AYDIN ADNAN MENDERES UNIVERSITY
COURSE INFORMATION FORM

Course Title		Three Dimensional Modelling Design					
Course Code		BPR191		Couse Level	Short Cycle (Associate's Degree)		
ECTS Credit	2	Workload	50 *(Hours)*	Theory	2	Practice	0	Laboratory	0
Objectives of the Course		The aim of this course is to teach how to design and design 3D computer models and animations and to develop 3D educational content using 3Ds Max program.					
Course Content		3D modeling is the process of developing a three-dimensional mathematical model of a living or inanimate object with special programs for 3D modeling in general using computer graphics. The 3D models prepared with the 3D modeling process are often used simultaneously with the tools that provide a realistic look to the 3D rendering model. In the process of 3D modeling, the data of the computer graphics are usually obtained by the user by step by step processing like sculpture and plastic arts. In most cases, manual 3D modeling can be performed automatically by the user. Automated 3D modeling can be done by entering certain values ??into previously made algorithms or by various scanning devices such as a 3D scanner. For example, MRIs used in hospitals serve as a kind of 3D scanner. Turkey and areas in the world, which is quite extensive 3D modeling, manufacturing as it used to make three-dimensional model of a structure to be constructed model is also used for the preparation of a product to be made. Today, the history of 3D models, which become an indispensable part of the gaming and animation world, is even older than personal computers. At the beginning, we apply for interactive presentations such as films, video games, 3D models used in interior design and architecture, and anatomy in the medical sector. In this context, examining the sample applications and developing new 3D model designs suitable for the content form the content of the course.					
Work Placement		N/A					
Planned Learning Activities and Teaching Methods			Explanation (Presentation), Discussion, Individual Study, Problem Solving				
Name of Lecturer(s)							

Assessment Methods and Criteria

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

Recommended or Required Reading

1	3D Studio Max (Kodlab)

Week	Weekly Detailed Course Contents	
1	Theoretical	Introduction to 3D model and animation in education
2	Theoretical	3D modeling and animation programs, basics of 3Ds Max program, menus of 3Ds Max program, usage of 3Ds Max tees,
3	Theoretical	3D modeling bases, explaining the properties of different modeling methods, working with sub-objects
4	Theoretical	Curve modeling, working with sub-objects of 2D objects
5	Theoretical	Expansion and collapse, use of Loft command, polygon edges softening
6	Theoretical	Modeling for motion graphics, using some 2D editors
7	Theoretical	Modeling for motion graphics, using some 2D editors
8	Theoretical	Polygon modeling technique, modeling lines, use of regulators, subsections of surface modeling
9	Intermediate Exam	midterm
10	Theoretical	Polygon modeling with modeling strip, Introduction to Nurbs modeling, editing of curves and surfaces
11	Theoretical	Using material bases and usage, adjusting opacity, using transactional overlay and bitmaps
12	Theoretical	Camera creation and viewing angle adjustment, Lighting bases and stage light settings
13	Theoretical	Key frame animations, transition animation preparation, repetitive animation creation.
14	Theoretical	Hierarchies, linking objects and playing a hierarchy and optimizing animation
15	Theoretical	Animation controls, gripping controllers and using the motion panel
16	Final Exam	Final Examination

Workload Calculation

Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	14	0	2	28
Assignment	1	0	5	5
Term Project	1	0	5	5
Midterm Examination	1	5	1	6
Final Examination	1	5	1	6
			Total Workload (Hours)	50
			[Total Workload (Hours) / 25*] = **ECTS**	2

25 hour workload is accepted as 1 ECTS

Learning Outcomes

1	They will have the ability to design 2-D character and multi-angle design planning required for 3-D modeling.
2	They will have concept design knowledge that can meet their animation production needs.
3	Will be able to transfer 2D designs to 3D space
4	They will have the ability to conceptualize a design idea.
5	Have an idea about the aesthetic dimension of design
6	To have the necessary drawing techniques and skills during the animation design process
7	To be able to define 3D animation software and materials

Programme Outcomes *(Machinery)*

1	To be able to know general properties and usage areas of industrial materials and make selection.
2	Design of machine elements.
3	To be able to make production using machining and welding machines without machining.
4	To be able to make measurement and quality control processes with machine tools for measuring and control equipment.
5	To be able to make necessary corrections in order to determine the mistakes by using the necessary non-destructive test methods in welded parts and to eliminate these mistakes.
6	Preventive measures to prevent the occurrence of these faults by preliminarily determining the faults that will occur in the machines as statistical data and to make necessary interventions in case of breakdown.
7	They can make drawings of work pieces on CAD station and apply them on CNC looms. Ability to operate and use CAD / CAM and AUTOCAD package programs.
8	To be able to transfer engineering science and technology to practice by making calculations in the direction of scientific principles.
9	It can repair the elements in pneumatic and hydraulic systems which are indispensable elements of automatic control systems and can regulate their work.
10	The student who is trained as a machine technician during the whole program knows that industrial task definition in the field of work is error finding, problem solving, decision making, planning of functions and activities and they can be achieved by aiming to acquire these characteristics.

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

	L1	L2	L3	L4	L5	L6	L7
P7	1	1	1	1	1	1	1