

COURSE SYLLABUS						
Course Title	Course Code	Semester	Course Hour/Week		Credit	ECTS
Computer Aided Design	PLAS 372	6	Theory 2	Practice 2	3	6
Course Type	Compulsory Courses	Department Elective	Faculty Elective	University Elective	CoHE (YÖK) Compulsory	Other
	X					
Level of Course	Associate Degree (Short Cycle)		Undergraduate (First Cycle)		Graduate / Doctoral (Second / Third Cycle)	
			X			

Language of Instruction	English
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Course Instructor(s)	Asst. Prof. Dr. Raif DİMİLİLER	E-mail: raif.dimililer@arucad.edu.tr Office: DA-OFF02
Course Objectives	An introductory course focused primarily on the creation of three-dimensional forms, ranging from sculptural to architectural, using digital tools. In addition to modeling, a brief portion is spent on lighting, material rendering, and animation.	

	Course Learning Outcomes (Students will be able to...)	Bloom Level	Teaching Methods	Evaluation Methods	
Course Learning Outcomes	Explain fundamental drawing principles such as composition, form, and light–shadow (value).	Understand	Lecture, Visual Presentation, Demonstration	Midterm Exam, Final Exam	
	Apply basic design, painting, and editing processes in drawing practices.	Apply	Studio Practice, Demonstration, Guided Exercises	Midterm Exam, Final Exam	
	Analyze the relationship between artistic production and individual skills in developing personal style.	Analyze	Discussion, Critique Sessions, Case Studies	Midterm Exam, Final Exam	
	Experiment with various materials, techniques, scales, and color applications in drawing.	Apply	Studio Practice, Experimental Workshops	Midterm Exam, Final Exam	
	Evaluate different drawing techniques and visual outcomes in their own and others' works.	Evaluate	Group Critique, Peer Review	Midterm Exam, Final Exam	
	Develop creative and perceptual skills through diverse drawing exercises.	Create	Studio practice, presentations	Midterm Exam, Final Exam	
	Demonstrate advanced technical proficiency in drawing.	Apply	Studio Practice, Instructor Feedback	Midterm Exam, Final Exam	
	Produce original and expressive artworks reflecting an individual artistic approach.	Create	Project-Based Learning, Studio Practice	Final Exam	
Course Content	<ol style="list-style-type: none"> 1. Creating and editing primitive objects. Object properties. 2. Transforming objects. Pivoting, aligning, and snapping 3. Cloning, grouping, linking. Containers. 4. Modifiers. Splines and shapes. 5. The polygon model. 6. Materials creation and manipulation 7. Animation. Constraints and controllers. 8. Rendering scenes. 9. Lighting effects. 10. Compound objects. 11. Modelling with patches and editable poly 				

	<p>12. Viewport canvas and surface maps. 13. Camera operation. 14. Constructing and applying textures. 17. Atmospheric and render effects. 18. Rendering with different renderers.</p>

COURSE OUTLINE/SCHEDULE			
Week	Topic	Implementation (theory/practice)	Required Reading, Preliminary preparation
1	Introduction to the course.	T	
2	General information about the course and introduction of the program (3d studio max).	T	<p>Create stunning renders using Corona in 3ds Max : guiding the next generation of 3D renderers / Margarita Nikita. ISBN: 9781032649849/ 9781032649863 LOC T385 .N55 2025</p> <p>Beginner's guide to digital painting in Photoshop / Marisa Lewis ISBN: 9781909414945 LOC:TR267.5 .A3 2019</p>

