3D MODELLING

1	Course Title:	3D MODELLING
2	Course Code:	GTRS207
3	Type of Course:	Optional
4	Level of Course:	Short Cycle
5	Year of Study:	2
6	Semester:	3
7	ECTS Credits Allocated:	3.00
8	Theoretical (hour/week):	1.00
9	Practice (hour/week):	0.00
10	Laboratory (hour/week):	2
11	Prerequisites:	None
12	Language:	Turkish
13	Mode of Delivery:	Face to face
14	Course Coordinator:	Öğr.Gör. ÖMER NURİ ÇAM
15	Course Lecturers:	Meslek Yüksekokulları Yönetim Kurullarının görevlendirdiği öğretim elemanları.
16	Contact information of the Course Coordinator:	gultekinerdal@uludag.edu.tr
17	Website:	
18	Objective of the Course:	hree-dimensional modeling aims to increase the richness of fixed and mobile designs. The modeling of 3D objects that enter our lives more often due to new technological possibilities is the most important parameter in the subjects such as video preparation, game design and animation. With this course, design content produced by the student is enriched and it becomes a habit to the platforms that will be used today and in the future.
19	Contribution of the Course to Professional Development:	It contributes to meeting the video, game, interactive content and animation needs of the industry.
20	Learning Outcomes:	
		1	To learn the basic theory of 3D modeling.
		2	Understand the difference between parametric and nonparametric design.
		3	3D Character (Mascot etc.) Design
		4	Stage Designs
		5	Lighting
		6	animating
		7	Use in other content.
		8	
		9	
		10	
21	Course Content:	

Course Content:

Week	Theoretical	Practice
1	Basic information about modeling. Modelling	Installation of required software and presets.
2	Video editing.	Video editing application

3	Trimming, timeline audio and managing multiple sources.	Video editing application
4	Preparing simple animations.	Preparing animation in the video.
5	Doing operations on color and object placement issues.	Sound and color arrangements in video editing.
6	What is 3D Modeling? Giving information about where it is used, what job opportunities are.	3D software installation and interface introduction
7	Examining and organizing the examples in various sources.	Download and install sample models and review.
8	Introduction to 3D modeling using the Blender application. Why is the blender application preferred?	Preparing simple shapes in blender.
9	Introducing the interface and tools of the Blender application.	Positions of shapes and other settings.
10	Start modeling by placing pre-prepared pictures on the stage.	Taking pictures to model real life objects
11	Continue to modeling incrementally generated over plane.	Modeling through image 1
12	Strengthening the model by simply sculpting.	Simple sculpting on the modeled object
13	Processes that cause high size in the model and how to overcome them.	Methods for dealing with oversized models
14	Processing on models made with general repetition and blender.	Review and sample remodeling

22	Textbooks, References and/or Other	Web pages of used programs. (3Ds Max, Blender, Unity)

Activites		Number	Duration (hour)	Total Work Load (hour)
Theoretical	R	14	1.00	14.00
Midterm Exam	1	40.00		
Practicals/Labs		14	2.00	28.00
Quiz	0	0.00		
Self study and preperation		14	2.00	28.00
Homeworks		0	0.00	0.00
Final Exam	1	60.00		
Projects		0	0.00	0.00
Field Studies		0	0.00	0.00
Contribution of Term (Year) Learning Activities to Success Grade	40.00			
Midterm exams		1	5.00	5.00
Others		0	0.00	0.00
Contribution of Final Exam to Success Grade	60.00			
Final Exams		1	10.00	10.00
Total		100.00		
Total Work Load				85.00
Measurement and Evaluation Techniques Used in the Course	Measurement and evaluation is carried out according to the priciples of Bursa uludag University Associate and			
Total work load/ 30 h				2.83
ECTS Credit of the Course				3.00

24	ECTS / WORK LOAD TABLE

25	CONTRIBUTION OF LEARNING OUTCOMES TO PROGRAMME QUALIFICATIONS															
	PQ1	PQ2	PQ3	PQ4	PQ5	PQ6	PQ7	PQ8	PQ9	PQ10	PQ11	PQ12	PQ13	PQ14	PQ15	PQ16
ÖK1	4	1	1	1	1	5	1	1	5	1	1	3	0	0	0	0
ÖK2	5	1	1	1	1	5	1	1	5	1	1	3	0	0	0	0
ÖK3	5	1	1	1	1	5	1	1	5	1	1	3	0	0	0	0

ÖK4	5	1	1	1	1	5	1	1	5	1	1	3	0	0	0	0
ÖK5	5	1	1	1	1	5	1	1	5	1	1	3	0	0	0	0
ÖK6	5	1	1	1	1	5	1	1	5	1	1	3	0	0	0	0
ÖK7	5	1	1	1	1	5	1	1	5	1	1	3	0	0	0	0

LO: Learning Objectives   PQ: Program Qualifications

Contribution Level:	**1 very low**	**2 low**	**3 Medium**	**4 High**	**5 Very High**