Course Syllabus

Code - Course Title	**DOT303 - Digital Sculpture**
Course Type	V. SEMESTER
Laboratory + Practice	2+2
ECTS	**5.0**
Language of Instruction	Türkçe
Course Type	Required Courses

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 digital sculpture and its place in game art	
Week - 2		Introduction to digital sculpture software (ZBrush etc.)	
Week - 3		Analysis of organic and inorganic forms	
Week - 4		Working with low and high polygon structures	
Week - 5		Use of layer and masking tools	
Week - 6		Digital carving and basic shaping practices	
Week - 7		Introduction to surface anatomy and basic muscle structure	
Week - 8		Digital anatomy studies (hand, foot, leg)	
Week - 9		Use of reference and formal analysis techniques	
Week - 10		Creating the basic form of a character sculpture	
Week - 11		Detailing of the face and head form	
Week - 12		Detailing and surface processing techniques	
Week - 13		Processes for preparing models suitable for game engines	
Week - 14		Portfolio preparation and digital sculpture presentation	

Learning Outcomes

#	Learning Outcome
1	Use digital sculpting software to perform basic modeling
2	Apply digital production of organic and inorganic structures
3	Use reference and anatomical knowledge in the digital sculpting process
4	Switch between low-poly and high-poly models
5	Produce digital sculpting works that can be integrated into game engines

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.