

Course Description					
Name	Code	Semester	T+A Hour	Credit	ECTS
3D ANIMATION APPLICATIONS	YMI4110587	Fall Semester	1+2	2	5
Prerequisites Courses					
Recommended Elective Courses					
Language of Instruction	Turkish				
Course Level	First Cycle (Bachelor's Degree)				
Course Type	Elective				
Course Coordinator	Assoc.Prof. İpek Fatma ERTAN				
Name of Lecturer(s)	Assoc.Prof. İpek Fatma ERTAN				
Assistant(s)					
Aim	The aim of this course is to have technical and aesthetic knowledge about 3D animation, to be able to make designs through various programs used in 3D design and to apply these designs.				
Course Content	This course contains; Meeting, explaining the content of the course, Animation history, types and basic principles, Object designs in Illustrator, Ability to give 3D objects in Photoshop, Introduction to Dimension, 3D object design in Dimension program, Ability to give texture, light, background, camera movements in Dimension program, General Practicing, Introduction to 3D modeling and animation software (Maya), 3D modeling techniques, Organic modeling, Coating, coloring and texturing, Lighting and shading techniques, Creating an object.				
Course Learning Outcomes			Teaching Methods	Assessment Methods	
Produces a basic 3D animation project.			11, 16, 6, 8, 9	A, E, F, H	
Creates character models, animate characters, and character rigging.			10, 11, 16, 6, 8, 9	A, E, F	
Teaching Methods	10: Discussion Method, 11: Demonstration Method, 16: Question - Answer Technique, 6: Experiential Learning, 8: Flipped Classroom Learning, 9: Lecture Method				
Assessment Methods	A: Traditional Written Exam, E: Homework, F: Project Task, H: Performance Task				
Lecture Schedule					
Sequence	Topics	Preliminary Preparation			
1	Meeting, explaining the content of the course				
2	Animation history, types and basic principles				
3	Object designs in Illustrator				
4	Ability to give 3D objects in Photoshop				
5	Introduction to Dimension				
6	3D object design in Dimension program				
7	Ability to give texture, light, background, camera movements in Dimension program				
8	General Practicing				
9	Introduction to 3D modeling and animation software (Maya).				
10	3D modeling techniques				
11	Organic modeling				
12	Coating, coloring and texturing				
13	Lighting and shading techniques				
14	Creating an object				
Evaluation Methods		Weight(%)			
Midterm Exam		40			
General Exam		60			

Resources
Adam Watkins, Getting Started in 3D with Maya: Create a Project from Start to Finish—Model, Texture, Rig, Animate, and Render in Maya Tina O'Hailey, Rig it Right! Maya Animation Rigging Concepts, 2nd edition Eric Keller, Maya Visual Effects The Innovator's Guide: Autodesk Official Press Osipa, J. (2015). Stop Staring: Facial Modeling and Animation Done Right (3rd Edition). Wiley. Parent, R. (2012). Computer Animation: Algorithms and Techniques (3rd Edition). Morgan Kaufmann. Watt, A., & Watt, M. (2008). Advanced Animation and Rendering Techniques: Theory and Practice. Addison-Wesley Professional. Lammers, R. (2018). Understanding Virtual Reality: Interface, Application, and Design. Morgan Kaufmann. Birn, J. (2017). Digital Lighting and Rendering (3rd Edition). New Riders. Kerlow, I. (2017). The Art of 3D Computer Animation and Effects. Wiley. Oliver, D. (2014). Essential CG Lighting Techniques with 3ds Max (2nd Edition). Taylor & Francis. van Sijll, J. (2013). Cinematic Storytelling: The 100 Most Powerful Film Conventions Every Filmmaker Must Know. Michael Wiese Productions.