



Reform Teacher Trainin

 Search

Home Individual Team-oriented Trajectories Practical Contact Login

Open call for dialogue: Animation Education and new standards

Vind ik leuk 8

Delen

Info

Practical

Register

Additional

Animation Education and new standards

Collaboration To Design An Innovative Curriculum for Animation Education in Turkey

Thursday, November 29, 2018

Target audience: Higher education Secondary education Art education Others

Description:



Do you feel involved with animated film , with art education and / or the professional field, or are you just **curious** and do you want **to think and work creatively and interactively** ?

Let us know and sign up for this artistic way of thinking!

Collaboration to Design and Innovative Curriculum for Animation Education is an EU research project between Turkey, Slovenia, Spain and Belgium on **the development of a new curriculum for the animation film in higher art education in Kayseri Turkey** .

The project group organizes an event on Thursday, November 29, 2018 from 9 am to 1 pm. in UC Leuven-Limburg at Campus Hemelrijk in Hasselt. An **open call for dialogue and participation in workshops** (all related to animated film, both in education and in the professional field). With testimonies from animators and lecturers from Belgium, Slovenia and Turkey. The workshops (see choices) are provided by the project members.

Program

09.00 - 09.30 hrs. Reception

09.30 - 10.15 h .: 3 testimonials (15 minutes / lecture)

- Wouter Bongaerts, Belgium

- Levent Çoruh, Turkey
- Tina Smrekar, Slovenia

10.20 - 11.05 am: choice of 2 workshops

- Workshop A 'Competence Based Teaching' by Josep Juando (Spain)
 - A presentation inspired on the model according to the Bologna process. Plan, teach and evaluate based on competencies. During the presentation some exercises will be presented to the participants, including a way to formulate competencies, to prepare educational and learning activities related to this and evaluation activities. Each participant will work in his / her own field of knowledge during the exercises, in which affective-dynamic competences play an important role.
- Workshop B 'Use of photogrammetry in model and texture production in game world' by Levent Çoruh and Onur Toprak (Turkey)
 - The use of 'PHOTOGRAMMETRY' in modeling and texturing when designing games. Realism is one of the important functions in today's computer games. With 'Photogrammetry' it is possible to transfer physical characteristics of figures, objects and spaces in the real world to the virtual world in an effortless, fast and cost-effective way.

11.05 - 11.20 h .: Coffee break

11.20 - 12.05 h .: Choice of 2 workshops

- Workshop C 'Animation and film studies: learning techniques, developing projects, presenting ideas' by Tina Smrekar and Rene Rusjan (Slovenia)
 - Animation is a complex fact that requires a range of skills and competencies. During this workshop we will look at the case of the University of Nova Gorica School of Arts, where they will gradually reduce the students' field of study. This gives them a broad basic knowledge of different media and techniques. At the same time, students must develop their projects and get used to presenting or pitching their ideas. That helps them to find their way in life easier after their studies.
- Workshop D 'Capturing and Editing Motion Capture Data' by Levent Çoruh, Kürşat Savaş and Onur Toprak (Turkey)
 - 'Motion capture' or MoCap technology is used for realistic human movements in movies and games. The movements of an actor are recorded, motion pictures are entered into a digital 3D software model (Unreal Engine, Unity 3D, Maya or 3D Studio Max) and applied to a digital character, which will then move like the actor. In among others the movie 'Avatar' MoCap technology was used a lot.

12.05 - 12.30 h .: Closing

12.30 - 13.00 h .: Sandwich lunch

For whom

Students, former students, teachers, lecturers and teachers from the regular secondary day education, part-time art education, higher art education, adult education, interested parties from the animation sector, sympathizers ...

Language

English

Admission

Free on registration



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