

The Preparation of 3D Animation Support by the ILIAS E-learning Framework
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Our presentation gives a view about how we in the Dennis Gabor College (GDF) support our students to make 3D animations by the college ILIAS web-based e-learning framework to encourage them for continuous work to promote cooperation in the team made animations. We use Blender software, which is free, open source, has a general modeling feature, and can be run on the major operating systems.

The „3D graphics and animation” mandatory subject started in the first semester of the 2009/10 academic year for second year web-programmer students in higher vocational education. In the second semester of the school year, for the initiative of students, „GDF 3D Graphics and Animation Student Workshop” was launched within the confines of Dennis Gabor College Talentpoint, which is partly consistent with the objectives of the professional course. The workshop consists of students from GDF, partnership high schools, vocational education and teachers as well. The site of the course and the workshop is only visible to the participants. The public area of the workshop is at <https://ilias.gdf.hu/>, Repository > Science and Creative Workshops > 3D Graphics and Animation Student Workshop.

For the work, the used software installation files, job materials (tutorials, readings) are available any time in the ILIAS. Those sessions are the most popular, which include new curriculum that is, we create new models. In each workshop session one or two members hold their own pre-prepared tutorials in particular subjects which everyone is interested in. These are also available to anyone on the public site.

Educational materials and useful collected materials can be found at the course and the workshop. These areas can be edited in the workshop by members, and in the course only by the practical teachers, but students also send materials to them.

At the course, students solve on-line verification tests of independently processed reading at the beginning of the sessions. Although these can be resolved at the end of the semester also, it motivates the students for continuous learning.

At the course students meet each other every day, but the members of the workshop meet only weekly or bi-weekly, so on their website the areas of the domestic competition’s teams can be found as well. In each team, the team leaders perform the administration, establishment of forum etc. but there are shared editing areas everywhere.

At the workshop we display - in “event objects” - the program of workshop’s day together with tutorials and source files of the members.

For communication and contacts we have created more forums. Anyone can be notified on the course homepage about the start-up of professional visits in the graphics studio and sign up to them as well. On the workshop homepage forums about teambuilding, public interests, and technical issues can be found. With form letters we call student’s attention and remind them to the significant events, for example the subject of the next workshop day.

On both sides there is an object in which the students can continuously upload their work as e-portfolios (pictures with the corresponding source files, animations). So their progress can be followed just as teachers and students can also add public comments to individual works.

The „real” motivation is to prepare animations in team work, in the course and in the workshop. The students are very seriously getting ready for the semester closing gala, where they present their short films. This is an important event because it reveals everyone’s creativity and the performed work quality. The atmosphere of the gala is similar to the great film festivals, with the difference that the students directly appreciate each other's work. They formulate their critical comments with good intent and politeness.