## Course Syllabus

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| **Code - Course Title** | **DOT202 - 3D Modeling II** |
| **Course Type** | IV. SEMESTER |
| **Laboratory + Practice** | 3+2 |
| **ECTS** | **6.0** |
| **Language of Instruction** | Türkçe |
| **Course Type** | Required Courses |
| **Course Instructor(s)** | DR. ÖĞR. ÜYESİ EMİN BAKAN |

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| **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** | | Advanced modeling concepts | |
| **Week - 2** | | Hard-surface and organic modeling comparison | |
| **Week - 3** | | Collecting and analyzing references for modeling | |
| **Week - 4** | | Subdivision modeling and detail processing | |
| **Week - 5** | | Character modeling applications | |
| **Week - 6** | | Surface topology and polygon flow | |
| **Week - 7** | | Environment modeling applications | |
| **Week - 8** | | High-detail model creation (ZBrush) | |
| **Week - 9** | | Retopology techniques | |
| **Week - 10** | | UV editing and preparation processes | |
| **Week - 11** | | Texture and material preparation | |
| **Week - 12** | | Optimization and detection of modeling errors | |
| **Week - 13** | | Modeling portfolio development | |

## Course Syllabus

| Weeks | Learning Outcomes | Topics | Teaching Methods |
|---|---|---|---|
| **Week - 14** | | Project presentations and evaluation | |

## Learning Outcomes

| # | Learning Outcome |
|---|---|
| **1** | Identify and apply advanced 3D modeling techniques |
| **2** | Manage topology, detailing, and retopology processes in character and environment modeling |
| **3** | Use high-detail modeling tools effectively |
| **4** | Optimize modeling projects in accordance with industry standards |
| **5** | Produce original and functional 3D models for portfolio development |

## 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.*