

PART I ( Senate Approval)							
Offering School	Antalya Bilim University-Faculty of Fine Arts and Architecture						
Offering Department	Interior Architecture and Environmental Design						
Program(s) Offered to	Interior Architecture and Environmental Design					Must	
Course Code	IAED 3105						
Course Name	Computer Aided Modelling						
Language of Instruction	English						
Type of Course	Theory+ Practice						
Level of Course	Undergraduate						
Hours per Week	Lecture:1	Laboratory:	Recitation:	Practical: 2	Studio:	Other:	
ECTS Credit	3						
Grading Mode	Letter Grade						
Pre-requisites	IAED 1102 Technical Drawing II						
Co-requisites	None						
Registration Restriction	Students who have not successfully completed the IAED 1102 course cannot take this course.						
Educational Objective	Introduction and providing comprehensive knowledge with practices to 3D modelling and rendering software.						
Course Description	The main purpose of this course is to furnish students with comprehensive knowledge of 3ds Max modelling and rendering software. 3D models and presentations ease students to express their designs.						
Learning Outcomes	LO1	Students will be able to recognize 3ds Max interface.					
	LO2	Students will be able to recognize different modelling methods in 3ds Max.					
	LO3	Students will use modelling techniques in advance level.					
	LO4	Students will be able to express their design ideas through 3D models.					
	LO5	Students will have comprehensive knowledge about different renderers.					
PART II ( Faculty Board Approval)							
Basic Outcomes (University-wide)		<b>Program Outcomes</b>	<b>LO1</b>	<b>LO2</b>	<b>LO3</b>	<b>LO4</b>	<b>LO5</b>
	PO1	Ability to communicate effectively and write and present a report in Turkish and English.					
	PO2	Ability to work individually, and in intra-disciplinary and multi-disciplinary teams.					
	PO3	Recognition of the need for life-long learning and ability to access information, follow developments in science and technology, and continually reinvent oneself.					
	PO4	Knowledge of project management, risk management, innovation and change management, entrepreneurship, and sustainable development.					
	PO5	Awareness of sectors and ability to prepare a business plan.					
	PO6	Understanding of professional and ethical responsibility and demonstrating ethical behavior.					
Faculty Specific Outcomes	PO7	Gain the ability of conceptualizing, applying, analyzing, synthesizing and evaluating information effectively (Critical Thinking).					
	PO8	Produce innovative ideas and products with creativity (Creativeness).					
	PO9	Gain the ability of leadership, entrepreneurship and self-leadership skills (Leadership and Entrepreneurship).					
	PO10	Care about the ethical values and principles; behave in accordance with these in professional and social life (Ethical Behavior).					
	PO11	Understand, define and reach the information that they need; use information effectively and share it with others (Information Literacy).					
	PO12	Use information effectively and communication technologies while learning, and can share their knowledge and experience with others using technology and visual means (Information and Communication Technology Literacy).					

<b>Discipline Specific Outcomes (program)</b>	<b>PO13</b>	Global Context: To have a global perspective and consider social, cultural, economic, and ecological contexts in all areas of work.						
	<b>PO14</b>	Collaboration: To have the ability to collaborate with disciplines that the field interacts with.						
	<b>PO15</b>	Business Practice and Professionalism: To understand the principles, processes, and responsibilities that define the value of the profession to society.						
	<b>PO16</b>	Human-Centered Design: To integrate physical, social, and cultural dimensions of the built environment, considering human experience and behavior in the design process through analysis.						
	<b>PO17</b>	Design Process: To creatively solve a design problem using all aspects of the design process.						
	<b>PO18</b>	Communication: To have the ability to express and present ideas and thoughts effectively through verbal, written, and visual means, including in English, throughout the design and implementation process.						
	<b>PO19</b>	History: To have knowledge of the history of the profession and make design decisions sensitive to cultural heritage and historical/natural environments.						
	<b>PO20</b>	Design Elements and Principles: To be proficient in adopting design elements and principles in design approaches.						
	<b>PO21</b>	Light and Color: To apply principles and theories related to light and color in terms of environmental impact and human comfort effectively.						
	<b>PO22</b>	Products and Materials: To have knowledge of production, assembly, and maintenance requirements of interior fixtures, materials, and accessories, and to gain the ability to make selections and applications based on aesthetic, ergonomic, safety, and cost criteria.						
	<b>PO23</b>	Environmental Systems and Human Comfort: To apply principles related to environmental impact and human comfort, including acoustics, thermal comfort, indoor air quality, plumbing systems, and waste management.						
	<b>PO24</b>	Construction/Building/Structure: To understand the relationship between interior construction and its connection to basic building construction and systems.						
	<b>PO25</b>	Regulations and Guidelines: To be proficient in applying laws, regulations, and standards related to professional practice, including sustainability, fire safety, construction, materials, accessibility, intellectual and industrial property rights, and incorporating them into the design process.						

