Course Description

(O3. Animation in VR - ANIM310.3)

Animation in VR - ANIM310.3 - (ANIMATION Profile)

This course focuses on using Virtual Reality (VR) technologies for animation creation. Within the scope of existing 3D design software such as Maya, the use of VR tools are covered. However, new trending VR software such as ANIMVR and QUILL will be emphasized. The course will highlight how traditional hand drawing methods based on 12 principles of animation will be realized in the VR environment, how traditional and digital possibilities will be combined with VR technologies. The purposes of using animations produced in the VR environment and how to transfer them to other animation software will be introduced. At the end of the term, students will be expected to present a short animated film produced in the VR environment.