3	Object tools and Creat section in 3d studio max	T/P	<p>Create stunning renders using Corona in 3ds Max : guiding the next generation of 3D renderers / Margarita Nikita. ISBN: 9781032649849/ 9781032649863 LOC T385 .N55 2025</p> <p>Beginner's guide to digital painting in Photoshop / Marisa Lewis ISBN: 9781909414945 LOC:TR267.5 .A3 2019</p>
4	Lighting and Camera in 3ds max practice	T/P	<p>Create stunning renders using Corona in 3ds Max : guiding the next generation of 3D renderers / Margarita Nikita. ISBN: 9781032649849/ 9781032649863 LOC T385 .N55 2025</p> <p>Beginner's guide to digital painting in Photoshop / Marisa Lewis ISBN: 9781909414945 LOC:TR267.5 .A3 2019</p>
5	Object creation and modelling tools in 3d studio max and practice	T/P	<p>Create stunning renders using Corona in 3ds Max : guiding the next generation of 3D renderers / Margarita Nikita. ISBN: 9781032649849/ 9781032649863 LOC T385 .N55 2025</p> <p>Beginner's guide to digital painting in Photoshop / Marisa Lewis ISBN: 9781909414945 LOC:TR267.5 .A3 2019</p>
6	Rendering tools and saving types in 3d studio max and practice	T/P	<p>Create stunning renders using Corona in 3ds Max : guiding the next generation of 3D renderers / Margarita Nikita. ISBN: 9781032649849/ 9781032649863 LOC T385 .N55 2025</p>
7	Rendering tools and saving types in 3d studio max	T/P	<p>Create stunning renders using Corona in 3ds Max : guiding the next generation of 3D renderers / Margarita Nikita. ISBN: 9781032649849/ 9781032649863 LOC T385 .N55 2025</p>
8	MIDTERM WEEK	T/P	

9	Rendering tools and saving types in 3d studio max	T/P	Create stunning renders using Corona in 3ds Max : guiding the next generation of 3D renderers / Margarita Nikita. ISBN: 9781032649849/ 9781032649863 LOC T385 .N55 2025
10	Object creating. Modelling and creating technics and material mapping in max	T/P	Create stunning renders using Corona in 3ds Max : guiding the next generation of 3D renderers / Margarita Nikita. ISBN: 9781032649849/ 9781032649863 LOC T385 .N55 2025
11	Object creating. Modelling and creating technics and material mapping in max	T/P	Create stunning renders using Corona in 3ds Max : guiding the next generation of 3D renderers / Margarita Nikita. ISBN: 9781032649849/ 9781032649863 LOC T385 .N55 2025
12	Object creating. Modelling and creating technics and material mapping in max	T/P	Create stunning renders using Corona in 3ds Max : guiding the next generation of 3D renderers / Margarita Nikita. ISBN: 9781032649849/ 9781032649863 LOC T385 .N55 2025 Getting Started in ZBrush an introduction to digital sculpting and illustration Yazar:Johnson, Greg ISBN: 9780415705141 LOC REF T386.Z33 .J65 2014
13	3d studio max and creating artwork for the final exam.	T/P	Create stunning renders using Corona in 3ds Max : guiding the next generation of 3D renderers / Margarita Nikita. ISBN: 9781032649849/ 9781032649863 LOC T385 .N55 2025 Getting Started in ZBrush an introduction to digital sculpting and illustration Yazar:Johnson, Greg ISBN: 9780415705141 LOC REF T386.Z33 .J65 2014
14	3d studio max and creating artwork for the final exam.		Create stunning renders using Corona in 3ds Max : guiding the next generation of 3D renderers / Margarita Nikita. ISBN: 9781032649849/ 9781032649863 LOC T385 .N55 2025

15	3d studio max and creating artwork for the final exam.		<p>Create stunning renders using Corona in 3ds Max : guiding the next generation of 3D renderers / Margarita Nikita. ISBN: 9781032649849/ 9781032649863 LOC T385 .N55 2025</p> <p>Getting Started in ZBrush an introduction to digital sculpting and illustration Yazar:Johnson, Greg ISBN: 9780415705141 LOC REF T386.Z33 .J65 2014</p>
16	FINAL	T/P	

Required Course Material(s) / Reading(s)/ Text Book(s)	<p>Create stunning renders using Corona in 3ds Max : guiding the next generation of 3D renderers / Margarita Nikita. ISBN: 9781032649849/ 9781032649863 LOC T385 .N55 2025</p> <p>Getting Started in ZBrush an introduction to digital sculpting and illustration Yazar:Johnson, Greg ISBN: 9780415705141 LOC REF T386.Z33 .J65 2014</p> <p>Beginner's guide to digital painting in Photoshop / Marisa Lewis ISBN: 9781909414945 LOC:TR267.5 .A3 2019</p>
Recommended Course Material(s)/ Reading(s) /Other	<p>Zhecheva, G. (2024). Paper Possibilities of Computer Animation in 3ds Max and Its Application in the Educational Process. 2024 5th International Conference on Communications, Information, vhttps://doi.org/10.1109/CIEES62939.2024.10811293</p>

