



AYDIN ADNAN MENDERES UNIVERSITY COURSE INFORMATION FORM

Course Title		Computer-Aided Drawing III							
Course Code		MRP211		Couse Level		Short Cycle (Associate's Degree)			
ECTS Credit	3	Workload	75 (Hours)	Theory	3	Practice	0	Laboratory	0
Objectives of the Course		Computer aided drawing program to recognize, restoration work on computer To understand the use, basic commands and 3D drawing work in the application of this command make.							
Course Content		Transferring design 3D Studio Max software made by use of the computer, this The design can be made with the software and the creation of presentation of the project output.							
Work Placement		No							
Planned Learning Activities and Teaching Methods				Explanation (Presentation), Demonstration, Case Study, Project Based 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	1- İnternet Kaynakları
2	2- Konu anlatımlı kitaplar ve eğitim cd'ler

Week	Weekly Detailed Course Contents	
1	Practice	Basic Concepts Regarding Computer Aided Design, 3D Studio Max input.
2	Practice	The introduction of 3D Studio Max interface. The location of the button to be used.
3	Practice	Introduction of the drawing commands.
4	Practice	Employing the drawing commands to create simple objects.
5	Practice	Employing the drawing commands to create simple objects.
6	Practice	Employing the drawing commands to create simple objects.
7	Practice	Employing the drawing commands to create simple objects.
8	Intermediate Exam	Midterm
9	Practice	Objects using the modified section to deform.
10	Practice	Objects using the modified section to deform.
11	Practice	Creating animation methods of 3D Studio Max.
12	Practice	Creating animation methods of 3D Studio Max.
13	Practice	Cameras, features and use of animation.
14	Practice	With all learned knowledge to create animations of the exterior of a building.
15	Practice	With all learned knowledge to create animations of the exterior of a building.

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	Students learn about computer-aided drawing programs.
2	Understands three-dimensional drawing methods.
3	Gains the ability to create an existing structure in three dimensions.
4	3-D drawing on the computer learns to make.
5	Make advanced architectural drawings.

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	L2	L4	L5
P1	5	5	5	5
P2	4	4	4	4
P3	5	5	5	5
P4	4	4	4	4
P5	3	3	3	3
P6	2	2	2	2
P7	2	2	2	2
P8	1	1	1	1
P9	2	2	2	2
P10	5	5	5	5
P11	4	4	4	4
P12	5	5	5	5



P13	5	5	5	5
P14	5	5	5	5
P15	4	4	4	4
P16	1	1	1	1
P17	1	1	1	1
P18	3	3	3	3
P19	2	2	2	2
P20	2	2	2	2

