

Course title	Code	semester	T+U	credit	ECTS
Computer Graphics 1		3	3+0	3	4
Prerequisite Courses	None				
Language of the Course	English				
Course Level	Undergraduate				
Type of Course	Optional				
Course Coordinator					
Instructors					
Course Assistants					
The aim of lesson	This course will help the student to understand the general logic of the 3Ds Max program, to understand this program. to use effectively in modeling and Modeling competence through 3DsMax in the projects to be created to enable them to use their own original models in their projects by aims to				
Course Content	3DS MAX Interface, MainTaoolbar, Components, Spline Modeling, Mesh Modeling, Polygon Modeling, Modifiers				
Course Learning Outcomes	<ol style="list-style-type: none"> 1. To know and know the interface of the 3DsMax program, 2. Knowing and using ViewPort, MenuBar, CommandPanel, MainToolbar menus effectively 3. Being able to create 3D visual content is the pre-qualification output of this course. 				
Weeks	Topics				
one	3DsMax Program overview				
2	Overview of the 3DsMax interface				
3	Detailed usage of MainToolbar and tools on it				
4	How to use the Navigation Panel and its shortcuts.				
5	3DsMax Object Components.				
6	Spline Modeling with 3DsMax				
7	3D objects in 3DsMax,				
8	Mesh Modeling with 3DsMax				
9	Polygon Modeling technique with 3DsMax.				
10	Polygon Modeling with 3DsMax				
11th	Mesh Smooth Modifier				
12	Using the render window,				
13	Technique of coating 3D materials with Vray Materials				
14	Texture dressing of 3D objects				
15	Texture dressing of 3D objects				
General Competencies					
Modeling and rendering objects with 3DS Max.					
resources					
Ali Murat Sürmen, Interior and Exterior Modeling with 3DS Max, KODLAB, 2019. Şerife Demir, 3DS Max Architectural Modeling, KODLAB, 2020. Ali Murat Sürmen, Character Modeling and Texturing with 3DS Max, KODLAB, 2017.					
Evaluation System					
The dates, days and hours of the Midterm Exam, Quiz, Final Exam and Evaluations will be announced later, according to the decision of the Faculty Administrative Board.					

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WITH PROGRAM LEARNING OUTCOMES COURSE LEARNING OUTCOMES RELATIONSHIP TABLE											
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11
LO1	3	5	5	5	4	4	4	5	5	4	4
LO2	4	4	4	5	5	3	3	3	5	4	5
LO3	5	5	5	4	5	3	5	4	3	3	3
LO: Learning Outcomes OP: Program Outcomes											
Contribution Level	1 Very Low		2 Low		3 Medium		4 High		5 Very High		

Relation of Program Outcomes and Related Course

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11
Introduction to Software Engineering	4	5	5	5	5	3	4	4	4	4	4