ASSESSMENT		
Learning Activities	NUMBER	WEIGHT in %
Mid-Term	1	40
Quiz		
Assignment		

Project		
Field Study		
Presentation / Seminar		
Studio Practice		
Other		
Contribution of Final Examination/Final Project/ Dissertation to the Final Grade	1	60
TOTAL		100

CONTRIBUTION OF COURSE LEARNING OUTCOMES TO PROGRAMME LEARNING OUTCOMES						
No	PROGRAMME LEARNING OUTCOMES	Level of Contribution (1- lowest/ 5-highest)				
		1	2	3	4	5
1	Explains the fundamental knowledge of art history, art theory, and the historical development of art, and interprets artworks within cultural, social, and theoretical contexts.					
2	Applies the basic elements and principles of art and design, considering color theory and color relationships in two- and three-dimensional visual compositions.					
3	Represents objects, figures, and space through drawing in accordance with the principles of proportion, perspective, and light–shadow.					
4	Have command over more than one medium and gain the ability to think and create above and beyond different media.					
5	Analyzes works of art through a critical perspective within aesthetic, cultural, social and ethical contexts and evaluates them in relation to contemporary art discussions.					
6	Conducts research in artistic production processes and integrates conceptual thinking into creative practice.					

7	Develops both independent and collaborative art projects and gains the ability to plan, implement, and evaluate artistic production processes.								
8	Communicates artistic works effectively using written, oral, and visual presentation methods.								
9	Uses digital tools, contemporary technologies, and new media opportunities in artistic production processes.								
10	Develops interdisciplinary approaches in art production and establishes relationships with different artistic fields.								
11	Prepares a portfolio as part of professional development, gains awareness of the professional functioning of the art world and copyright issues, and follows current developments in the field.								
12	Designs, produces, and presents an independent graduation project, demonstrating artistic practice in a comprehensive manner.								

ECTS / STUDENT WORKLOAD				
ACTIVITIES	NUMBER	UNIT	HOUR	TOTAL (WORKLOAD)
Course Teaching Hour (X weeks * total course hours)	15		4	60
Preliminary Preparation and self- study	15		5	75
Mid-Term	1		8	8
Quiz				
Assignment				
Project				
Field Study				





Presentation / Seminar				
Studio Practice				
Final Examination/ Final Project/ Dissertation	1		8	8
Other				
TOTAL WORKLOAD				151
TOTAL WORKLOAD / 25				6.04
ECTS				6














ETHICAL RULES WITH REGARD TO THE COURSE

Plagiarism Disclaimer

Detected and undetected plagiarism is a serious offence at any time and it could have devastating effects on your degree result and future professional lives.

Plagiarism is easy to avoid if you make sure to identify and acknowledge your sources thoroughly and do not copy directly from visual examples, designs, or notes that have in turn been taken word for word from your sources.

	SDG 1: No Poverty	
	SDG 2: Zero Hunger	
	SDG 3: Good Health and Well-Being	
	SDG 4: Quality Education	X

	SDG 5: Gender Equality	
	SDG 6: Clean Water and Sanitation	
	SDG 7: Affordable and Clean Energy	
	SDG 8: Decent Work and Economic Growth	X
	SDG 9: Industry, Innovation and Infrastructure	X
	SDG 10: Reduced Inequalities	X
	SDG 11: Sustainable Cities and Communities	
	SDG 12: Responsible Consumption and Production	
	SDG 13: Climate Action	
	SDG 14: Life Below Water	
	SDG 15: Life on Land	
	SDG 16: Peace, Justice and Strong Institutions	
	SDG 17: Partnership for the Goals	X

ASSESSMENT DETAILS AND EVALUATION CRITERIA:

Final Grades will be determined according to the Course Learning Activities and Final Examination/ Project/ Dissertation Assessment Details as below, and comply by the Education and Examination Regulation set forth by the University.

Mandatory attendance rate

* According to the updated Senate decision as of the 2023-2024 academic year, mandatory attendance for all of our courses is 70%, regardless of medical reports. Reports will only be valid if exams cannot be attended. Students who cannot take the exam due to health reasons must submit a report to the faculty secretary within three working days following the exam.

PREPARED BY	Asst. Prof. Dr. Raif DIMILILER
UPDATED	05.05.2026
APPROVED	Approved by The Departmental Board on 28.04.2026

