Course Syllabus

Code - Course Title	**DOT201 - 3D Modeling I**
Course Type	III. SEMESTER
Laboratory + Practice	3+2
ECTS	**6.0**
Language of Instruction	Türkçe
Course Type	Required Courses
Course Instructor(s)	DR. ÖĞR. ÜYESİ EMİN BAKAN

Mode of Delivery	The mode of delivery of this course is face to face.
Prerequisites	There is no prerequisite or co-requisite for this course.
Courses Recomended	There is no recommended optional programme component for this course.
Recommended Resources	Homo Ludens, The Art of Game Design, Fundamentals of Game Design, Game Mechanics: Advanced Game Design
Work Placement	N/A

Course Syllabus

Weeks	Learning Outcomes	Topics	Teaching Methods
Week - 1		Introduction to the concept of 3D modeling, software interface overview	
Week - 2		Introductory modeling with primitive objects	
Week - 3		Polygonal modeling and vertex-edge-face relationships	
Week - 4		Basic editing tools such as extrude, bevel, and inset	
Week - 5		Surface topology and edge loop applications	
Week - 6		Modeling based on reference images	
Week - 7		Hard surface modeling techniques	
Week - 8		Organic modeling and transitional forms	
Week - 9		Low poly modeling and basics of optimization	
Week - 10		Introduction to UV mapping techniques	
Week - 11		Digital sculpting applications	
Week - 12		Basic object animation techniques	
Week - 13		Exporting 3D models to game engines	

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Weeks	Learning Outcomes	Topics	Teaching Methods
Week - 14		Project presentation and evaluation	

Learning Outcomes

#	Learning Outcome
1	Define and use the basic functions of 3D modeling tools
2	Apply different modeling techniques appropriately to the project
3	Create models in accordance with polygonal editing and topology rules
4	Add details to hard and organic surfaces
5	Prepare for UV mapping and texture placement
6	Create and export 3D assets suitable for game engines
7	Apply basic animation and motion techniques

Sustainable Development Goals

No content has been provided.

Course Theme

No content has been provided.

AKTS Workload

Activity	Duration (Hour)	Count	Workload
Teorik Derse Katılım	0	0	0
Sınıf Dışı Çalışma (Ön Hazırlık & Pekiştirme Amaçlı)	0	0	0
Ödevler	0	0	0
Proje - Rapor - Sunum Hazırlama	0	0	0
Ara Sınav Hazırlığı (sınav süresi dahil)	0	0	0
Final Sınavı Hazırlığı (sınav süresi dahil)	0	0	0
Uygulama (Laboratuvar, Müzik/Enstrüman Uygulaması, Atölye/Saha Çalışması vb.)	0	0	0
Staj Uygulaması	0	0	0
		Calculated ECTS	**0**

Assessment Method and Passing Requirements

No content has been provided.

Assessment Method and Passing Requirements	Quamtity	Percentage (%)
1.Midterm Exam	1	10

Assessment Method and Passing Requirements	Quamtity	Percentage (%)
Final Exam	1	40
Homework	1	50
	Sum (%)	**100**