

## CDICAE E.2. Workshop

December 2019 | 13:00-17:00

### Title: Creating Animation in Virtual Reality

#### Description:

This workshop focuses on how to produce animation by using hand-drawn animation and digital content creation tools in virtual reality. This approach allows to focus directly on storytelling without being obsessed with technical issues such as topology in traditional hand drawing and computer animations, rigging or skinning. In addition to animations, it enables the creation of all kinds of experiences such as 3D storyboards and backgrounds quickly. The workshop will introduce a number of new possibilities such as how to make 3D storyboard drawing in a virtual reality environment as fast as at least the 2D workflow, as well as the freedom to move the camera to any angle.

#### Target Audience:

It is expected that individuals with experience and / or interest in animation production will participate in this workshop. Particularly, it is aimed at artists or artist candidates who want to continue their career in animation and are open to innovative technologies and approaches such as virtual reality technologies.

#### Technical Equipment and Software:

- NVRMIND, ANIMVR software (1)\*
- Oculus Rift Virtual Reality Headset (1)\*
- Oculus Rift Virtual Reality Sensors (2)\*
- Oculus Rift Virtual Reality Touch Controller (1)\*
- VR Ready Notebook Computer (for VR)\*
- Notebook Computer (for Presentation)\*
- Projection Device (2; one to project the VR screen and the other to project the Presentation screen)\*\*
- Multiple electrical outlet (1)\*\*

\* These equipment will be provided by the CDICAE project team.

\*\* These equipment will be provided by the host institution.