



AYDIN ADNAN MENDERES UNIVERSITY COURSE INFORMATION FORM

Course Title		Organic Modelling I							
Course Code		BDT209		Couese Level		Short Cycle (Associate's Degree)			
ECTS Credit	4	Workload	100 (<i>Hours</i>)	Theory	3	Practice	0	Laboratory	0
Objectives of the Course		In this lecture students is going to learn to make deforming,revive,topological structure modeling. appropriate to revive.Introduction threads of creating model by method of sculpting and painting,face animation and animating by bone system is going to be given							
Course Content		Teaching Autodesk Maya Organic modelling and character design. The base of this class are; Basic anatomy, skeleton, joints, mussle, modelling animals, modelling human, face modelling, leraning basic difference of human and animals, Blend Shape, Creating Face Pannel, uv map, audio, lip synch, Render and final.							
Work Placement		N/A							
Planned Learning Activities and Teaching Methods				Explanation (Presentation), Demonstration, Discussion, Case 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	Lecture Notes
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Week	Weekly Detailed Course Contents	
1	Theoretical	What does organic mean?
2	Theoretical	Anatomy
3	Theoretical	Skeleton and joints.
4	Theoretical	Modelling animals
5	Theoretical	Modelling human
6	Theoretical	Face modelling
7	Theoretical	Blend Shape
8	Intermediate Exam	Midterm Exam
9	Theoretical	Uv Map
10	Theoretical	Audio and lip synch
11	Theoretical	Face animation
12	Theoretical	Render
13	Practice	Project of face animation
14	Theoretical	Creating face pannel.
15	Final Exam	Fİnal exam

Workload Calculation

Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	14	0	3	42
Lecture - Practice	14	1	1	28
Assignment	4	1	1	8
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 three dimensional presentation techniques in drawings.
2	To be able to use conceptual, aesthetic and technical knowledge about animation and three-dimensional animation in their designs.
3	Presenting the appeared drawing properly
4	To have ideas and comments about the main animation designers, their works and different animation styles.
5	Having an idea about the aesthetic dimension of its design.

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	4	3			3
P2		2			
P3	3			4	
P8			3		
P11	3	3			

