



"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

(03. 3D Modeling in VR - ANIM310.)

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3D Modeling in VR - ANIM310.5 - (MODEL Profile)

This course focuses on using Virtual Reality (VR) technologies for 3D model creation. The course will focus on MEDIUM, a new generation of design tools, known as finishing software. VR's innovative user immersive modeling possibilities will be introduced through the MEDIUM software. The production of the digital sculpture will be covered from a VR perspective, and additional topics will be covered in retouching 3D geometries produced by other techniques such as painting and photogrammetry in the VR environment. VR modeling tools, which are a combination of traditional sculpture modeling tools and computer-aided 3D modeling tools, will discuss their strengths, weaknesses, and innovations, as well as the problems and solutions that arise when transferring VR-produced content to other software used in the industry.