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
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				
Total Work Load				85.00
Total work load/ 30 hr				2.83
Measurement and Evaluation Techniques Used in the Course		Measurement and evaluation is carried out according to the priciples of Bursa uludag University Associate and		
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**