

COURSE SYLLABUS						
Course Title	Course Code	Semester	Course Hour/Week		Credit	ECTS
3D Character Modeling	GAME 206	Spring 2025 - 2026	Theory 2	Practice 2	3	5
Course Type	Compulsory Course	Department Elective	Faculty Elective	University Elective	CoHE (YÖK) Elective	Other
	X					
Level of Course	Associate Degree (Short Cycle)		Undergraduate (First Cycle)		Graduate/ Doctoral (Second /Third Cycle)	
	-		Yes		-	
Language of Instruction	English					
Course Instructor(s)	Danish Craig		E-mail: danish.craig@arucad.edu.tr Office: TI OFF 7			
Course Objectives	<p>This course aims at designing a character and turning it into digital sculpting and three-dimensional organic shapes using Z-Brush. By understanding the 3-dimensional aspects of an organic object in real and virtual space, students will learn how to make polygon models. Students will also explore sculpting techniques for visual effects or characters for films, games, and 3D printer outputs.</p>					
Course Learning Outcomes	Students will able to:		Teaching Methods	Evaluation Methods		
	Plan and organize the process of creating a 3D character based on concept sketches and reference materials.		Project-Based Learning	Mid-Term Submission		
	Develop basic sculpting skills by creating foundational forms and anatomy using digital sculpting tools in Z-Brush.		Project-Based Learning	Mid-Term and Final Submission		
	Design detailed 3D characters suitable for output in games, animated films, visual effects, and 3D printing.		Project-Based Learning	Mid-Term and Final Submission		

Course Content	Produce final rendered characters with basic lighting, posing, and material application for professional presentation.	Project-Based Learning	Final Submission
	Create alternative character designs and outputs to meet diverse industry needs and project requirements.	Project-Based Learning	Final Submission
	<ul style="list-style-type: none"> ● Sculpting with clay. ● Understanding concept art. ● Step-by-step software tutorials ● Basic methods of sculpting a 3D character. ● Dynamesh, subtools, and adding mesh. ● Polypainting, texture, hair, skin, and other materials. ● Basic lighting concepts. ● Camera installation and setup. ● Rendering options. 		

COURSE OUTLINE/SCHEDULE

Week	Topic	Implementation (theory/practice)	Required Reading, Preliminary preparation
1	Introduction to the course. What can be done with Z Brush? Course syllabus review. Explaining the course workflow. Showing 3d examples	T	<i>"Anatomy for Sculptors: Understanding the Human Figure"</i> by Uldis Zarins with Sandis Kondrats (Library of Congress Catalog Number: 2013277494 , ISBN-13: 978-0989932402)
2	Understanding concept art. Gathering references. Come up with a character sketch. Introducing the workspace.	T/P	<i>"Anatomy for Sculptors: Understanding the Human Figure"</i> by Uldis Zarins with Sandis Kondrats (Library of Congress Catalog Number: 2013277494 , ISBN-13: 978-0989932402)
3	Project setup. Understanding mesh. Understanding different brushes.	T/P	<i>"Anatomy for Sculptors: Understanding the Human Figure"</i> by Uldis Zarins with Sandis Kondrats (Library of Congress Catalog Number: 2013277494 , ISBN-13: 978-0989932402)
4	Sculpting a skull Creating the basic shapes of the head	T/P	<i>"Anatomy for Sculptors: Understanding the Human Figure"</i> by Uldis Zarins with Sandis Kondrats (Library of Congress Catalog Number: 2013277494 , ISBN-13: 978-0989932402)
5	Sculpting the lips and nose	T/P	<i>"Anatomy for Sculptors: Understanding the Human Figure"</i> by Uldis Zarins with Sandis Kondrats

