



## AYDIN ADNAN MENDERES UNIVERSITY COURSE INFORMATION FORM

Course Title		Computer Aided Drafting IV							
Course Code		MRP204		Course Level		Short Cycle (Associate's Degree)			
ECTS Credit	3	Workload	75 (Hours)	Theory	3	Practice	0	Laboratory	0
Objectives of the Course		3D Studio Max rendering can afford to come to the program.							
Course Content		3D Studio Max modeling these models student learning to make realistic rendering a scene AmAsInI learning. Ensuring the quality of the presentation.							
Work Placement		No							
Planned Learning Activities and Teaching Methods				Explanation (Presentation), Demonstration, Project Based Study, Individual Study					
Name of Lecturer(s)		Ins. Ömer KOYUNCU							

### Assessment Methods and Criteria

Method	Quantity	Percentage (%)
Midterm Examination	1	40
Final Examination	1	70

### Recommended or Required Reading

1	3D Studio Max 5 Temel Başvuru Klavuzu- Ted Boardman
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Week	Weekly Detailed Course Contents	
1	Practice	Render definition and will be used for.
2	Theoretical	What is it and what are the types of rendering engines.
3	Practice	The selection of the required light source to illuminate the scene and create a simple scene.
4	Practice	Should be considered in the selection of these rays of light and control settings.
5	Practice	Vray difference from other light source of the lighting and the placement of the light.
6	Practice	Placing the camera and its features.
7	Practice	Introduction to rendering settings.
8	Practice	Topic repetition (Midterm)
9	Practice	Simple interior modeling and camera placement.
10	Practice	Creating a simple interior coating.
11	Practice	Learned information in accordance with the interior get render.
12	Practice	Analysis and repetition of missing received renderings mistakes.
13	Practice	be in line with those exterior rendering and modeling taught.
14	Practice	Analysis of the received render and remedied the deficiencies.

### Workload Calculation

Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	14	0	1	14
Lecture - Practice	14	0	2	28
Assignment	5	2	0	10
Midterm Examination	1	11	1	12
Final Examination	1	10	1	11
Total Workload (Hours)				75
[Total Workload (Hours) / 25*] = ECTS				3

\*25 hour workload is accepted as 1 ECTS

### Learning Outcomes

1	He learns to visualize everything he designed on sketch in computer environment.
2	Gains the ability of 3D modeling.
3	Thanks to its three-dimensional drawing program, it conveys its designs in a real way.



4	It can form a finished structure to be restored.
5	It can make the current structure of the current structure in 3D.

### Programme Outcomes (Architectural Restoration)

1	The restoration, structural information, the matters required by the construction technology and infrastructure areas have sufficient theoretical and practical knowledge in this field and win.
2	Using the basic level of knowledge and skills acquired in the field, interpret and evaluate data, identify problems, analyze, would have the ability to develop solutions based on evidence.
3	Restoration terminology, values that protect the basic principles for the identification and protection purposes, the protection will have information about the evolution of understanding and methods.
4	The causes of deterioration tile works, to be implemented between the restoration and conservation methods and have the basic information about the techniques.
5	modern techniques required for applications related to the field, tools, and you can select and use information technology effectively.
6	Drawing to gain the perspective necessary, plans, sections, elevations, have knowledge about perspective drawings and descriptions, at various scales, section, learn how to view details and to review the project.
7	The concept of traditional crafts, periods, techniques, materials, and have knowledge about the historical development.
8	When faced with unforeseen situations in the field of application to produce solutions, won the individual to take responsibility in the team or work ability.
9	By using computer-related applications and commands used in the project drawings, studies measuring the output settings and make applications work on the plan.
10	Labor law and occupational safety, environmental protection and quality have the consciousness.
11	Archaeological research methods, have knowledge about excavation methods and types. drawing museum in presentation material examination of the legislation in the application of archeology and artifacts within the scope of the documentation and cataloging acquire knowledge and skills.
12	Survey, restoration, knows the basic principles and methods in restitution and conservation. The history of restoration and will have the necessary information about the current restoration techniques applied in the world.
13	building materials that are used in historical buildings, construction techniques, have a general knowledge about the causes of deterioration and preservation techniques.
14	Wood will have a basic knowledge of the causes of deterioration and take necessary protection methods.
15	on Traditional Turkish House Architecture; The origin of Turkish houses, regional specialties, plan types, building systems, construction materials, will have information about the features and facade decorations.
16	have knowledge about perspective drawings and descriptions, at various scales, section, learn how to view details and to review the project.
17	control services in buildings, unit price and description analysis, excavation, and will have information about transportation and accounting affairs.
18	He gains the ability to conduct research.
19	The creation of an architectural project and all the architectural layout of the project and learn the making of three-dimensional computer drawings of the visual.
20	They have to respect the historical value of professional ethics.

### Contribution of Learning Outcomes to Programme Outcomes 1:Very Low, 2:Low, 3:Medium, 4:High, 5:Very High

	L1
P1	5
P2	5
P3	5
P4	4
P5	5
P6	4
P7	2
P8	2
P9	4
P10	1
P11	1
P12	5
P13	3
P14	3
P15	4
P16	2



P17	4
P18	5
P19	3
P20	1

