



"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 Syllabus

## (O3. Virtual ART Course)

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# Virtual ART Syllabus

Spring, 2018 - GRF.SU351

## Instructor Information

### Instructor

Dr. Levent Çoruh

### Email

Lcoruh@gmail.com

### Office Location & Hours

GSF-No:228, 13:00-17:00, Friday

## General Information

### Description

The course consists of the study of the conceptual and technical aspects of ART production through VR equipment and environments. Students will perform original works in different forms such as painting sculpture modeling in the virtual environment. They will perform one of their projects with team work.

### Expectations and Goals

At the end of this course, students will be able to produce original art works in virtual reality. The student will acquire technical knowledge and understanding that can produce scale independent ArtWorks in immersive & interactive environment beyond the limitations of the physical World.

### Course Credits (ECTS)

3 Credit

### Course Hours

3 hours

### Theoretical

1 hours

### Practical (Hours)

2 hours

### Course Type

Core [ ]

Elective [X]

Minor [ ]

## Course Materials

### Required Materials

All necessary equipment and softwares are available in faculty lab for student use. Students have to make an appointment for hours of use.

- VR Headsets (HTC Vive or Oculus Rift)
- Painting / Modeling / Sculpturing tools (Google Tilt Brush, Gravity Sketch, Unbound Alpha, Oculus Medium, Substance Painter, Mozilla A-Painter)

### Optional Materials

Students may install additional tools or software they wish to use on computers with the approval of the laboratory attendant. In this case it is the responsibility of the student to declare that he has the software licenses.

- **Oculus Rift Medium Tool Tutorial** Video, Levent Çoruh
- **VR Painting Tutorial**, Video, Levent Çoruh
- **VR Sculpting Tutorial** Video, Levent Çoruh

## Course Schedule

Week	Topic	Reading
1	Understanding the future of VR (new way to paint, draw and sculpt in virtual reality environments.)	R.6
2	Introducing basic concepts related to VR environments.	R1. R2. R3.
3	Introduction of VR painting & modelling tools	R4. R.5
4	Studio works - VR painting	V1.
5	Studio works - VR painting	V2.
6	Studio works - VR painting	V3.
7	Studio works - VR painting	V4.
8	Midterm exam	
9	Midterm exam	
10	Studio works - VR painting / Sculpting	
11	Studio works - VR painting / Sculpting	
12	Studio works - VR painting / Sculpting	
13	Studio works - VR Texturing with Substance Painter	
14	Studio works - VR Texturing with Substance Painter	
15	Studio works - VR Texturing with Substance Painter	
16	Final exam - Art Performance in VR	
17	Final exam - Art Performance in VR	

## Evaluation

### Summary of Assessment Methods

The evaluation of this course is based on three art works and an art performance: the first two art works are evaluated as midterms. The third art work and an art performance performed in front of the jury is also considered as the final exam. The exams are measured over 100 points. Process evaluation form will be used for evaluation.

### Evaluation Plan

Exam	Subject			
Midterm project 1	Art Work Project 1	%20	Midterm %40	Total %100
Midterm project 2	Art Work Project 2	%20		
Final project 1	Art Work Project 3	%40	Final %60	

Exam	Subject	
Final project 2	Art Performance	%20

## Exam Schedule

Week	Dates	Subject
8	01.01.1999	Midterm exam
9	01.01.1999	Midterm exam
16	01.01.1999	Final exam
17	01.01.1999	Final exam

## Course Learning Outcomes

### Technical and Theoretical Aspects

Upon the successful completion of this course, student will have acquired:

- Knowledge of key works in the emerging field of virtual reality art.
- Skills to use VR technologies as new medium for meaningful aesthetic expressions, new narratives and critical commentary.
- Basic research skills in the place of VR artworks in the cultural and socio-technological contexts.
- A variety of practical proficiencies including basic knowledge of:
  - Tilt Brush, Gravity Sketch, Oculus Medium etc. as a software tool to create virtual reality art.
  - Exporting 3D data created in vr environment for rapid prototyping - game - animation environments.
  - Creating new forms of art into immersive virtual reality environments that can be experienced and navigated with the Oculus Rift or HTC Vive headsets.

## Additional Information and Resources

### Articles / Blogs

Students are advised to review the following documents before attending classes.

**R1. A-Painter: Paint in VR in Your Browser**, Blog, Fernando Serrano,  
<https://blog.mozvr.com/a-painter/>

**R2. Oculus Medium - Manual / User Guide**, PDF Document, Oculus Medium,  
<https://forums.oculusvr.com/community/discussion/49283/oculus-medium-manual-user-guide>

**R3. Discussion and latest information for Medium**, Web Forum, Oculus Medium,  
<https://forums.oculusvr.com/community/categories/medium>

**R.4 About Unbound**, Video, Unbound Technologies, Inc.  
<http://www.playunbound.com>

**R.5 Gravity Sketch is the first pro-level VR app for artists** Web Article, Neil Bennett,  
<https://www.digitalartsonline.co.uk/news/creative-software/gravity-sketch-is-first-pro-level-vr-app-for-artists/>

**R.6 Galleries of Featured Artists**, Web, Giovanni Nakpil, Razmig Mavlian, Martin Nebelong, Ross Young, Dominic Qwek, DaCosta Bayley,  
<https://www.oculus.com/medium/>

**V.1 Video Tutorials pack 1 for VR painting** (<http://ase-erasmus.org/tr/io3.php>)

**V.2 Video Tutorials pack 2 for VR painting** (<http://ase-erasmus.org/tr/io3.php>)

**V.3 Video Tutorials pack 1 for VR sculpting** (<http://ase-erasmus.org/tr/io3.php>)

**V.4 Video Tutorials pack 2 for VR sculpting** (<http://ase-erasmus.org/tr/io3.php>)

## Artists

- Rebecca Allen  
<http://www.rebeccaallen.com/home>
- Janet Cardiff & George Bures Miller  
<http://www.cardiffmiller.com/artworks/inst/forest.html>
- Ian Cheng  
<http://iancheng.com/>
- Jeremy Couillard  
<http://www.jeremycouillard.com/>
- Char Davies  
<http://www.immersence.com/>
- Janicza Bravo  
<http://www.indiewire.com/2017/01/lemon-janicza-bravo-sundance-interview-1201774063/>
- Maurice Benayoun  
<http://benayoun.com/moben/1997/02/12/world-skin-a-photo-safari-in-the-land-of-war/>
- Cao Fei  
<http://www.caofei.com/news.aspx> <https://art21.org/watch/art-in-the-twenty-first-century/s5/cao-fei-in-fantasy-segment/>

## Online Resources

Contemporary Art

<http://www.theartassignment.com/about/>

<http://www.pbs.org/art21/>

## New Media Artworks and History

<http://www.mediaartnet.org/>

<http://www.fondation-langlois.org/html/e/>

<http://www.ubuweb.com/>

<http://rhizome.org/>

## VR Experiences

<https://www.oculus.com/experiences/rift>

<https://www.vive.com/us/product-experiences/>

<https://www.transportvr.com/>

<http://www.nytimes.com/marketing/nytvr/>

## Aesthetics

<http://digital-foundations.net/>