



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

SEMESTER	Spring
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COURSE CODE	141316002	COURSE NAME	3D Modelling and Animation II
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SEMESTER	WEEKLY COURSE PERIOD			COURSE OF			
	Theory	Practice	Laboratory	Credit	ECTS	Type	Language
6	2	2	0	3	6	COMPULSORY (X) ELECTIVE ()	Turkish

COURSE CATEGORY

Basic Education	Art	Design	Visual Communication	Social Science
		3	3	

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

WEEK	TOPICS
1	Camera
2	Lighting design
3	Material and Texture
4	Shading
5	UV editing
6	Render
7	Geometry nodes
8	MIDTERM EXAMS
9	Geometry nodes
10	Modeling home appliances
11	Furniture modeling
12	Kitchen modeling
13	Room modeling
14	Building modeling
15	Environmental modeling
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: