

COURSE INFORMATION FORM	
Faculty/ Institute	Faculty of Fine Arts and Architecture
Department	Department of Industrial Design
Course Code	EUT 317A
Course Title	Computer Aided Product Design II
Language	English
Program	Industrial Design Undergraduate Program
Course Type	Must
Course Level	
Course ECTS	2
Prerequisites	None
Course Catalogue Description	This course includes the topics that would provide a basis for computer aided design, visualization and animation applications that is required for industrial design discipline. The main topics which the course focuses on are the modeling, presentation and visualization of design ideas via computer aided design softwares. The basics principles of 3D modeling softwares and their contribution to both designers and industrial design discipline.
Course Objectives	The main aim of the course is to help students visualize their design ideas via 3D CAD softwares and present them on digital platforms.
Course Learning Outcomes	At the end of the course, student are expected to gain a full understanding on computer aided design, visualization and animation topics, utilize 3Ds Max software for design and visualization of design ideas and also present 3D digital models both on printed and digital platforms.
Resources and References	No reference book is required. Cusson R., Learning Autodesk 3ds Max Design 2010: Essentials: The Official Autodesk 3ds Max Training Guide, Focal Press Gerhard M., Harper J., and McFarland J., Mastering Autodesk 3ds Max Design 2010, Sybex 2009
Course Grading	Grade Points
Attendance	10*
Laboratory	
Applications	
Field Study	
Tasks	40
Presentations	
Projects	
Seminars	
Midterms	20
Quiz	
Final	30
Total	100
	Attendance is taken in every class. Students who do not attend more than 20% of all classes fail and have to repeat the course. The course progresses through the class exercises and assignments. Students are required to submit class exercises in the same day and weekly assignments before next week's course hour. ASSIGNMENTS THAT ARE SUBMITTED LATER THAN TWO WEEKS ARE NOT ACCEPTED. Submission format for the file names has to be as NameSurname_AssignmentName.
Weekly Outline	Topics
1	Introduction to 3Ds Max software, assessment of the expectations of students from the course and their existing knowledge related to the course. Introduction to the interface of 3Ds Max software, its similarities and differences ac compared to other softwares. Class exercise 1, ASSIGNMENT 1
2	Introduction to 3Ds Max software and its interface; explanation of commands, cursor and viewport navigation features, shortcuts. Modelling elements point, line, surface and mesh and their features. Class exercise 2, ASSIGNMENT 2
3	Modelling methods with basic primitives modelleme; modelling of sample objects using various basic geometries and the examination of everyday objects in terms of 3D modelling. Class exercise 3, ASSIGNMENT 3
4	Modelling methods with Mesh ve Polygon Editing; modelling of basic objects with Mesh and Polygon. Class exercise 4, ASSIGNMENT 4
5	Box Modeling Exercises -1 Modelling exercises based on box model and mesh modifier exercises. Class exercise 5, ASSIGNMENT 5
6	Box Modeling Uygulamaları -2 Kutu modeli üzerinden yola çıkarak modelleme uygulamaları ve mesh modifier çalışmaları. Class exercise 6, ASSIGNMENT 6
7	Mid-term project -1 Modelling of an everyday object by using box modelling tools.
8	Material, texture and mapping methods. Class exercise 7, ASSIGNMENT 7
9	Basic animation techniques. Class exercise 8, ASSIGNMENT 8
10	Design visualization 1 making 2D rendering from a 3D model by using lights, shadows, material and texture application methods Class exercise 9, ASSIGNMENT 9
11	Design visualization 2 (V-ray) Photo realistic render creation, indirect illumination and V-ray materials and their settings. Class exercise 10, ASSIGNMENT 10
12	Final project Making photo-realistic renderings of student projects and their presentation with animation.