**PART III (Department Board Approval)**

<b>Course Subjects, Contribution of Course Subjects to Learning Outcomes, and Methods</b>	<b>Subject</b>	<b>Week</b>	<b>Subject Explanation</b>	<b>LO1</b>	<b>LO2</b>	<b>LO3</b>	<b>LO4</b>	<b>LO5</b>
	<b>S1</b>	1	Introduction to 3Ds Max - GUI (Graphical User Interface) - Units - Navigation					
	<b>S2</b>	2	Creating and editing objects - Create Menu - Edit, Position, Move, Rotate, Scale - Pivot - Object Views - Groups					
	<b>S3</b>	3	Spline Modelling - Snaps - Copy, Array, Mirror, Align - 2D Objects - Extrude - Geometry Menu: Vertex, Segments, Spline					
	<b>S4</b>	4	2D Modifiers - Edit Spline - Extrude, Bevel, Lathe, Fillet, Chamfer, Bevel profile, Trim, Extend					

<b>for Assessing Learning of Course Subjects</b>	S5	5	Polygon/ 3D modelling tools - Edit Poly: Vertex, Edge, Border, Polygon, Element					
	S6	6	Polygon modelling menus - Edit Poly: Geometry Menu					
	S7	7	Compound Objects -Proboolean General Practice before Midterm					
	S8	8	Midterm					
	S9	9	Modifiers - Bend, Noise, Slice, Turbo Smooth, Taper, Twist, FFD					
	S10	10	Materials - Material Editor - UVW Map					
	S11	11	Lights					
	S12	12	Cameras					
	S13	13	Render Settings					
	S14	14	General Review before Final					
	S15	15	General Review before Final					
	<b>Assessment Methods, Weight in Course Grade, Implementation and Make-Up Rules</b>	No	Type		Weight	Implementation Rule		Make-Up Rule
		A1	Midterm Project		30%	Midterm project submissions will be evaluated for accuracy, visual perception and 3dsMax knowledge.		
		A2	Assignments and Participation		20%	Assignments will be evaluated for content and clarity of presentation (including both writing and graphics)		
		A3	Final Project		50%	Final project submissions will be evaluated for accuracy, visual perception and 3dsMax knowledge.		
<b>TOTAL</b>							<b>100%</b>	
<b>Evidence of Achievement of Learning Outcomes</b>	Students will demonstrate learning outcomes through weekly homework, in-class assignments, Midterm and Final submissions.							
<b>Method for Determining Letter Grade</b>	Upon successful completion of all assessment methods, the total scores will be averaged and converted into a final letter grade using the following percentages and grading criteria.							
	ASSESSMENT METHOD	EFFECT ON GRADING			GRADE	MARKS	GRADE	MARKS
	Assignments and Participation	20%			A+	-	C+	60-64
	Midterm project	30%			A	95-100	C	55-59
	Final exam	50%			A-	85-94	C-	50-54
					B+	80-84	D+	45-49
					B	75-79	D	40-44
				B-	65-74	F	0-39	
<b>Teaching Method, Student Work Load</b>	No	Method	Explanation			Hours		
	Time expected to be allocated by instructor							
	1	Lecture+Practice	Screen shared practical lecturing and guide for practice of the students.			14x1=14 14x2=28		
	Time expected to be allocated by student							
	2	Assignments and Participation				4x2=8		
	3	Midterm Project Preparation				1x10=10		
	4	Final Project Preparation				1x15=15		
<b>TOTAL</b>						<b>75 hours</b>		
<b>IV. PART</b>								
<b>Instructor</b>	Name	Asst. Prof. Dr. Başak KARADUMAN						
	E-mail	<a href="mailto:basak.karaduman@antalya.edu.tr">basak.karaduman@antalya.edu.tr</a>						
	Phone Number							
	Office Number							
	Office Hours	6 hours (according to school semestre)						
<b>Course Materials</b>	Mandatory							
	Recommended	Architectural Rendering with 3ds Max and V-Ray: Photorealistic Visualization, Markus Kuhlo, 2010. Y. E., (2004), Architecture's New Media: Principles, Theories and Methods of Computer-Aided Design, MIT Press					Kalay	

<b>Other</b>	<b>Scholastic Honesty</b>	Violations of scholastic honesty include, but are not limited to cheating, plagiarizing, fabricating information or citations, facilitating acts of dishonesty by others, having unauthorized possession of examinations, submitting work of another person or work previously used without informing the instructor, or tampering with the academic work of other students. Any form of scholastic dishonesty is a serious academic violation and will result in a disciplinary action.
	<b>Students with Disabilities</b>	Reasonable accommodations will be made for students with verifiable disabilities.
	<b>Safety Issues</b>	Security is provided by the Rectorate's occupational health and safety specialist.
	<b>Flexibility</b>	Circumstances may arise during the course that prevents the instructor from fulfilling each and every component of this syllabus; therefore, the syllabus is subject to change. Students will be notified prior to any changes.

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