



"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 Description

(O3. 2D Facial Rigging in 3D Virtual Environment GRF.SU347)

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2D Facial Rigging in 3D Virtual Environment GRF.SU347

This course focuses on using Virtual Reality (VR) technologies for the industry-standard character face rigging methods. The production of the FACIAL RIGGING will be covered from a VR perspective, and students who will be introduced with Joints and BlendShape methods will be expected to make facial rigging (reinforcements) of their characters including meaningful facial-poses, creating controls for eyebrows, pupils, mouth, etc. The course is project-based, and students will be evaluated on their face settings. They are expected to submit a demo video and a project report in PDF format, in which all the moves their characters can display.