Eskişehir Osmangazi University College of Art and Design
Visual Communication Design Department

COURSE INFORMATION FORM

SEMESTER	Fall

COURSE CODE	141315003	COURSE NAME	3D MODELING AND ANIMATION I

SEMESTER	WEEKLY COURSE HOURS			COURSE			
	THEORY	APPLICATION	LAB.	CREDIT	ECTS	TYPE	LANGUAGE
5	2	2	0	3	6	Required	Turkish

CATEGORY OF COURSE				
Basic Education	Art	Design	Visual Communication	Social Science
	1	3	2	

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

RECOMMENDED PREREQUISITES OF COURSE	None
COURSE CONTENT	Motion Basics, 3D Max interface, Animation motion controls, Keyframe animation, Character animation, Human motion mechanics, Walking, Acting, emotion animation, Rendering
COURSE OBJECTIVES	Teaching character animation techniques for 3d animation with 3d Studio Max animation software
CONTRIBUTION TO VOCATIONAL EDUCATION	• Ability to analyze with interrogation and critical thinking and to reflect it into design, and to find appropriate solutions to design problems. • Ability to recognize the design techniques and technology and to identify their differences, applications and methods. • Ability to understand and practice the design process, its steps, and production techniques.
LEARNING OUTCOMES	• Explain the 3d animation methods • Design motions for 3d character animations • Present his/her characters in the computer environment.
TEXTBOOKS / NOTES	• Maestri, G. [Digital] Character Animation
REFERENCES	• Kelly, D. (1998).Character animation in depth, Coriolis Group • Lord, P. (1994). Creating 3D animation • Solomon, C. The history of animation
MATERIALS	Computer and 3d Studio Max software

WEEK	
1	Motion Basics
2	3D Max interface and its configuration
3	Animation motion controls
4	Keyframe animation
5	Character animation
6	Character animation
7	Human motion mechanics
8	MIDTERM EXAM
9	Human motion mechanics
10	Walking
11	Acting
12	Acting techniques, emotion
13	Animation
14	Rendering
15,16	FINAL

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