2D Facial Rigging in 3D Virtual Enviroment Course Student Satisfaction Assessment

(O3. Student Opinion and Awareness Survey)

1. What is the previous level of experience and knowledge with "Face Riging" with 3D animation software "ON traditional platforms" (PC-Tablet) outside the "VR" environment of students?

I've used 3d Animation software for entertainment before.

I was aware of the "DIFFERENT FACIAL" Methods used for 3D Animation.

I've been on a course for "3D-2D Face Riging" before.

I watched educational videos for "3D-2D Face Riging".

I've learned academic courses for "3D-2D Face Riging".

Previously on any animation software on traditional platforms " Face Riging...

100%   0%   100%
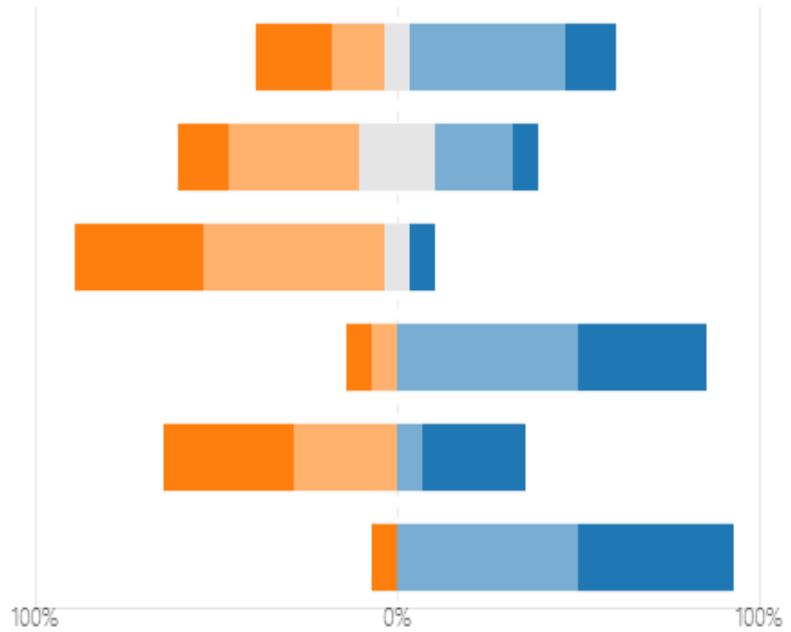
■ I strongly disagree   ■ I do not agree   ■ I am not sure   ■ I agree   ■ Absolutely I agree

2. What is the previous level of experience and knowledge (readiness) with "3D-2D Face Riging" in the VR environment?

I was knowledgeable about the "3D-2D Face Riging" artists working with VR.

I had information about what can be done in the field of "3D-2D Face Riging" with VR.

I know enough about VR technology.

I was aware of vr applications and software used to create "3D-2D Face Rigi".

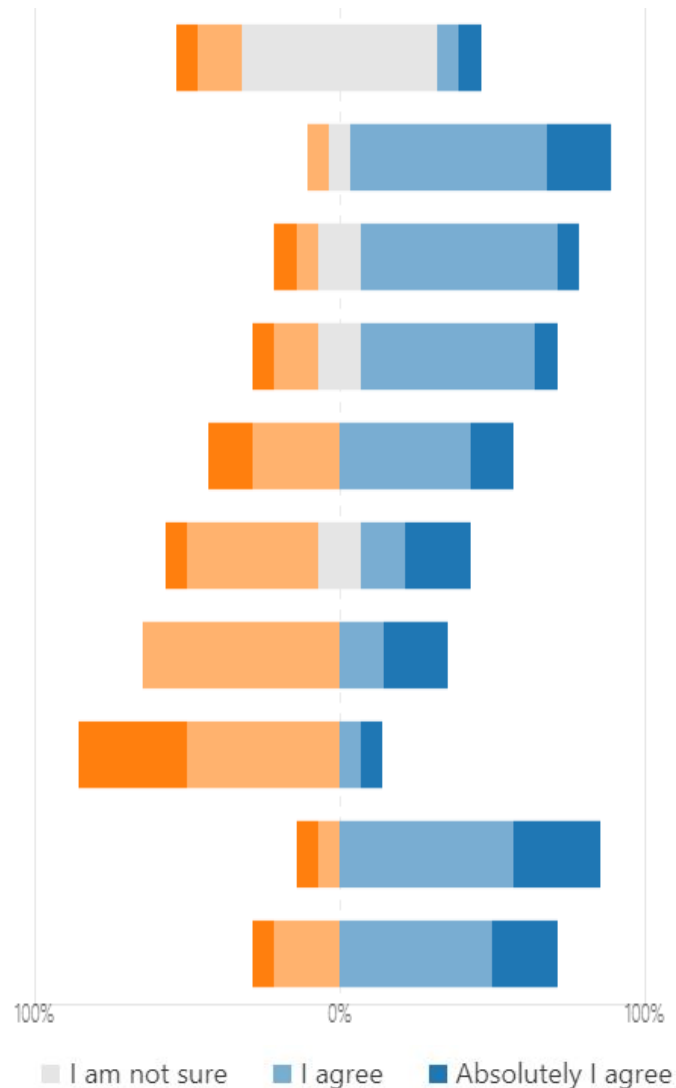I've used vr-made apps for entertainment before.

