Midterm / Final Exam Method

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

MIDTERM (8.WEEK)

NAME OF THE EVENT: MIDTERM EXAM

OBJECTIVE: To enable students to evaluate the facial rigging stages they have learned for 7 weeks as a whole and to see the advantages and disadvantages compared to the PC environment.

LEARNING OUTPUT: students;

- "In the virtual reality environment, they realize the advantages and disadvantages of the use of 3d software tools in traditional methods, by individually experimenting at the" FACE RIG "production level.

MATERIAL:
Projector
Internet connection
1 Oculusrift hardware (4 batteries AA size)
1 pc with sufficient hardware,
A class space sufficient (2x2 meters) wide to use Oculusrift

DURATION: 150 mins(3 hours).

EXAM APPLICATION:

1. The projector is turned on and after connecting to the PC, students;
    According to the number of VR equipment of the application method of the exam, the models and pictures that were prepared by everyone individually in order**;**
- What you learned in MARUI INTERFACE USE in Autodesk maya program
- What you learned at the PROJECT MANAGEMENT stage
- What you learn during the CONTROL objects creation and feature creation phase
- Practice what they have learned during picture assignment and movement linking.
- By testing these steps, they are said to test that the result is correct.

1. 1. Then, students are told the evaluation criterias;

- During the exam, how well the commands and applications previously taught will be evaluated will be evaluated.
- To evaluate how fluently they use the hardware when making applications.
- When they test their stages as the final evaluation criteria, it is said how accurate the result will be evaluated;

MIDTERM (9.WEEK)

OBJECTIVE: To enable students to evaluate the facial rigging stages they have learned for 7 weeks as a whole and to see the advantages and disadvantages compared to the PC environment.

LEARNING OUTPUT: Students;

- "In the virtual reality environment, they realize the advantages and disadvantages of the use of 3d software tools in traditional methods, by individually experimenting at the" FACE RIG "production level.

MATERIAL:
Projector
Internet connection
1 Oculusrift hardware (4 batteries AA size)
1 pc with sufficient hardware,
A class space sufficient (2x2 meters) wide to use Oculusrift

DURATION: 150 mins(3 hours).

EXAM APPLICATION:

1. The projector is turned on and after connecting to the PC, students;
   According to the number of VR equipment of the application method of the exam, the models and pictures that were prepared by everyone individually in order**;**
- What you learned in MARUI INTERFACE USE in Autodesk maya program
- What you learned at the PROJECT MANAGEMENT stage
- What you learn during the CONTROL objects creation and feature creation phase
- Practice what they have learned during picture assignment and movement linking.
- By testing these steps, they are said to test that the result is correct.

2. Then, students are told the evaluation criterias;

- During the exam, how well the commands and applications previously taught will be evaluated will be evaluated.
- To evaluate how fluently they use the hardware when making applications.
- When they test their stages as the final evaluation criteria, it is said how accurate the result will be evaluated;

FINAL EXAM (16.WEEK)

NAME OF THE EVENT: **FİNAL EXAM**
OBJECTIVE: To enable students to test the facial rig they have learned and produced throughout the semester as a whole and see their advantages and disadvantages compared to the PC environment.
LEARNING OUTPUT: Students; • Students learn how to test the face rig they have created and created during the semester to prepare for production.   • "In the virtual reality environment, they understand the advantages and disadvantages of the use of 3d software tools in traditional methods, by individually testing the" FACE RIG "at the production level.
MATERIAL: **Projector** **Internet connection** **1 Oculusrift hardware (4 batteries AA size)** **1 pc with sufficient hardware,** **A sufficient (2x2 meter) wide class space to use Oculus Rift** **R.3 Maya-GENERAL USER GUIDE** **R.4 Art of Maya Book**
DURATION: 150 mins(3 hours).

EXAM APPLICATION:

1. The projection device is turned on and after connecting to the PC, students;

According to the number of VR equipment, it is said that everyone should test and test the facial riggines they produce individually with the models and pictures previously prepared, and the created rig should show correct facial expressions without error.

2. Then, students are told the evaluation criteria;

• During the exam, how well the commands and applications previously taught will be evaluated will be evaluated.

• To evaluate how fluently they use the hardware when making applications.

• When they test their stages as the final evaluation criteria, it is said that the correct functioning of the result, the facial rig's facial expressions will be evaluated correctly;

FINAL EXAM (16.WEEK)

NAME OF THE EVENT: FINAL EXAM

OBJECTIVE: To enable students to test the facial rig they have learned and produced throughout the semester as a whole and see their advantages and disadvantages compared to the PC environment.

LEARNING OUTCOMES: Students;
Students learn how to test the face rig they have created and created during the semester to prepare for production.

- "In the virtual reality environment, they understand the advantages and disadvantages of the use of 3d software tools in traditional methods, by individually testing the" FACE RIG "at the production level.

MATERIAL:
Projector
Internet connection
1 Oculusrift hardware (4 batteries AA size)
1 pc with sufficient hardware,
A class space sufficient (2x2 meters) wide to use Oculus Rift
R.3 Maya-GENERAL USER GUIDE
R.4 Art of Maya Book

DURATION: 150 minutes (3 class hours).

EXAM APPLICATION:

1. The projection device is turned on and after connecting to the PC, students;

According to the number of VR equipment, it is said that everyone should test and test the facial riggines they produce individually with the models and pictures previously prepared, and the created rig should show correct facial expressions without error.

2. Then, students are told the evaluation criteria;

- During the exam, how well the commands and applications previously taught will be evaluated will be evaluated.

- To evaluate how fluently they use the hardware when making applications.

- When they test their stages as the final evaluation criteria, it is said that the correct functioning of the result, the facial rig's facial expressions will be evaluated correctly;