

## COURSE SYLLABUS

Course Title	Course Code	Semester	Course Hour/Week		Credit	ECTS	
3D Modelling	ANIM 212	IV	TheoryPractice22		3	5	
Course Type	Compulsory Course	Department Elective	Faculty Elective	Universit y Elective	CoHE (YÖK) Elective	Other	
	Х						
	Associat	e Degree	Underg	raduate	Graduate	/ Doctoral	
Level of Course	(Short Cycle)		(First Cycle)		(Second /Third Cycle)		
	-		Yes			-	

Language of Instruction	English

Course Instructor(s)	Bohloul Belarak	E-mail: bohloul.belarak@arucad.edu.tr Office: DA Mac lab 01					
Course Objectives	This course is an introductio software. Students will learn objects, textures, lighting, ar concepts in 3D modeling and to create 3D models for use	ion to 3D modeling using industry-standard rn the basics of modeling, including creating 3D and rendering. The course will cover fundamental nd provide students with the skills and knowledge e in games, animations, and other applications.					
	Students will able to:		Teaching Methods	Evaluation Methods			
Course Learning Outcomes	Plan and set up 3D modelin using industry-standard soft navigation systems.		Project-Based Learning	mid-term submissions			
	<b>Produce</b> basic and intermed models using polygon mode techniques.	iate 3D ling	Project-Based Learning	mid-term submissions			



	<b>Establish</b> good modeling practices by maintaining clean topology and efficient geometry.	Project-Based Learning	final submission
	<b>Design</b> UV layouts and <b>unwrap</b> complex geometries for texturing.	Project-Based Learning	final submission
	<b>Integrate</b> materials, textures, and lighting setups into their 3D projects.	Project-Based Learning	final submission
	<b>Create</b> final rendered scenes and perform basic post-production adjustments.	Project-Based Learning	final submission
Course Content	<ul> <li>Introduction to 3D modeling conce</li> <li>Basic transformations, pivot points</li> <li>Polygon modeling techniques and Material creation, UV mapping, ar</li> <li>Asset creation for midterm project</li> <li>Advanced unwrapping and texturin</li> <li>Lighting, rendering, and post-prod</li> <li>Final project development and pro</li> </ul>	epts and software nav s, and coordinate syst understanding good t ad texture application ng methods uction techniques fessional presentation	rigation ems copology

COURSE OUTLINE/SCHEDULE								
Week	Торіс	Implementation (theory/practice )	Required Reading, Preliminary preparation					
1	Introduction to the course. Overview of 3D modeling. Types of 3D models. Introduction to industry-standard software.	Т						
2	Navigation and UI, Basic geometric shapes, Basic transforms, Pivot points, Coordinate systems, Duplicate objects.	T/P	No reading is required.					
3	Modifiers (Extruding, beveling, and Modeling using polygons), Polygon Modeling Part I.	T/P	Lecturer's Slides and Notes					
4	Polygon Modeling Part II (What is a good topology)	T/P	Lecturer's Slides and Notes					
5	Materials and creating texture. Applying textures to 3D objects. Creating and editing materials.UV mapping.	T/PT/P	Lecturer's Slides and Notes					
6	Asset Creation Part 1: Helping the student with their mid-term submission project	T/P	Lecturer's Slides and Notes					
7	Asset Creation Part 2: Helping the student with their mid-term submission project	T/P	Lecturer's Slides and Notes					
8	Midterm Exam							



9Different types of modeling.T/PLecturer's Slides and Notes10Maps: ColorMap, Roughness, Bump Maps.T/PLecturer's Slides and Notes11Unwrapping. How to unwrap complex geometries. Basic texturing in Blender.T/PLecturer's Slides and Notes12Texturing part 1.T/PLecturer's Slides and Notes13Texturing part 2.T/PLecturer's Slides and Notes14Rendering and Lighting.T/PLecturer's Slides and Notes15Post production. Depth, Light passes, combining different layers.T/PLecturer's Slides and Notes16Project and Practice Session.T/PLecturer's Slides and Notes17Final Exam WeekTT				
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17   Final Exam Week   T	16	Project and Practice Session.	T/P	
	17	Final Exam Week	Т	

