

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	
	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	<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.
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COURSE OUTLINE/SCHEDULE			
Week	Topic	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	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 (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	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)	<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)
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<p>Recommended Course Material(s)/ Reading(s) /Other</p>	<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>
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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	To know and explain the basic concepts, theories, institutional structures of communication.		X			
2	To know the history of the game industry and the foundational theories of game design, thus, to be able to explain the terms of professions, professional ethical roles and responsibilities of the profession.				X	
3	The ability to follow the technological and socio-cultural developments and understand the impact of these development on the game industry and observe the changes.		X			
4	The ability to take part in international working environments and be able to analyse the international game industry's needs.					X
5	Knowledge of count design, pattern manipulation and terminology for game and production tools.			X		
6	Being able to produce, designs, create and program application works in the production processes related to this profession.					X
7	Knowledge of the basic principles and processes related to the narrative, aesthetics, technical elements of audio-visual animated and interactive content, and distinguishing successful or unsuccessful works with these aspects.		X			
8	The awareness that each design involves social contexts and in some cases, ethical choices, being able to analyse and evaluate these situations.		X			
9	Ability to solve problems using resources to find the best solutions to game development challenges.			X		
10	Ability to create, develop and manage professional workflows,					X
11	Ability to communicate effectively with colleagues, customers, and colleagues in the industry, in a professional context, using written, oral, and up-to-date communication technology.				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