

COMPUTER AIDET DESING II

1	Course Title:	COMPUTER AIDET DESING II
2	Course Code:	EKLZ104
3	Type of Course:	Compulsory
4	Level of Course:	Short Cycle
5	Year of Study:	1
6	Semester:	2
7	ECTS Credits Allocated:	4.00
8	Theoretical (hour/week):	2.00
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. ALİ SERT
15	Course Lecturers:	Meslek Yüksekokulları Yönetim Kurullarının görevlendirdiği öğretim elemanları
16	Contact information of the Course Coordinator:	alisert@uludag.edu.tr 0224 881 3212 (63108) Harmancık MYO Mobilya ve Dekorasyon Programı
17	Website:	
18	Objective of the Course:	With this course, it is aimed to increase the experience and professional development of the students by combining the theoretical and practical knowledge learned at school with the working systems of the enterprises in the sector.
19	Contribution of the Course to Professional Development:	With this course, the ability to make 3D products and architectural designs in the Autocad program, as well as to visualize these designs is gained.
20	Learning Outcomes:	
	1	It can make 3D drawing interface settings in CAD program.
	2	It can use 3D drawing commands in CAD program.
	3	It can make 3D drawings and designs in CAD program.
	4	It can visualize 3D drawings and designs in CAD program.
	5	It can print out 3D drawings and designs visually or in a CAD program.
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21	Course Content:	
	Course Content:	
Week	Theoretical	Practice

1	Introduction of 3D drawing screen settings in Autocad program (View, UCS, Navigation, Visual Styles Manager commands)	
2	Introduction of 3D solid modeling tools (Box, Cylinder, Cone, Sphere, Pyramid, Wedge, Torus commands)	Drawing practice of simple solid models
3	Introduction of 3D solid modeling tools (Box, Cylinder, Cone, Sphere, Pyramid, Wedge, Torus commands)	Drawing practice of simple solid models
4	Introducing tools for creating 3D solid models from 2D drawings (Extrude, Loft, Revolve, Sweep, Polysolid, Presspull Commands)	Practice of creating 3D solid objects from 2D drawings
5	Introducing tools for creating 3D solid models from 2D drawings (Extrude, Loft, Revolve, Sweep, Polysolid, Presspull Commands)	Practice of creating 3D solid objects from 2D drawings
6	Introduction of Solid models editing tools (Union, Substract, Interfere, Slice, Thicken commands)	Simple 3D furniture drawing practice
7	Introduction of Solid models editing tools (Extract Edges, Extrude Faces, Separate commands)	Simple 3D furniture drawing practice

Activites		Number	Duration (hour)	Total Work Load (hour)
9	Introduction of material tools for rendering (Materials command)	3	2.00	28.00
Practicals/Labs		14	2.00	28.00
10	Introduction of material tools for rendering (Materials command)	3	3.00	3.00
Homeworks		4	3.00	12.00
11	Introduction of render scene and camera (Render, Camera, Viewport, etc. commands)	3	3.00	3.00
Field Studies		0	0.00	0.00
Midterm exams		1	6.00	6.00
Others		0	0.00	0.00
Final Exams		1	10.00	10.00
Total Work Load				90.00
Total work load/ 30 hr				3.00
ECTS Credit of the Course				4.00
(Plot and Animations command)				

22	Textbooks, References and/or Other Materials:	1. Baykal G., Öğütlü M., (2019), Autocad 2019 ile Çizimin Esasları ve İncelikleri, Abaküs kitap, İstanbul 2. Darılmaz K., (2016), Autocad Kullanımına Giriş, Birsen Yayınevi, İstanbul 3. Benli H., (2013), Autocad Çizim ve Uygulamaları, Nobel Akademik Yayıncılık, Ankara
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23	Assesment		
TERM LEARNING ACTIVITIES		NUMBE R	WEIGHT
Midterm Exam		1	30.00
Quiz		0	0.00
Home work-project		4	10.00

Final Exam	1	60.00
Total	6	100.00
Contribution of Term (Year) Learning Activities to Success Grade	40.00	
Contribution of Final Exam to Success Grade	60.00	
Total	100.00	
Measurement and Evaluation Techniques Used in the Course	Measurement and evaluation is carried out according to the principles of Bursa uludag University Associate and Undergraduate Education Regulation.	

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	5	5	5	3	2	4	2	2	3	4	3	4	0	0	0	0
ÖK2	2	2	5	5	5	4	4	4	3	4	3	4	0	0	0	0
ÖK3	5	5	5	5	2	3	2	4	4	4	4	4	0	0	0	0
ÖK4	5	5	5	4	3	3	3	3	5	4	4	4	0	0	0	0
ÖK5	4	4	5	5	4	4	3	3	4	4	4	5	0	0	0	0
LO: Learning Objectives PQ: Program Qualifications																
Contribution Level:	1 very low		2 low		3 Medium		4 High		5 Very High							