"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 Evaluation Criteria

(O.3. Animating in VR)

Animating in VR Course Evaluation Criterias

Evaluation Criteria	Descriptions of Criteria
Technical Quality	In the software tools it uses, he should be able to implement conceptual and technical facilities in the most effective way and be able to follow up-to-date tools individually and apply his methods correctly.
Creative Approaches	To be able to facilitate and advance the principles of animation used in traditional methods with new approaches, to take a creative approach, to be able to develop new methods.
Professional Comparison	He should have the courage to advance the animation methods used in production companies with new approaches. Be able to compare these new approaches with professional approaches
Project planning Work	He should be able to create project planning in the most effective way, which he can implement in order lycee and in order order by applying the approach and methods to be used in the Given Animation project.
Software Usage	The software to be used in the Animation should be most effectively mastered.
Understanding animation principles	It should specify which tools and method to use the Animation principles it will use in the Animation it will create. (posetopose or straigh a headvb)
Character animation and Illustration of Details	To demonstrate the techniques it has used in the Animation it creates and how the effect required by the scene is highlighted and analyzed.
Project presentation	The given project assignment should be presented with an open, understandable, qualified and effective test presentation within the specified process and the role of the character must be ready by resolving the technical errors that may occur in the character in advance. (main poses intermediate poses must be completed, naming, odds, addressing should be correct, etc.)
The Quality and Proficiency of the Animation	Presenting the created animation with story illustrations in an descriptive format. The portrayable character is made in a timely manner with a clear, understandable, clean, orderly portrayal.
Determination of The Appropriate Technique / Method	Testing the methods or research on the subject at the principle level and explaining and delivering it in the time/week specified in the curriculum.
Software-plugin provision	The software that will be used on the PC and may be required during the study is determined and fully prepared with the first lesson week instructor.
Application Quality of the Technique	The animation's compatibility with movements designed during the storytelling phase.
Attention to detail	The quality and success of the techniques and methods used. Correct and error-free implementation of the selected animation technique, the clean ness of the keys, the animation has the expression in the correct order.
Visual Presentation	The character to be presented has already been drawn to the story and the problems in storytelling have been resolved.
Working discipline and independent performance	To be able to produce results with new methods by going beyond the current animation methods to be used in the character at the right time.
Work according to the lesson plan - timing	To act in accordance with the course plan and to be able to adjust the process management by completing their obligations regarding the course at the specified time.
Attendance and continuity in the course	The maximum care shown to the course hours and the effort to actively participate in the working environment.
Participate in activities related to the field	Participation in all kinds of events (exhibitions, competitions, workshops, symposiums, etc.) that may be within the basic area of fine arts, especially in the "Animation" field, with the condition of documentation, is actively taking a role.