

## 2. SEMESTER

Code and Name of Course	<b>BTA 105 Industrial Design - I</b>
<b>Course Catalog Description (Content)</b>	Within the scope of ers, theoretical explanation and application for the product design process in the field of industrial design will be explained with variables related to the design process. The use of software that serves two and three dimensional visual and audio product expression techniques will be provided as a course output. Ability to develop methods for industrial product design and computer-aided design will be gained with this course. (Modeling with Fusion 360 program will be explained in this course)
<b>Week</b>	<b>Weekly Subjects</b>
1	Design history - the relationship between design and art
2	Starting product design
3	the role of research in design
4	Product design process stakeholders
5	Determining the target audience - Target audience - Needs relationship
6	Industry, product, product design concepts
7	Product - Market relationship
8	Midterm
9	The effect of psychological factors on the design of a new product
10	The effect of sociological effects on the design of a new product
11	Determining the target audience
12	Corporate identity, national identity, design policies
13	Model-Presentation Techniques
14	Final project
15	Final project
16	Final Project
	<b>BTA 106 Animation Techniques - I</b>
	Recognition of the basic elements that make up animation and the historical development process of animation are included in this course. It is aimed to comprehend the animation production techniques with sample analysis, to prepare a visual scenario draft and to realize it as a computer-aided. As an outcome of the course, animation design software will be acquired at a basic level and the ability to interpret the methods of the animations experienced will be gained. (In the 3DMax program, animation design is included in the course)
<b>Week</b>	<b>Weekly Subjects</b>
1	Animation Techniques and 12 Animation Principles
2	Computer program tools
3	Basic animation principles in the related program
4	Basic animation principles in the related program
5	Object and character

6	Sample animation analysis
7	Application
8	Midterm
9	Application
10	Walking animation
11	Walking animation
12	Emotion in character
13	Emotion in character
14	Introduction to advanced character animation
15	Introduction to advanced character animation
16	Final
Code and Name of Course	<b>BTA 107 Computer Aided Design - II</b>
Course Catalog Description (Content)	The development of technical skills in vector and pixel-based design programs, the basis of which is used for the logic of use in the Computer Aided Design-I course, is aimed with this course, which is a continuation course. It is aimed to provide professionalism in computer aided production with application projects. The main goal of this course is to master the design software that is widely used, to increase the ability to work and produce products by using different design programs simultaneously. (Mastering the 3DMax program will be developed as part of the course)
Week	<b>Weekly Subjects</b>
1	Explaining the terms and obligations of the students about the courses. Introduction to 3DS Max
2	3DS Max Interface Introduction
3	3D Week Basic Objects
4	Modeling with 2D Shapes
5	Use of Ready-Made Objects
6	Advanced Modeling Techniques (Patch Modeling)
7	Advanced Modeling Techniques (Poly Modeling)
8	Midterm Exam
9	Advanced Modeling Techniques (Blue Print Modeling)
10	Mental Ray Materials and Rendering Techniques
11	Lighting with Mental Ray, Camera Settings and Rendering Techniques
12	Materials Settings with V-Ray
13	Lighting with V-Ray, Camera Settings
14	Render Techniques
15	Practice
16	Final
Code and Name of Course	<b>BTA 108 Technical Drawing - II</b>
Course Catalog Description (Content)	In this course, the principles of technical drawing in computer environment will be taught. (Mastering the Autocad 2D and 3D program will be developed within the scope of the course)
Week	<b>Weekly Subjects</b>
1	Computer aided design (CAD) and introduction to Autocad.

2	Basic Autocad commands
3	Geometric drawing commands
4	Geometric drawing commands
5	Editing Procedures
6	Dimensioning Commands
7	Appearance Drawings
8	Midterm Exam
9	Appearance Drawings
10	Isometric Drawing
11	Commands
12	Advanced Commands
13	Three Dimensional Modeling
14	Three Dimensional Modeling
15	Three Dimensional Modeling
16	Final