Ministry of EU Affairs, Education and Youth Programs Center Presidency and Erciyes University Faculty of Fine Arts, Visual Communication Design Department within the scope of the Collaboration for Innovation and Exchange of Good Practices within the framework of Strategic Partnerships for ERASMUS+ Program KA2 Higher Education Programs.



# Course Evaluation Criteria

## (2D Facial Rigging in 3D Virtual Environment)

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## 2D Facial Rigging in 3D Virtual Environment Course Evaluation Criteria

Evaluation Criteria	Descriptions of Criteria
Technical Quality	In the software tools it uses, he should be able to implement conceptual and technical facilities in the most effective way and be able to follow up-to-date tools individually and apply his methods correctly.
Creative Quality	Should be able to advance facial rigging methods used in traditional methods with new approaches, take a creative approach, develop new methods.
Professional Comparison	He should have the courage to advance the methods used in production companies with new approaches. Be able to compare these new approaches with professional approaches
Project planning Work	The approach to be applied in the given rigging project and the methods to be used should be able to create the project planning in the most effective way, which it can implement in orderly and accurate order.
Software Usage	The software to be used for the face rig to be applied must be most effectively dominant.
Deformer / Controls / Technical Determination	The method it will use in the face rig should specify the tools, deformer, control system, etc.
Representation of Details and Mimic Effect	To demonstrate the facial rig he designed, the deformed methods he uses, and how the control method he creates is put to the fore front and analyzed. The mimics of the character it creates should be able to create the correct facial expression.
Project presentation	The given project assignment should be presented with an open, understandable, qualified and effective test presentation within the specified process and must be ready to use the character by resolving the technical errors that may occur in the character in advance. (testkeys deleted, naming, odds, addressing must be correct, etc.)
Quality and Adequacy of Design	Presentation of the created rig with an explanatory present with sufficient mimic images. The fact that the mimics were made in a timely manner with a clear, understandable, clean and regular test animation.
Determination of The Appropriate Technique / Method	Testing the methods or research on the subject at the principle level and explaining and delivering it in the time/week specified in the curriculum.
Software-plugin provision	The software that will be used on the PC and may be required during the study is determined and fully prepared with the first lesson week instructor.
Application Quality of the Technique	Compatibility of the mimics in the created face rig with mimics designed in sketch work.
Attention to detail	The quality and success of the techniques and methods used. Correct and error-free implementation of the selected deformation and control technique, correct naming and controller ratios, the fact that the stage has the hierarchy in the correct order.
Visual Presentation	The character to be presented has already been tested for a full pose and the problems have been resolved
Working discipline and independent performance	To be able to produce results with new methods by going beyond the current rigging methods to be used in the character at the right time.

<b>Work according to the lesson plan - timing</b>	To act in accordance with the course plan and to be able to adjust the process management by completing their obligations regarding the course at the specified time.
<b>Attendance and continuity in the course</b>	The maximum care shown to the course hours and the effort to actively participate in the working environment.
<b>Participate in activities related to the field</b>	Participation in all kinds of events (exhibitions, competitions, workshops, symposiums, etc.) that may be within the basic area of fine arts, especially in the "Riging" area, with the condition of documentation, is actively taking a role.