Course Syllabus

Code - Course Title	**ANİ331 - 3D Motion Design**
Course Type	V. SEMESTER
Laboratory + Practice	3+1
ECTS	**4.5**
Language of Instruction	Türkçe
Course Type	Area Elective Courses
Course Instructor(s)	ARAŞ. GÖR. HALİM YENTÜR

Mode of Delivery	Yüz yüze (Teorik Anlatım + Bilgisayar Laboratuvarı Uygulaması)
Prerequisites	Temel 3B Modelleme ve Animasyon dersini başarıyla tamamlamış olmak.Ayrıca: Bu ders, problem çözme ve soyut düşünme becerilerini gerektirdiğinden, temel matematiksel düşünce yapısına, felsefi sorgulama merakına ve iyi düzeyde bilgisayar okuryazarlığına sahip olmak öğrenme sürecini destekleyecektir.
Courses Recomended	ANI119 Computer-Aided Visual Design I, ANI327 2D Computer Animation I, ANI328 2D Computer Animation II, ANI231 3D Modeling
Recommended Resources	Houdini Apprentice (Free Version) SideFX Official Documentation and Learning Paths
Work Placement	None

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Weeks	Learning Outcomes	Topics	Teaching Methods
Week - 1		Houdini ve Prosedürel Düşünceye Giriş | Intro to Houdini & Procedural Thinking	
Week - 2		Procedural Modeling Basics	
Week - 3		Attributes & Geometry Spreadsheet	
Week - 4		Copying & Instancing	
Week - 5		Keyframe Animation & Channels	
Week - 6		Procedural Animation: Noise & Ramps	
Week - 7		Motion Graphics Effects with Particles (POPs)	
Week - 8		Midterm Project Work & Review	
Week - 9		Intro to Materials & Shading	
Week - 10		Basic Lighting & Cameras	
Week - 11		Rendering Basics (Mantra/Karma) & Preview	
Week - 12		Final Project Development	

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Weeks	Learning Outcomes	Topics	Teaching Methods
Week - 13		Final Project Development & Support	
Week - 14		Final Project Presentations & Critique	

Learning Outcomes

#	Learning Outcome
1	Understands and utilizes the basic interface and node-based workflow of the Houdini software.
2	Creates and manipulates basic geometries using procedural methods.
3	Comprehends the significance of geometry attributes and manages them at a fundamental level.
4	Applies basic procedural animation techniques (e.g., noise, simple expressions) in addition to keyframe animation.
5	Constructs geometric arrangements using copying and instancing techniques.
6	Generates simple dynamic effects utilizing basic particle systems (POPs).
7	Lights, applies materials to, and renders created scenes at a basic level.

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.