ANTALYA BİLİM ÜNİVERSİTESİ

DEPARTMENT OF INTERIOR ARCHITECTURE AND ENVIRONMENTAL DESIGN

Course Code	Course Name	Year/Semester	Theory	Practice	Credits	ECTS
IAED 3151	Digital Aided Presentation Techniques	2025-2026 / Fall	3	0	3	4

Level of Course: Undergraduate

Course Type: Area Elective

Language of Instruction: English

Course time: Monday 09.30-12.30

Course classroom: B2-01

Mode of Delivery: Presentation, Assignments

Prerequisites and Co-requisites: None

Course Coordinator:

Name of Lecturer(s): Lec. Kadir Emre BAKIR

Course Teaching Assistant:

Course Objectives: Introduction and providing fundamental knowledge to digital presentation techniques and their applications.

Course Description: The aim is to equip students with fundamental knowledge of virtual presentation techniques. 3D Models can be converted into other formats that let designers see, explore and present their model from human scale by using software such as Twinmotion and Enscape. The course focuses mainly on real-time rendering rather than rendering still frames or creating animations.

Learning Outcomes: **Upon successful completion of the course, students will be able to:**

- Students will be able to recognize trends of virtual presentation.
- Students will be able to use modeling tools that are complied with real-time renderers.
- Students will be able to convert their models into different formats by using real-time renderers.
- Students will be able to enhance their presentation techniques through real-time renderers.

Language: The course and discussions will be in English.

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Text Books: -

**Recommended Text
Books:**

                                         -

For the terminology: _

Reading Text books:

**Planned Learning Activities
and Teaching Method:**

Learning/Teaching Method: The expected learning outcomes for the course will be assessed through: Class hour submissions, a Midterm Exam, Final Project and Class discussions and feedback.

Assignments: Students are required to complete and submit assignments for both in class exercise and home works according to syllabus.

Class Participation: Regular attendance of all enrolled classes is expected. Do not be late to the class. Attendance will be taken through your signature within the first 15 minutes of the class; if you come later you will be considered absent. At the end of the Semester, your attendance will be reported on UBS system. Attendance is compulsory and in case of absenteeism of more than 30%, the system will automatically grade you "FX". If you miss a class, it is your responsibility to 'make up' all work, including items discussed in class. Class contribution will be measured in terms of quality not quantity. If you need to leave early for whatever reason, you should exercise politeness and notify your professor at the commencement of the session.

Academic integrity & plagiarism: Academic integrity is the pursuit of scholarly activity based on the values of: honesty, trust, fairness, respect and responsibility. Practicing academic integrity means never plagiarizing or cheating, never misrepresenting yourself, never falsifying information, never deceiving or compromising the work of others. Basically this means, either intentionally or unintentionally, using the words or ideas of someone else without giving credit, it's strictly forbidden.

Use of Artificial Intelligence (AI):
Students are permitted to use artificial intelligence (AI) tools (such as ChatGPT, Grammarly, etc.) for grammar correction and academic writing improvement throughout their work. However, AI-generated original content (e.g., analysis, paragraph writing, conceptual description, etc.) must not exceed 20% of the submitted material.
In any case where AI tools are used, students are required to include a clear declaration within the assignment/report/submission. This declaration must include the name of the AI tool/model used, the specific purpose, and a brief explanation of how it contributed to the work.
Example declaration:
"I used ChatGPT-4 for proofreading and restructuring the introductory paragraph."

Failure to declare the use of AI tools when applied will be treated as a violation of academic integrity and plagiarism policies and may result in disciplinary action.

Course Text books: There is no specific textbook for this course.

Key Works: In this course, lectures and assignments mainly focus on preparing students to the professional life and presenting 3D models by using Real-Time Renderers.

Specific Rules:

1. **Be punctual. Punctuality is a sign of respect toward yourself and the others.**
2. Show respect for all the people and property around you.
3. Be responsible for your actions and meet all expectations.
4. Follow directions the first time they are given.
5. Students should raise their hand to signal a question or to answer a question.
6. Students should use the Internet at school for academic purposes only.
7. It is forbidden to record classes with any type of device.

