



COURSE INFORMATION FORM

			SEMESTER	Spring
COURSE CODE	141316002	COURSE NAME	3D MODELLING AND ANIMATION II	

SEMESTER	WEEKLY COURSE HOURS			COURSE			
	THEORY	APPLICATION	LAB.	CREDIT	ECTS	TYPE	LANGUAGE
6	2	2	0	3	6	Required	Turkish

CATEGORY OF COURSE (ECTS Credit Distribution)				
Basic Education	Art	Design	Visual Communication	Social Science
		3	3	

EVALUATION CRITERIA			
ASSESSMENT		EXAM TYPE	PERCENTAGE OF EXAM
EXAMS IN SEMESTER	Midterm Exam	Project	40
FINAL		Project	60
EXCUSE EXAMINATION			
RESIT EXAMINATION			

RECOMMENDED PREREQUISITES OF COURSE	3d Modelling and Animation I
BRIEF CONTENTS	Preparing storyboard, character development, character features for animation, plan for animation, character control, skeleton system, kinematic, preparing animatic, completion of the animation, presentation.
COURSE OBJECTIVES	In this course the student are expected to prepare a short movie by using 3d animation methods.
CONTRIBUTION TO VOCATIONAL EDUCATION	<ul style="list-style-type: none">• Ability to recognize the design techniques and technology and to identify their differences, applications and methods.• Ability to refresh knowledge on design process and design information in accordance with the modern requirements and technological developments.• Ability to utilize various artistic and industrial production techniques.
LEARNING OUTCOMES	<ul style="list-style-type: none">• Ability to tell a story with 3d animation techniques• Ability to design a movie for 3d animation• Ability to present a project
TEXTBOOK	MURDOCK K. L., Autodesk 3ds Max 2014 Bible, John Wiley & Sons, 2013, ISBN: 978-1118755075
REFERENCES	SIMON M. A., Storyboards: Motion in Art, Focal Press, 2006, ISBN: 978-0240808055
MATERIALS	



WEEKLY COURSE PLAN	
WEEK	SUBJECTS
1	Storyboard
2	Storyboard
3	Character design
4	Character design
5	Character creation
6	Character creation
7	MIDTERM EXAMS
8	MIDTERM EXAMS
9	Motion plans
10	Character control
11	Skeleton and kinematics
12	Skeleton and kinematics
13	Animatic
14	Animation recording
15-16	FINAL EXAM

NO	COURSE CONTRIBUTION TO THE PROGRAM OUTCOMES	CONTRIBUTION LEVEL		
		1 low	2 med	3 high
1	Ability to establish and conceive the basic concepts, principles and the history of communication and visual communication design and relate to other disciplines.	x		
2	Understanding of the design culture, ethics, and the rights and responsibilities of designers.	x		
3	Understanding of the diversity, aesthetic sensitivity and the visual language of art and design and to reflect it into design.		x	
4	Ability to analyze with interrogation and critical thinking and to reflect it into design, and to find appropriate solutions to design problems.		x	
5	Ability to recognize the design techniques and technology and to identify their differences, applications and methods.			x
6	Ability to understand and practice the design process, its steps, and production techniques.		x	
7	Ability to refresh knowledge on design process and design information in accordance with the modern requirements and technological developments.			x
8	Ability to utilize various artistic and industrial production techniques.			x
9	Appreciation of the national and universal values and ability to expand design concepts from national level to universal level.	x		
10	Awareness for the protection of nature and the environment as well as eco-design,	x		
11	Ability to prepare social responsibility projects in order to raise design awareness.	x		

LECTURER	SIGNATURE	DATE
Lect. Tunçemre DOĞRAMACI		27.03.2015