



AYDIN ADNAN MENDERES UNIVERSITY COURSE INFORMATION FORM

Course Title		Computer Aided Animating I							
Course Code		BDT203		Couse Level		Short Cycle (Associate's Degree)			
ECTS Credit	4	Workload	100 (<i>Hours</i>)	Theory	3	Practice	1	Laboratory	0
Objectives of the Course		This course provides students ; animating character animation techniques and methods for three-dimensional animation software							
Course Content		Primary issues of the course will be ;deformation animation, kinematics solvents, lighting and camera animation.							
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)		Ins. İlkey ALTUNÖZ							

Assessment Methods and Criteria

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

Recommended or Required Reading

1	Maestri, George [Digital] Character Animation
2	Kelly, Doug Character Animation in Depth

Week	Weekly Detailed Course Contents	
1	Theoretical	Fundamentals of movement
2	Theoretical	Controlling animation movement
3	Theoretical	Interface of Autodesk Maya Software, adapting the interface
4	Theoretical	Animation motion controls
5	Theoretical	Key frame animation
6	Theoretical	Character animation
7	Theoretical	The mechanics of human motion
8	Intermediate Exam	Midterm exam
9	Theoretical	Animate
10	Theoretical	
11	Theoretical	Animate
12	Theoretical	Render
13	Practice	Presentation of Demos
14	Final Exam	Final exam

Workload Calculation

Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	14	0	3	42
Lecture - Practice	14	0	1	14
Assignment	6	2	1	18
Laboratory	1	0	4	4
Midterm Examination	1	10	1	11
Final Examination	1	10	1	11
Total Workload (Hours)				100
[Total Workload (Hours) / 25*] = ECTS				4

*25 hour workload is accepted as 1 ECTS



Learning Outcomes

1	Explanation of methods for animating
2	Design of the character motion
3	Presenting character motions in computer environment
4	2D character modelling
5	3D character modelling

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 effectively use modern techniques that are for applications relevant to the field
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		2	1	1	1
P2		2	2	1	1
P4	3				
P5	2				
P10		3	3	3	3
P11		2	2	2	2

