



"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

## (O.3. 3D Modeling in VR)

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"Erasmus+ Programı kapsamında Avrupa Komisyonu tarafından desteklenmektedir. Ancak burada yer alan görüşlerden Avrupa Komisyonu ve Türkiye Ulusal Ajansı sorumlu tutulamaz."

### 3D Modeling in VR Course Evaluation Criterias

Evaluation Criterias	
MIDTERM EXAM Project 1 "Organic Creature"	Development of design idea
	Character characteristics and story written homework
	Sketch / Homework Presentation
	Development of design pre-idea
	Obtain appropriate tools / software to work
	Working in accordance with the course plan
	Result model and sketch / story compliance
	Aesthetic Quality
	Coloring and Texturing Quality
	Originality and Creativity
	Attention to detail and Retouching
	Visual Presentation Quality
	Attentive use of studio and equipment
	Work discipline and independent performance
	Complexity / level of digital technology used
	Course attendance
	Participation in activities related to the field

Evaluation Criterias	
<b>FINAL EXAM</b> <b>Project 2 "Hard Surface Modeling"</b>	Self-Assessment of "PROJECT 1"
	Development of design idea
	Character characteristics and story written homework.
	Sketch / Homework Presentation
	Obtain appropriate tools / software to work
	Working in accordance with the course plan
	Result model and sketch / story compliance
	Aesthetic Quality
	Coloring/Texturing Quality
	Originality and Creativity
	Attention to detail and Retouching
	Visual Presentation Quality
	Attentive use of studio and equipment
	Work discipline and independent performance
	Complexity / level of digital technology used
	Course attendance
	Participation in activities related to the field