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| **COURSE INFORMATION** | | | | | |
| **Course Title** | *Code* | *Semester* | *L+P Hour* | *Credits* | *ECTS* |
| Experimental Illustration Studio | GRA 607 | 1 | (3+0) | 3 | 15 |

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| **Prerequisites** | - |

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| **Language of Instruction** | Turkish |
| **Course Level** | Doctorate |
| **Course Type** | Elective |
| **Course Coordinator** | Assistant Prof. Gürbüz Doğan Ekşioğlu |
| **Instructors** | Assistant Prof. Gürbüz Doğan Ekşioğlu |
| **Assistants** |  |
| **Goals** | The aim of the course is to teach experimental illustration techniques, digital medium, the fundamentals of coloring, adjusting light, creating dimension and planning composition for experimental illustrations. |
| **Content** | In Experimental Illustration Studio course, the difference between traditional and digital, experimental illustration, the efficiency of digital, experimental illustration in current design business environment are explained through international examples and presentations. They learn using the recent computer software in terms of creating digital illustrations. They apply drawing, coloring, adding texture and environment digitally. This course is an elective course specifically for graphic design students aim to work in the illustration field. |

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| **Learning Outcomes** | **Program Learning Outcomes** | **Teaching Methods** | **Assessment Methods** |
| Ability to produce original artworks | 1, 5 | 1,2,3 | A,C |
| Ability to research, analyze and evaluate the field of graphic design | 3, 10 | 1,2,3 | A,C |
| Ability to use current technological tools in graphic design | 7, 9 | 1,2,3 | A,C |
| Ability to present works effectively | 2, 4 | 1,2,3 | A,C |

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| **Teaching Methods:** | 1 Lecture 2:Problem Solving 3:Discussion |
| **Assessment Methods:** | A: Exam , B:Assignment C: Presentation |

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| **COURSE CONTENT** | | |
| **Week** | **Topics** | **Study Materials** |
| 1 | Introduction to illustration course, a brief history of illustration, relationship between technology and illustration. |  |
| 2 | Digital illustration - making pre-sketches in any program |  |
| 3 | Digital self-portrait project |  |
| 4 | Abstraction – working with deformation tools and geometric shapes |  |
| 5 | Digital drawing and photo collage |  |
| 6 | Experiments with different digital techniques |  |
| 7 | Workshop with an expert on digital illustration |  |
| 8 | Midterm |  |
| 9 | Workshop |  |
| 10 | Product illustration |  |
| 11 | Examining the examples of scientific illustration and giving technical information about the subject |  |
| 12 | Scientific illustration project |  |
| 13 | Storyboard (commercial film) project |  |
| 14 | Character and background designs for video games |  |

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| **RESOURCES** | |
| **Textbook** |  |
| **Other Resources** |  |

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| **MATERIAL SHARING** | |
| **Documents** |  |
| **Assignments** |  |

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| **ASSESSMENT** | | |
| **IN-TERM STUDIES** | **Quantity** | **Percentage** |
| Mid-Term | 1 | %10 |
| Assignment |  |  |
| Seminar and Presentation |  |  |
| Project | 4 | %30 |
| Final Exam | 1 | %60 |
| **Total** |  | %100 |
| **Contribution of fınal examination to overall grade** |  | %60 |
| **Contribution of in-term studies to overall grade** |  | %40 |
| **Total** |  | %100 |

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| **COURSE CATEGORY** | Field Courses |

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| **COURSE'S CONTRIBUTION TO PROGRAM** | | | | | | | |
| **No** | **Program Learning Outcomes** | **Contribution** | | | | | |
| **1** | **2** | **3** | **4** | **5** |  |
| 1 | Ability to develop courage to search and try to creative design solutions as well as the functional purposes. |  |  | x |  |  |  |
| 2 | Awareness of professional responsibility to create designs considering cultural and individual needs of the audience. |  |  |  |  | x |  |
| 3 | Gain ability to conduct research, to create theoretical knowledge, and to make suggestions. |  |  |  |  | x |  |
| 4 | Ability to produce texts in academic formats. |  |  |  |  | x |  |
| 5 | Gain competence at the level of expertise in art and design related fields. |  |  |  |  | x |  |
| 6 | Ability to develop design projects by knowledge and skills in the field of design with a critical approach. |  |  |  | x |  |  |
| 7 | Ability to use technological equipments required by the field in advanced level. |  |  |  |  | x |  |
| 8 | Follows the current information about design culture, and adapts them to the projects. |  |  |  |  | x |  |
| 9 | Gain ability to the conduct interdisciplinary projects in the chosen field. |  |  |  | x |  |  |
| 10 | Ability to do extensive reading in design related fields. |  |  |  |  | x |  |

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| **ECTS / WORKLOAD** | | | |
| Activities | Quantity | Duration (Hour) | Total Workload (Hour) |
| Course Duration | 14 | 3 | 42 |
| Hours for off-the-classroom study | 14 | 16 | 224 |
| Assignments |  |  |  |
| Seminar and Presentation |  |  |  |
| Project | 4 | 30 | 120 |
| Mid-term Exam | 1 | 24 | 24 |
| Final | 1 | 25 | 25 |
| **Total Work Load** |  |  | 435 |
| **Total Work Load / 25 (h) ECTS Credit of the Course** |  |  | 14,5 |
| **ECTS Credit of the Course** |  |  | 15 |