Course Syllabus

Code - Course Title	**ANİ456 - Computer Animation Techniques II**
Course Type	VIII. SEMESTER
Laboratory + Practice	3+1
ECTS	**4.5**
Language of Instruction	Türkçe
Course Type	Area Elective 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	https://flippednormals.com/ https://www.blender.org/ https://blendermarket.com/
Work Placement	N/A

Course Syllabus

Weeks	Learning Outcomes	Topics	Teaching Methods
Week - 1		Introduction of Blender Interface	
Week - 2		Subdivision modeling methods	
Week - 3		Modifiers	
Week - 4		Material editor	
Week - 5		Lighting methods	
Week - 6		Node networks and data types	
Week - 7		Character modeling methods for animation	
Week - 8		UV Tools	
Week - 9		Materials	
Week - 10		ReTopology Tools	
Week - 11		Geometry nodes	
Week - 12		Use of geometry nodes in basic animations	
Week - 13		Render settings and camera effects	

Course Syllabus

Weeks	Learning Outcomes	Topics	Teaching Methods
Week - 14		Blender's compositing tools.	

Learning Outcomes

#	Learning Outcome
1	wil be able to define 3D character modeling techniques.
2	design the animatable character modelling methods.
3	define 3D texture mapping 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.