I've used VR-crafted apps for art and design before.

I've used VR-crafted apps for educational purposes, such as "3D-2D Face Riging", etc.

I had previously participated in a course related to "3D-2D Face Riging" with the VR app.

I watched educational videos about "3D-2D Face Riging" in the VR environment.

I read a guide or book about "3D-2D Face Riging" in the VRenvironment.

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■ I strongly disagree   ■ I do not agree   ■ I am not sure   ■ I agree   ■ Absolutely I agree

3. What are the students' opinions on the information they obtained as a result of the course they received?

Previously, any of the traditional platforms
I had a "3D-2D Face Riging" experience in animation
software.

I've been informed about VR artists around the world
and facial riging.

I've been informed about the Animation software
used with VR and what they do.

I've become able to use at least one Animation
software that works with VR for 2D facial riging.

"Making 2D face rigi in 3D Animation software"
I've grown aware of the use of VR.

I've come up with an idea of what space i've learned
can fill the industry.

Thanks to what I learned in the course, a 3D cartoon
character has a 2D face Rigini in a VR environment...

I've been informed about the construction of 2D Face
Rigi with VR.

I learned alternative methods to traditional animation
production methods with the course.
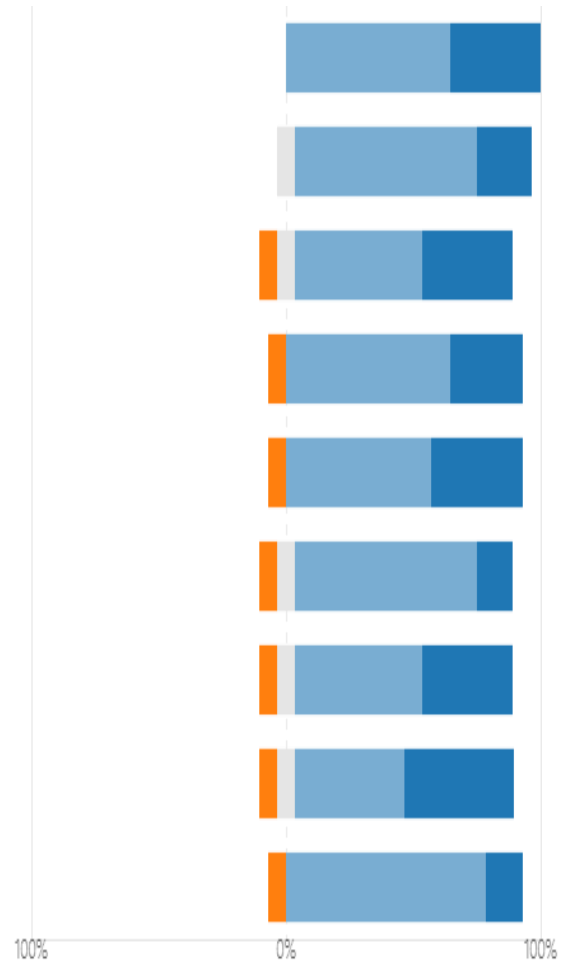
Legend: ■ I strongly disagree   ■ I do not agree   ■ I am not sure   ■ I agree   ■ Absolutely I agree

4. What are the attitudes of students about the subjects they learn in lessons and lessons?

I find this lesson useful.

I think I can use what I've learned in class in business.

I think it's worth the time I spent on this class.

I'd like to attend the next level of this course.

I think my works produced with VR are more successful than the same kind of works I produce in the traditional way.

I think working with VR is more practical than traditional methods.

I think production with VR is faster than the traditional method.

He thinks the Animation tools i learned in this lesson, knowledge and approaches will help me get ahead of my competitors in business.

I think what I've learned is usable information.

I think such technologies increase my motivation for the course.

