Course Syllabus

Code - Course Title	**ANİ476 - Game Animation 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 YASİN ARSLAN

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 program component for this course.
Recommended Resources	Unreal Engine Oyun motoru ve Blender Programı official web page.

Course Syllabus

Weeks	Learning Outcomes	Topics	Teaching Methods
Week - 1		Introduction and Overview	
Week - 2		Character Rigging in Blender	
Week - 3		Creating Gameplay Animations in Blender	
Week - 4		Introduction to Unreal Engine	
Week - 5		Character Animation in Unreal Engine	
Week - 6		Implementing Locomotion Cycles in Unreal Engine	
Week - 7		Interactive In-Game Animations	
Week - 8		Animation Optimization in Unreal Engine	
Week - 9		Project Development Phase, Review, and Feedback	
Week - 10		Project Development Phase, Review, and Feedback	
Week - 11		Project Development Phase, Review, and Feedback	
Week - 12		Project Development Phase	
Week - 13		Project Development Phase, Review, and Feedback	
Week - 14		Final Project Presentations, General Review and Feedback	

Learning Outcomes

#	Learning Outcome
1	Students will be able to apply the processes of in-game character rigging.
2	Students will be able to produce core gameplay animations.
3	Students will be able to transfer their core gameplay animations into a game engine.
4	Students will be able to manage animation transitions.
5	Students will be able to design and implement animation-triggering scenarios.
6	Students will be able to develop an animation system for a game character.

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	3.00	14	42
Sınıf Dışı Çalışma (Ön Hazırlık & Pekiştirme Amaçlı)	0.00	0	0
Ödevler	2.00	14	28
Proje - Rapor - Sunum Hazırlama	1.00	8	8
Ara Sınav Hazırlığı (sınav süresi dahil)	8.00	1	8
Final Sınavı Hazırlığı (sınav süresi dahil)	16.00	1	16
Uygulama (Laboratuvar, Müzik/Enstrüman Uygulaması, Atölye/Saha Çalışması vb.)	1.00	14	14
Staj Uygulaması	0.00	0	0
		Calculated ECTS	**4.5**

Assessment Method and Passing Requirements

No content has been provided.