Required Course Material(s) / Reading(s)/ Text Book(s)	<b>3D Modeling for Beginners: Learn Everything You Need to Know About 3D Modeling!</b> " by Michael McClanahan (ISBN-13: 978-1500473157)
Recommended Course Material(s)/ Reading(s) /Other	Blender Documentation – The official documentation for Blender, including tutorials, user manuals, and technical information:         https://docs.blender.org/manual/en/latest/         Blender Guru – A popular online resource for Blender tutorials, tips, and tricks:         https://www.blenderguru.com/         CG Cookie – A website offering a range of Blender courses and tutorials for both beginners and advanced users:         https://cgcookie.com/         Blender Artists – A community of Blender users sharing their work, tutorials, and resources:         https://blenderartists.org/



<b>BlenderNation</b> – A news website covering the latest Blender-related news,
tutorials, and resources:
https://www.blendernation.com/
Blender Cloud – A subscription-based platform providing Blender training,
assets, and tools:
https://cloud.blender.org/

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 OU	TC	CON	MES	5	
	PROGRAMME LEARNING OUTCOMES	Le Co (1 hig	evel onti - lo ghe	l of ribu owe: est)	tioi st/ 5	1 5-
		1	2	3	4	5
1	Knows the historical development of the field of communication, basic concepts, theories and research methods.		x			
2	Knows the principles and elements of basic design.				X	
3	Knows the history, theories and theorists of visual communication.		x			



# FACULTY OF COMMUNICATION COURSE SYLLABUS

4	Knows advanced practical skills in various commercial and creative contexts, including graphic and audiovisual multimedia design.					X
5	Knows national and international ethical rules, standards and legal documents on communication and visual communication design.			X		
6	Able to use the tools, methods and techniques and computer software required for visual communication design applications.	X				
7	Able to produce innovative and original works that reflect abstract and concrete concepts by emphasizing creativity		X			
8	Has the knowledge and skills to transform creative and innovative ideas into graphic, photographic, typographic, illustrative, 2 and 3-dimensional, animated and interactive visual expressions.		x			
9	Applies visual communication design techniques with design technologies in developing and changing media environments.		X			
10	Has the competence to create visuals with designs that emphasize aesthetics in design processes.	x				
11	Has the competence to define the problem, solve the problem, plan, manage the project and present in the design-based project development process.				x	
12	Has the ability to use research methods and techniques in the field of Visual Communication.				x	
13	Has the competence to research, plan, implement and report during the project phase.	X				
14	Has the competence to establish the connection between design and aesthetic values.	x				
15	Has the competence to interpret universal visual culture and associate the ties of symbols with universal visual culture.	x				
16	Has the competence to analyze, understand and interpret projects in the field of visual communication design with a critical and independent approach.		x			
17	Knows how to integrate and use digital technologies and artificial intelligence based/supported design tools creatively and innovatively in visual communication design and production stages.		x			
18	Knows how to integrate and use digital technologies and artificial intelligence-based/ supported design tools creatively and innovatively in visual communication design and production stages.				X	
19	Evaluates artificial intelligence applications in design studies with a critical approach in terms of aesthetics and originality, and uses them in accordance with ethical rules.		X			

ECTS / STUDENT WORKLOAD									
ACTIVITIES	NUMBER	UNIT	HOUR	TOTAL (WORKLOAD)					
Course Teaching Hour (X weeks * total course hours)	17		4	68					
Preliminary Preparation and self- study	15		1	15					



Mid-Term	1	20	20
Quiz			
Assignment			
Project			
Field Study			
Presentation / Seminar			
Studio Practice			
Final Examination/ Final Project/ Dissertation	1	22	22
Other			
TOTAL WORKLOAD			125
TOTAL WORKLOAD / 25			5
ECTS			5

### 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 life.

Plagiarism is easy to avoid if you make sure you thoroughly identify and recognize your sources and do not copy from visual examples, designs or notes taken directly from your sources word for word. The maximum citation limit cannot exceed 20%. Artificial intelligence citations are also considered within this scope. If proven otherwise, the student will fail the course.

#### 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 with the Education and Examination Regulation set forth by the University.

Throughout the course, students will learn the theoretical base of the topic and they will be able to equip themselves with the practical know-how skills of Advertisement production. Also, students are expected to design a creative advertisement piece with the knowledge they have gained in the course.

During the class sessions, participation is a very important input for the learning process for the students. It is also vital to understand the effect of creativity input on the production process of advertisement.

70% attendance to courses is compulsory. Health reports belong to 30% absenteeism right.



PREPARED BY	Bohloul Belarak
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APPROVED	