Legend: I strongly disagree | I do not agree | I am not sure | I agree | Absolutely I agree
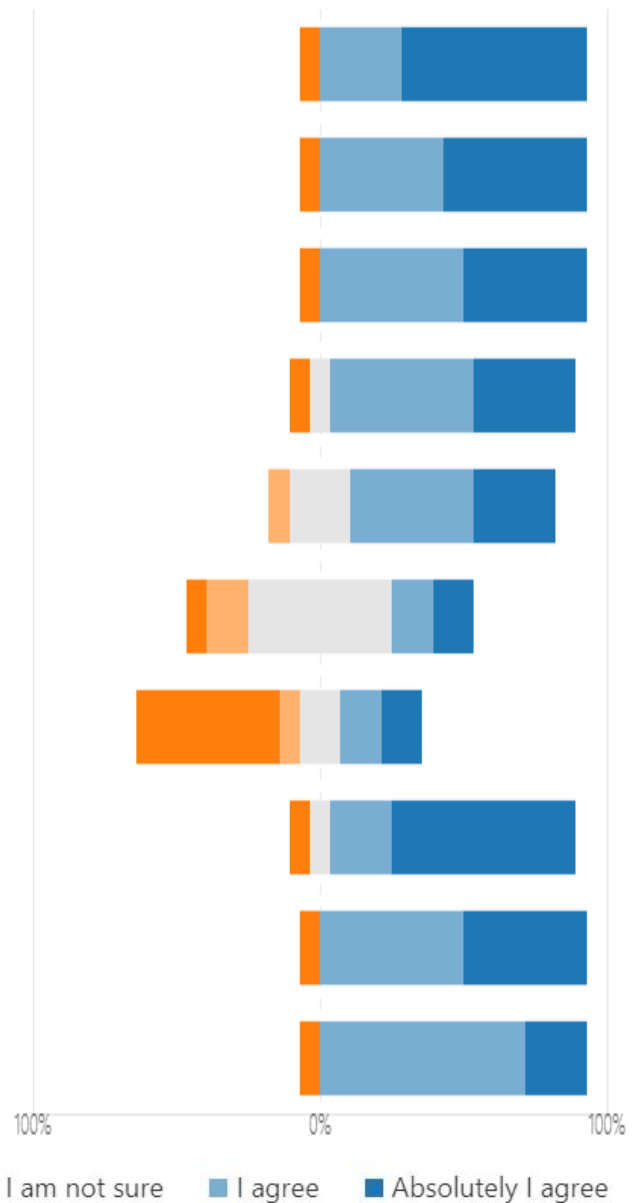
5. What are students' views on VR's Physiological Limitations, Ease of Use and Hygiene?

I didn't have any problems using VR.

After a while, I felt bad when I was using VR. (stun, bloating in the abdomen, disorientation,...)

Using VR goggles in common bothered me in terms of hygiene.

The weight of the equipment bothered me.
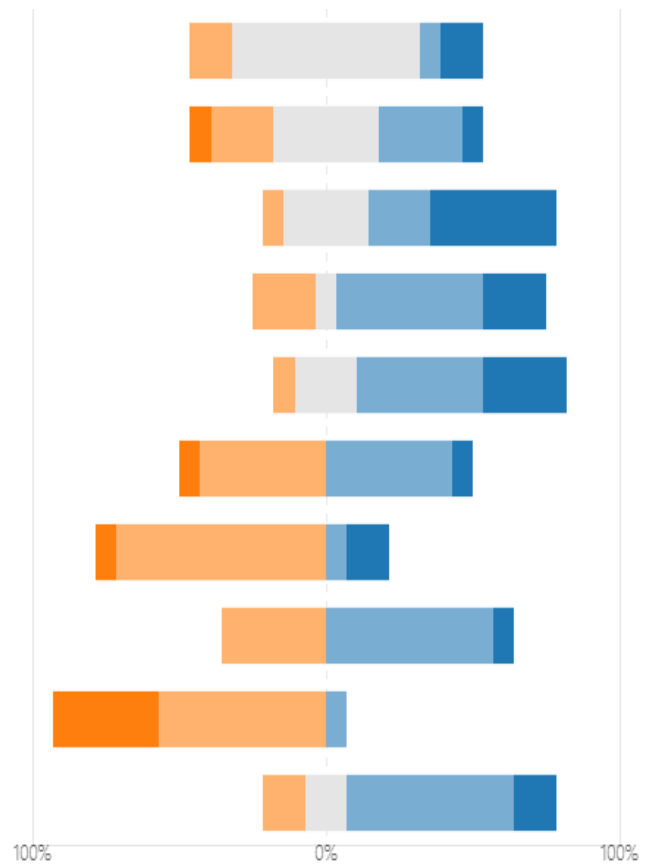
I've adapted easily to the system.

He had a headache.

He's nauseous.

He sweated.

As soon as he started, he was bad enough to let him go.

After a while, there was discomfort, but not enough to get him to quit.

Legend: ■ I strongly disagree ■ I do not agree ■ I am not sure ■ I agree ■ Absolutely I agree