



Меѓународен Универзитет Визион - International Vision University  
 Universiteti Ndërkombëtar Vizion - Uluslararası Vizyon Üniversitesi

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### DERS İZLENESİ (SYLLABUS)

COURSE NAME	COURSE CODE	SEMESTER	COURSE LOAD	ECTS
COMPUTER ANIMATION	CEN-4010	8	180	6

Prerequisite(s)	None
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Course Language	Macedonian, Turkish, English
Course Type	Required
Course Level	First Cycle
Course Lecturer	
Course Assistants	
Classroom	
Extra-Curricular Office Hours and Location	

Course Objectives	Upon completion of the course, students are expected to be trained in basic methods for productively creating computer-based animations, working in animation applications, and being able to independently model, texture, rip, illuminate, animate, render, and compose digital scenes.
Course Learning Outcomes	The student understands the basics of computer graphics. Basic principles of 3D space, description of digital scenes, hierarchical organization, polygonal geometry, modeling of digital objects and characters, NURBS modeling, deformation of objects, rigging of bodies and characters, principles of animation, animation of digital characters, shading and object texturing, UV coordinates, digital scene lighting, cameras, scripting and automation, composing and post-production.
Course Contents	Topics covered in this course are: basic hardware and software, computer graphics, 2D and 3D routing and modeling, projections, visual trim, crop, lighting and shading. Students will learn how to use graphics software to create graphics.

## WEEKLY SUBJECTS AND RELATED PREPARATION STUDIES

<b>Week</b>	<b>Subjects</b>	<b>Related Preparation</b>
<b>1</b>	Basic principles of 3D space	Related Chapters of Course Sources
<b>2</b>	Description of digital scenes	Related Chapters of Course Sources
<b>3</b>	Hierarchical organization	Related Chapters of Course Sources
<b>4</b>	Polygonal geometry	Related Chapters of Course Sources
<b>5</b>	Modeling of digital objects and characters	Related Chapters of Course Sources
<b>6</b>	NURBS modeling	Related Chapters of Course Sources
<b>7</b>	Mid-term Exam	Related Chapters of Course Sources
<b>8</b>	Deformation of objects	Related Chapters of Course Sources
<b>9</b>	Rigging of bodies and characters	Related Chapters of Course Sources
<b>10</b>	Principles of animation	Related Chapters of Course Sources
<b>11</b>	Animation of digital characters, shading and object texturing	Related Chapters of Course Sources
<b>12</b>	UV coordinates	Related Chapters of Course Sources
<b>13</b>	Digital scene lighting	Related Chapters of Course Sources
<b>14</b>	Cameras, scripting and automation, composing and post-production	Related Chapters of Course Sources
<b>15</b>	Final Exam	Related Chapters of Course Sources

## ECTS / WORKLOAD TABLE

Presentation / Seminar			
Hours for off-the-classroom study (Pre-study, practice)	14	3	42
Midterm Exam	1	12	12
Final examination	1	14	14
<b>Total Work Load</b>			
<b>ECTS</b>		<b>6</b>	

## GENERAL PRINCIPLE RELATED WITH COURSE

Dear students,

You need to be included in the flow, please follow the course of learning and using that to achieve our success you deserve, you need to practice every day on topics that are covered by the course. It takes practice reading basic and auxiliary literature that is strictly recommended. You should visit classes course I need to make an effort to visit all the professors' lectures. Your activity on the session will be assessed by your professors and the Battle active participant in the discussions that will take place during the time. Students visiting lectures for all at the end if an additional 15 points.

## SOURCES

COMPULSORY LITERATURE		
No	Name of the book	Author's Name, Publishing house, Publication Year
1	Computer Animation: Algorithms and Techniques 3rd Edition	Rick Parent AMAZON,2011
2	Computer Animation: Algorithms and Techniques 3rd Edition	Rick Parent NEWNES,2011
3	Animasyon'un Kutsal Kitabı	Maureen Furniss , Karakalem Kitabevi Yayınları , 2013.

ADDITIONAL LITERATURE		
No	Name of the book	Author's Name, Publishing house, Publication Year
1	Grafik ve Animasyon Tüm Grafik Bilgilerini Edinmek, Animasyon ve Web Sayfası Hazırlamak İsteyenlere	Zehra Alakoç Burma SEÇKİN,2013
2		
3	Caught Between Worlds: A Computer Animation Vision	Beny Tchaicovsky , Zoe Productions 2010

### EVALUATION SYSTEM

<b>Underlying the Assessment Studies</b>	<b>NUMBER</b>	<b>PERCENTAGE OF GRADE</b>
Attendance/Participation	15	% 10
Project / Event	1	%20
Mid-Term Exam	1	%35
Final Exam	1	%35
<b>TOTAL</b>	<b>17</b>	<b>%100</b>

### ETHICAL CODE OF THE UNIVERSITY

In case students are cheating on exams or preparation the same, it is not making reference to the source to be used in studies, as for example in assignments, projects and presentation (plagiarism), in accordance with legislations by Ministry of Education and Science of the Republic of Macedonia and International Vision University, apply relevant disciplinary rules. International Vision University students are expected never attempts in this kind of behavior.