# AYDIN ADNAN MENDERES UNIVERSITY
# COURSE INFORMATION FORM

| | | | | | | | | | |
|---|---|---|---|---|---|---|---|---|---|
| Course Title | | Animation Skills II | | | | | | | |
| Course Code | | BDT108 | | Couse Level | | Short Cycle (Associate's Degree) | | | |
| ECTS Credit | 5 | Workload | 80 *(Hours)* | Theory | 3 | Practice | 1 | Laboratory | 0 |
| Objectives of the Course | | Learning 3 dimensions and using 3 dimension softwares. | | | | | | | |
| Course Content | | The base of this class are; Learning 3 dimensions and Autodesk Maya software. | | | | | | | |
| Work Placement | | N/A | | | | | | | |
| Planned Learning Activities and Teaching Methods | | | | Explanation (Presentation), Demonstration, Case Study, Project Based Study, Individual Study, Problem Solving | | | | | |
| Name of Lecturer(s) | | | | | | | | | |

| **Assessment Methods and Criteria** | | |
|---|---|---|
| Method | Quantity | Percentage (%) |
| Midterm Examination | 1 | 40 |
| Final Examination | 1 | 60 |

| **Recommended or Required Reading** | |
|---|---|
| 1 | Autodesk Maya |

| Week | Weekly Detailed Course Contents | |
|---|---|---|
| 1 | Theoretical | What is 3 dimension and Autodesk Maya. |
| 2 | Theoretical | Autodesk Maya Curves, Poligon, Nurbs |
| 3 | Theoretical | Surface tools, inorganic modelling. |
| 4 | Theoretical | Primative Topology |
| 5 | Theoretical | Primative Topology |
| 6 | Theoretical | Example of basic rules: Bounsing ball animation. |
| 7 | Theoretical | Hierarchy of movement . |
| 8 | Intermediate Exam | Applied midterm exam |
| 9 | Theoretical | 3D animation Examples. |
| 10 | Theoretical | Learning Human Animation. |
| 11 | Theoretical | Learning human walking and walking circle. |
| 12 | Theoretical | 12 Basic animation rules in 3D. |
| 13 | Theoretical | Creating walking path and using 12 rules of animation. |
| 14 | Theoretical | Rough review of animation |

| **Workload Calculation** | | | | |
|---|---|---|---|---|
| Activity | Quantity | Preparation | Duration | Total Workload |
| Lecture - Theory | 14 | 0 | 3 | 42 |
| Lecture - Practice | 14 | 1 | 1 | 28 |
| Midterm Examination | 1 | 4 | 1 | 5 |
| Final Examination | 1 | 4 | 1 | 5 |
| | | | Total Workload (Hours) | 80 |
| | | | [Total Workload (Hours) / 25*] = **ECTS** | 3 |

**25 hour workload is accepted as 1 ECTS*

| **Learning Outcomes** | |
|---|---|
| 1 | Learning 3 dimensions and Autodesk Maya Software. |
| 2 | Creates animation by animation software |
| 3 | Prepare the storyboard of an idea and make animation in digital environment |
| 4 | Recognize the basics of animation and technical terms |

| | |
|---|---|
| 5 | Understand the historical process of animation |

| **Programme Outcomes** *(Computer - Aided Design and Animation)* | |
|---|---|
| 1 | Using the basic knowledge and skills acquired in the field, interpret and evaluate data, identify problems, to analyze, to have the ability to develop evidence-based solutions. |
| 2 | To select and effectivly use modern techniques that are for applications relevant to the filed |
| 3 | Gaining the application skill by examining the relevant processes in industrial and service sector |
| 4 | To find solution when encounters unforeseen situations in the field, to gain the ability to be able to take responsibility in a team or make individual research. |
| 5 | To gain the awareness of the need for lifelong learning, continuous self-renewal monitoring and awareness of developments in science and technology |
| 6 | To gain the ability to use computer software and hardware required by the basic level of the field. |
| 7 | To be conscious about occupational safety, occupational health, environmental protection and quality. |
| 8 | Effective communication and follow the innovations in the field. |
| 9 | In mathematics, science and engineering directed to his/her field of basic theoretical and practical knowledge. |
| 10 | Having the planning skills related to Computer Aided Design and Animation program to meet the needs of the sector. |
| 11 | Gaining skills on technical drawing, computer-aided drafting, design using simulation programs in the field of making and using a variety of software systems and components to choose, to calculate the basic sizing, draw plans and projects. |
| 12 | Ability to use the methods and techniques of career planning and discussing the effects of character traits on career preferences. |
| 13 | Ability to plan a career in their own profession. |

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

| | L1 | L2 | L3 | L4 | L5 |
|---|---|---|---|---|---|
| P1 | 4 | 4 | 3 | 3 | |
| P2 | 4 | 4 | 3 | 3 | |
| P4 | | | 4 | | 1 |
| P10 | 4 | | | | |
| P11 | 4 | 4 | 3 | 3 | |