

COURSE SYLLABUS

Course Title	Course Code	Semester	Course Hour/Week		Course Hour/Week		Course Hour/Week		Course Hour/Week		Course Hour/Week		Credit	ECTS
3D Character Modelling	GAME 206	IV	TheoryPractice22		3	5								
Course Type	Compulsory Course	Department Elective	Faculty ElectiveUniversit y ElectiveCoHE (YÖK) Elective		Other									
	Х													
Level of Course	Associat (Short	e Degree Cycle)	Underg (First	raduate Cycle)	Graduate (Second /]	e/ Doctoral 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 aims at designin and three-dimensional organ dimensional aspects of an or learn how to make polygon techniques for visual effects outputs.	his course aims at designing a character and turning it into digital sculpting nd three-dimensional organic shapes using Zbrush. By understanding the 3- mensional aspects of an organic object in real and virtual space, students will arn how to make polygon models. Students will also explore sculpting chniques for visual effects or characters for films, games, and 3D printer utputs.					
	Students will able to:		Teaching Methods	Evalutation Methods			
Course Learning Outcomes	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 ZBrush.		Project-Based Learning	mid-term and final submission			



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	Design detailed 3D characters suitable for output in games, animated films, visual effects, and 3D printing.	Project-Based Learning	mid-term and final submission
	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
Course Content	 Sculpting with clay. Understanding concept art. Step-by-step software tutorials Basic methods of sculpting a 3D c Dynamesh, subtools, and adding n Polypainting, texture, hair, skin, an Basic lighting concepts. Camera installation and setup. Rendering options. 	haracter. nesh. nd other materials.	

COURSE OUTLINE/SCHEDULE						
Week	Торіс	Implementati on (theory/practi ce)	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	Т				
2	Understanding concept art. Gathering references. Come up with a character sketch. Introducing the workspace.	T/P	No reading is required.			
3	Project setup. Understanding mesh. Understanding different brushes.	T/P	Lecturer's Slides and Notes			
4	Sculpting a skull Creating the basic shapes of the head	T/P	Lecturer's Slides and Notes			
5	Sculpting the lips and nose	T/P	Lecturer's Slides and Notes			
6	Sculpting the eyes, ears, and hair	T/P	Lecturer's Slides and Notes			



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7	Practice session. Finalizing the head. How to present a 3D project.	T/P	Lecturer's Slides and Notes
8	Midterm Exam		Lecturer's Slides and Notes
9	Understanding the body proportion Sculpting the basic shapes of the body	T/P	Lecturer's Slides and Notes
10	Adding details to the upper body	T/P	Lecturer's Slides and Notes
11	Adding detail to the lower body	T/P	Lecturer's Slides and Notes
12	adding outfit to the character	T/P	Lecturer's Slides and Notes
13	Working on topology	T/P	Lecturer's Slides and Notes
14	Adding pose and texture	T/P	Lecturer's Slides and Notes
15	Presenting the character	T/P	Lecturer's Slides and Notes
16	Practice session	T/P	No reading is required.
17	Final Exam Week	Т	
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Required Course	"Anatomy for Sculptors: Understanding the Human Figure" by Uldis Zarins with
Material(s) / Reading(s)/	Sandis Kondrats
Text Book(s)	(Library of Congress Catalog Number: 2013277494 , ISBN-13: 978-0989932402)



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FACULTY OF COMMUNICATION COURSE SYLLABUS

Recommended Course Material(s)/ Reading(s) /Other	 <i>"Figure Drawing: Design and Invention"</i> by Michael Hampton (Library of Congress Catalog Number: 2009934443, ISBN-13: 978-0615272818) <i>"Force: Dynamic Life Drawing for Animators"</i> by Michael D. Mattesi (Library of Congress Catalog Number: 2002114896, ISBN-13: 978-0240808451) <i>"Drawing the Head and Hands"</i> by Andrew Loomis (Library of Congress Catalog Number: 52010224, ISBN-13: 978-0857680976) <i>"Figure Drawing: Design and Invention"</i> by Michael Hampton (Library of Congress Catalog Number: 2009934443, ISBN-13: 978-0615272818)

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			

COI	CONTRIBUTION OF COURSE LEARNING OUTCOMES TO PROGRAMME LEARNING OUTCOMES				
No	PROGRAMME LEARNING OUTCOMES	Level of Contribution (1- lowest/ 5- highest)			



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		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 analyze analog 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, analyze 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)	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			-
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:



FACULTY OF COMMUNICATION COURSE SYLLABUS

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
UPDATED	4/28/2025
APPROVED	