



"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.



# Midterm / Final Exam Method

## (O3. Animating in VR Course)

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"Erasmus+ Programı kapsamında Avrupa Komisyonu tarafından desteklenmektedir. Ancak burada yer alan görüşlerden Avrupa Komisyonu ve Türkiye Ulusal Ajansı sorumlu tutulamaz."

## MIDTERM (8.WEEK)

### NAME OF THE EVENT: MIDTERM EXAM

**OBJECTIVE:** To ensure that students evaluate the Animation principles they have learned for 7 weeks as a whole and see the advantages and disadvantages compared to the PC Field.

**LEARNING OUTPUT:** students;

- “In the virtual reality Field, they understand the advantages and disadvantages of the use of 3d software tools in traditional methods by individually experimenting the principles of animation at the application level.
- • Students understand the principles of animation.

**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. To students;

The application method of the exam; According to the number of VR equipment, it is said that everyone applies the principles of animation they have learned individually with the rigged character previously prepared.

- What you learned in MARUI INTERFACE USE in Autodesk maya program
- What you learned at the PROJECT MANAGEMENT stage
- They should apply the principles of “Anticipation (Pre-make, preparation pose) with Stretch and squash they learned during the animation principles.
- 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 accurate they are doing the previously taught animation principles 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)

### NAME OF THE EVENT: MIDTERM EXAM

**OBJECTIVE:** To ensure that students evaluate the Animation principles they have learned for 7 weeks as a whole and see the advantages and disadvantages compared to the PC Field.

**LEARNING OUTPUTS:** students;

- “In the virtual reality Field, they understand the advantages and disadvantages of the use of 3d software tools in traditional methods by individually experimenting the principles of animation at the application level.
- Students understand the principles of animation.

**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:

#### 2. To students;

The application method of the exam; According to the number of VR equipment, it is said that everyone applies the principles of animation they have learned individually with the rigged character previously prepared.

- What you learned in MARUI INTERFACE USE in Autodesk maya program
- What you learned at the PROJECT MANAGEMENT stage
- They should apply the principles of “Anticipation (Pre-make, preparation pose) with Stretch and squash they learned during the animation principles.
- 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 accurate they are doing the previously taught animation principles 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: FINAL EXAM

**OBJECTIVE:** To enable students to test the animation principles they have learned during the semester as a whole and see their advantages and disadvantages compared to the PC environment.

**LEARNING OUTPUT:** students;

- Students learn to test the Animation principles that they have learned and applied during the semester at the production level.
- “In the virtual reality environment, they understand the advantages and disadvantages of the use of 3d software tools in traditional methods individually in terms of animation principles.

**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(3hours).

### EXAM APPLICATION:

**1. After the projector is turned on and connected to the PC, to the students;;**

According to the number of VR equipment, it is said that everyone should test the animation they produce with the already prepared rigid character individually and the created animation should comply with the learned animation principles.

**2. Then students are told the evaluation criterias;**

- During the exam, the correctness of the animation principles previously taught will be evaluated.
- It is said to evaluate how fluidly they use the hardware when making applications;

## FINAL EXAM (17.WEEK)

### NAME OF THE EVENT: FINAL EXAM

**OBJECTIVE:** To enable students to test the animation principles they have learned during the semester as a whole and see their advantages and disadvantages compared to the PC environment.

**LEARNING OUTPUT:** students;

- Students learn to test the Animation principles that they have learned and applied during the semester at the production level.
- “In the virtual reality environment, they understand the advantages and disadvantages of the use of 3d software tools in traditional methods individually in terms of animation principles.

**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(3hours).

### 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 the animation they produce with the already prepared rigid character individually and the created animation should comply with the learned animation principles.

**2. Then, students are told the evaluation criteria;**

- During the exam, the correctness of the animation principles previously taught will be evaluated.
- It is said to evaluate how fluidly they use the hardware when making applications;