

Conference and Workshops (Konferans ve Çalıştaylar)

E1.1. VR Based Design Tools Workshop	ERÜ	Turkey
E.1.2. Digital Painting Workshop	ERÜ	Turkey
E.1.3. Digital Painting Workshop (Repeat of event)	ERÜ	Turkey
E.1.4. Digital Sculpting in VR Workshop	ERÜ	Turkey
E.1.5. Inertial Motion Capture with Xsens Workshop	ERÜ	Turkey
E.1.6. NEW STANDARTS IN ANIMATION EDUCATION (CONFERENCE)	ERÜ	Turkey
E.1.7. Creating Animation in Virtual Reality Workshop	ERÜ	Turkey
E.1.8. Creating Animation in Virtual Reality Workshop	ERÜ	Turkey
E.2. Creating Animation in Virtual Reality Workshop	NGU	Slovenia
E.3.1. Competence Based Teaching Workshop	UCLL	Belgium
E.3.2. Use of photogrammetry in model and texture production in game world Workshop	UCLL	Belgium
E.3.3. Animation and Film Studies - Learning Techniques, Developing Projects, Presenting Ideas	UCLL	Belgium
E.3.4. Capturing and Editing Motion Capture Data Workshop	UCLL	Belgium
E.4.1. Explanation to students about work done in animation master, what they expect	WUSmed	Spain
E.4.2. 2nd edition of the exhibition Graphic Works done by students from Erciyes university Faculty of Fine Arts, Turkey, has been exposed also in Eram school (www.eram.cat/en)	WUSmed	Spain