Course Syllabus

Code - Course Title	**DOT206 - Material, Light and Render II**
Course Type	IV. SEMESTER
Laboratory + Practice	2+2
ECTS	**5.0**
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 lighting and rendering concepts	
Week - 2		Types of light sources and their basic properties	
Week - 3		Shading techniques and their impact on visuals	
Week - 4		Material-surface interaction and light responses	
Week - 5		Global illumination and ambient occlusion	
Week - 6		Comparison of render engines	
Week - 7		Real-time rendering techniques	
Week - 8		Post-processing effects	
Week - 9		Setting up lighting systems in game engines	
Week - 10		Conveying atmosphere and emotion with light	
Week - 11		The role of light in storytelling	
Week - 12		Optimization of render outputs	
Week - 13		Render presentations for portfolio purposes	

Course Syllabus

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

Learning Outcomes

#	Learning Outcome
1	Plan and set up appropriate lighting systems for game environments
2	Produce effective outputs by making technical choices among render engines
3	Create atmosphere and narrative using lighting
4	Apply shading and effect techniques to enhance visuals
5	Produce optimized render outputs from both technical and aesthetic perspectives

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.