

Course title	Code	semester	T+U	credit	ECTS
Computer Graphics 2		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 aims to teach the student the techniques used for animation and rendering with the 3Ds Max program.				
Course Content	Animation basics, animation types, MassFX, scripting, rendering, bone system				
Course Learning Outcomes	<ol style="list-style-type: none"> 1. To know the animation features of the 3DsMax program 2. Creating physical animation with MassFX 3. To be able to use the bone system for character animation . 				
Weeks	Topics				
one	Introduction to Animation				
2	Animation Types				
3	Animation with Key Points				
4	Animation with Formula Definition and Interaction				
5	Animation with Reactor and Dynamics Sistmei				
6	Animation with Particle System				
7	Script Usage				
8	MassFX				
9	Particle Systems				
10	Motion Rendering				
11th	Character Animation Basics				
12	Mobilization with the Bone System				
13	Creating a Sample Animation				
14	Project Presentations				
15	Project Presentations				
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.					

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
Computer Graphics 2	4	5	5	5	5	3	4	4	4	4	4