			Kondrats (Library of Congress Catalog Number: 2013277494 , ISBN-13: 978-0989932402)
6	Sculpting the eyes, ears, and hair	T/P	<i>"Anatomy for Sculptors: Understanding the Human Figure"</i> by Uldis Zarins with Sandis Kondrats (Library of Congress Catalog Number: 2013277494 , ISBN-13: 978-0989932402)
7	Practice session. Finalizing the head. How to present a 3D project.	T/P	<i>"Anatomy for Sculptors: Understanding the Human Figure"</i> by Uldis Zarins with Sandis Kondrats (Library of Congress Catalog Number: 2013277494 , ISBN-13: 978-0989932402)
8	Midterm Exam + How to present a 3D project.	Midterm	No reading is required.
9	Understanding the body proportion Sculpting the basic shapes of the body	T/P	<i>"Anatomy for Sculptors: Understanding the Human Figure"</i> by Uldis Zarins with Sandis Kondrats (Library of Congress Catalog Number: 2013277494 , ISBN-13: 978-0989932402)
10	Adding details to the upper body	T/P	<i>"Anatomy for Sculptors: Understanding the Human Figure"</i> by Uldis Zarins with Sandis Kondrats (Library of Congress Catalog Number: 2013277494 , ISBN-13: 978-0989932402)
11	Adding detail to the lower body	T/P	<i>"Anatomy for Sculptors: Understanding the Human Figure"</i> by Uldis Zarins with Sandis Kondrats (Library of Congress Catalog Number: 2013277494 , ISBN-13: 978-0989932402)
12	Adding outfit to the character Working on topology	T/P	<i>"Anatomy for Sculptors: Understanding the Human Figure"</i> by Uldis Zarins with Sandis Kondrats (Library of Congress Catalog Number: 2013277494 , ISBN-13: 978-0989932402)
13	Adding pose and texture Presenting the character	T/P	<i>"Anatomy for Sculptors: Understanding the Human Figure"</i> by Uldis Zarins with Sandis Kondrats (Library of Congress Catalog Number: 2013277494 , ISBN-13: 978-0989932402)
14	Practice session	T/P	<i>"Anatomy for Sculptors: Understanding the Human Figure"</i> by Uldis Zarins with Sandis Kondrats

			(Library of Congress Catalog Number: 2013277494 , ISBN-13: 978-0989932402)
15	Final Exam Week	Final	No reading is required

Required Course Material(s) / Reading(s)/ Text Book(s)	<p><i>"Anatomy for Sculptors: Understanding the Human Figure"</i> by Uldis Zarins with Sandis Kondrats (Library of Congress Catalog Number: 2013277494, ISBN-13: 978-0989932402)</p>
Recommended Course Material(s)/ Reading(s) /Other	<p><i>"Figure Drawing: Design and Invention"</i> by Michael Hampton (Library of Congress Catalog Number: 2009934443, ISBN-13: 978-0615272818)</p> <p><i>"Force: Dynamic Life Drawing for Animators"</i> by Michael D. Mattesi (Library of Congress Catalog Number: 2002114896, ISBN-13: 978-0240808451)</p> <p><i>"Drawing the Head and Hands"</i> by Andrew Loomis (Library of Congress Catalog Number: 52010224, ISBN-13: 978-0857680976)</p> <p><i>"Figure Drawing: Design and Invention"</i> by Michael Hampton (Library of Congress Catalog Number: 2009934443, ISBN-13: 978-0615272818)</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	Knows the historical development of the field of communication, basic concepts, theories.		X			
2	Knows the basic concepts and terminology related to the field of game design.				X	
3	Has knowledge about the history of computer and video games and developments in this field.		X			
4	Knows game design processes and related applications.					X
5	Has the ability to utilize various disciplines such as communication, art, music, psychology, mythology, cinema, etc. in the game design process.			X		
6	Has the ability to analyse analogue and digital game genres.					X
7	Has the ability to use contemporary game engines and problem solving skills.		X			
8	Has the knowledge of questioning the game designs with an analytic and critical perspective.		X			
9	Has knowledge about media literacy.			X		
10	Has the competence to prepare projects based on ethical principles in game development processes.					X
11	Has the competence to evaluate games as an art form.				X	
12	Has the competence to use game design concepts and methods in related fields such as design, software development and media.					X
13	Has the competence to take part and responsibility in game development teams.			X		
14	Has the competence to collect, analyse and interpret analytical data about games and players.		X			

15	Has the competence to develop and present a digital game project by using game design practices effectively.			X	
16	Evaluates artificial intelligence applications in their 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)	15		4	60
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		30	30
Other				
TOTAL WORKLOAD				125
TOTAL WORKLOAD / 25				-
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.

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

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.

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	Danish Craig
UPDATED	20/02/2026
APPROVED	Assist. Prof. Dr. Yunus Luckinger