Communication: Students are encouraged to visit the lecturer during his/ her office hours. If you cannot make it to announced office hours, please make individual arrangements via e-mail. However, do not expect the lecturer and the research assistant to respond at length via e-mail to questions of content, definition of terms, grading questions etc. If you have a question that requires a substantive response, please set up an appointment to speak with one of us.

Course Contents*:
(Weekly Lecture Plan)

Date	Week	Chapter Topic	Take-home exercise
22.09.25	1	**Introduction to Real-Time Rendering** - What is Real-Time Renderers and -3D modelling software that are complied with Real-Time Renderers	Further Research, online tutorials
29.09.25	2	**SketchUp + Twinmotion** -Creating a basic 3D model in SketchUp Web -Downloading and installing Twinmotion EDU version	Further Research, online tutorials
6.10.25	3	**Importing SketchUp model to Twinmotion** - File formats for importing -General settings after importing	Further Research, online tutorials
13.10.25	4	**Materials in Twinmotion** -Material Library -Applying materials to model objects -Creating custom materials and material settings	Further Research, online tutorials

Date	Week	Topic	Notes	
20.10.25	5	**Lights in Twinmotion** -Adding lights to imported model -Light settings	**Assignment 1:** Will be announced during the course Further Research, online tutorials	
27.10.25	6	**Twinmotion Object Library** -Adding objects from library	Further Research, online tutorials	
03.11.25	7	**General Review/Q&A before Midterm Submission**	Further Research, online tutorials	
	8	**MIDTERM EXAM WEEK**		
17.11.25	9	**Phases in Twinmotion** -Creating phases -Assigning model objects to phases	Further Research, online tutorials	
24.11.25	10	**Export Options in Twinmotion** -Frame renders	Further Research, online tutorials	
01.12.25	11	**Export Options in Twinmotion** -Animations	Further Research, online tutorials	
08.12.25	12	**Export Options in Twinmotion** -Twinmotion Presenter	Further Research, online tutorials	
15.12.25	13	**Introduction to Enscape** -Adding lights -Adding assets (furniture, equipment etc.)	**Assignment 2:** Will be announced during the course Further Research, online tutorials	
22.12.25	14	**Exporting Enscape project as .exe file** -Experiencing Enscape .exe file	Further Research, online tutorials	
29.12.25	15	**General Review before Final Submission**	N/A	
			FINAL PROJECT	

* PLEASE NOTE: Details of the syllabus and course schedule are subject to minor changes that will be announced in class and posted on Blackboard website.

Grading: Midterm and final exam responses will be evaluated for accuracy, thoughtfulness and clarity be evaluated for content, quality of ideas and clarity of presentation (including both writing and graphics). **If total assessment grade is lower than 50, student needs to repeat the course.**

Assessment Methods and Criteria :

METHODS	EFFECTS ON GRADING
Assignments	%20
Midterm Submission	%30
Final Submission	%50
	%100

ECTS Workload Table :

ACTIVITIES	NUMBER	HOUR	WORKLOAD

4

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Lectures	14	3	42
Assignments	2	9	18
Self-study for Midterm Submission	1	15	15
Self-study for Final Submission	1	25	25
Total Workload	**0**	**0**	**100**
Total workload/30			**100/25**
ECTS			**4**

GRADING AND EVALUATION

The students' progress will be evaluated throughout the semester.
Grade Scale:

GRADE	MARKS	VALUE
A+	-	
A	95-100	4.00
A-	85-94	3.70
B+	80-84	3.30
B	75-79	3.00
B-	65-74	2.70

GRADE	MARKS	VALUE
C+	60-64	2.30
C	55-59	2.00
C-	50-54	1.70
D+	45-49	1.30
D	40-44	1.00
F	0-39	0.00