ESOGU Faculty of Art and Design
Visual Communication Design Department
COURSE INFORMATION FORM

SEMESTER	Fall

COURSE CODE	141315003	COURSE NAME	3D Modelling and Animation I

SEMESTER	WEEKLY COURSE PERIOD			COURSE OF			
	Theory	Practice	Laboratory	Credit	ECTS	Type	Language
5	2	2	0	3	6	COMPULSORY (X) ELECTIVE ( )	Turkish

COURSE CATEGORY				
Basic Education	Art	Design	Visual Communication	Social Science
	1	3	2	

ASSESSMENT CRITERIA			
	Evaluation Type	Quantity	%
MID-TERM	1st Mid-Term		
	2nd Mid-Term		
	Quiz		
	Homework		
	Project	1	40
	Report		
	Others (………)		
FINAL EXAM	Project	1	60

PREREQUIEITE(S)	
COURSE DESCRIPTION	Motion Basics, Blender interface, Animation motion controls, Keyframe animation, Character animation, Human motion mechanics, Walking, Acting, emotion animation, Rendering
COURSE OBJECTIVES	Teaching character animation techniques for 3d animation with Blender software
ADDITIVE OF COURSE TO APPLY PROFESSIONAL EDUCATION	☐ Ability to analyze with interrogation and critical thinking and to reflect it into design, and to find appropriate solutions to design problems. ☐ Ability to recognize the design techniques and technology and to identify their differences, applications and methods. ☐ Ability to understand and practice the design process, its steps, and production techniques.
COURSE OUTCOMES	☐ Explain the 3d animation methods ☐ Design motions for 3d character animations ☐ Present his/her characters in the computer environment.
TEXTBOOK	Blain, John M. (2022), The Complete Guide to Blender Graphics: Computer Modelling & Animation, CRC Press
OTHER REFERENCES	
TOOLS AND EQUIPMENTS REQUIRED	Computer, Blender software

WEEKLY COURSE SYLLABUS

WEEK	TOPICS
1	3D Viewpört, Outliner, Properties, Timeline
2	3D Coordinate system, 3D navigation controller
3	3D Scaling, rotating, positioning
4	Tool and object properties panels
5	Components of a mesh, base modifiers (subdivision surface, simple deform tools)
6	Cube animation with base modifiers
7	Animation timing controller, graph editor
8	MIDTERM EXAMS
9	Edit mode tools
10	Basic object modeling
11	Plant modeling
12	Hand modeling
13	Head modeling
14	Character modeling
15	Character modeling with skin modifier
16	FINAL EXAM
17	FINAL EXAM

NO	PROGRAM OUTCOMES	Contribution Level		
		3	2	1
1	The ability to comprehend the basic concepts and principles of visual communication design and to establish their relationship with other disciplines		x	
2	The ability to comprehend the design culture and ethics, the rights and responsibilities of designers	x		
3	The ability to grasp the visual language and aesthetic sensitivity of the design and reflect these on designs		x	
4	The ability to analyze by thinking critically, to reflect this on their designs, and to offer appropriate solutions to problems			x
5	The ability to recognize design technique and technology, to comprehend application areas and methods			x
6	The ability to comprehend and apply the design process and production techniques			x
7	The ability to update design knowledge in line with the requirements of the age and technological developments		x	
8	Comprehending local and universal values; the ability to develop an understanding of design from local to universal		x	
9	The ability to comprehend the importance of sustainable design in the protection of nature and the environment	x		
10	The ability to gain sensitivity to the current problems of the society and to develop solutions to these problems	x		

1: None. **2**: Partially contribution. **3**: Completely contribution.

Instructor(s): Öğr. Gör. Tunçemre Doğramacı

Signature: **Date:**