

T.C. YEDİTEPE ÜNİVERSİTESİ

İLETİŞİM FAKÜLTESİ ANİMASYON TASARIMI YÜKSEK LİSANS PROGRAMI İNGİLİZCE BOLOGNA ÇIKTILARI (2022)

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| **COURSE INFORMATION** | | | | | |
| **Course Title** | *Code* | *Semester* | *T+P+L Hours* | *Credits* | *ECTS* |
| Introduction to Animation and Film Making | ANID 523 | 1 | 3 + 0 + 0 | 3 | 10 |

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| **Prerequisites** |  |

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| **Language of Instruction** | English |
| **Course Level** | Master’s Degree |
| **Course Type** | Scientific Preparation |
| **Course Coordinator** |  |
| **Instructors** |  |
| **Assistants** |  |
| **Goals** | In this course, students are expected to learn visual design skills for the production stages of animation filmmaking and to use the appropriate cinematic language in storyline and narration required in animation film production. The objective of the course is to develop the visual thinking and design capabilities for creating an animated film and to teach the right combination of instruments like directing, planning, camera, lighting and editing. The emphasis is placed on adapting visual thinking and expression as a common language for animation film production. |
| **Content** | The course includes life drawing sessions, complementary exercises for improving the visual design and expression skills which are utilised throughout the production process of animation. It enables students to gain experience in cinematic language, animation production techniques, editing and compositing. Within this course, students are expected to learn the terminology of production and post-production. |

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| **Course Learning Outcomes** | **Program Learning Outcomes** | **Teaching Methods** | **Assessment Methods** |
| 1. Acquires competency in the visual design and expression of an idea and/or a concept for animation filmmaking. | 1, 2, 4, 6, 7, 8 | 1, 2, 3, 4, 5 | A, B, C |
| 1. Analyzes and adapts the visualization style for sequential storytelling. | 1, 2, 4, 6, 7, 8 | 1, 2, 3, 4, 5 | A, B, C |
| 1. Grasps the role of the still images in animation design and production. | 1, 2, 4, 6, 7, 8 | 1, 2, 3, 4, 5 | A, B, C |
| 1. Develops projects by using film production techniques. | 1, 2, 3, 7 | 1, 2, 4, 5, 6 | A, B, C |
| 1. Analyzes cinematic language. | 6 | 1, 2, 4, 5, 6 | A, B, C |
| 1. Gains ability to use terminology of production and post production techniques. | 3, 5, 8 | 1, 2, 4, 5, 6 | A, B, C |

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| **Teaching Methods:** | 1: Lecture, 2: Question-Answer, 3: Problem Solving,  4: Discussion, 5: Demonstration, 6: Group Study |
| **Assessment Methods:** | A. Presentation B. Assignment C. Practice |

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| **COURSE'S CONTRIBUTION TO PROGRAM LEARNING OUTCOMES** | | | | | | | |
| No | Program Learning Outcomes | Contribution | | | | | |
| 1 | 2 | 3 | 4 | 5 |  | |
| 1 | Applies academic and technical knowledge acquired in animation design field to original projects. |  |  |  |  | X |  | |
| 2 | Designs creative character and environment reflecting the principles of animation design. |  |  |  | X |  |  | |
| 3 | Creates efficient animation design by using appropriate software techniques to animation field practices. |  |  | X |  |  |  | |
| 4 | Realizes a 2 dimensional animation project including idea to distribution processes. |  |  |  | X |  |  | |
| 5 | Produces motion pictures using 3 dimensional animation techniques. |  |  | X |  |  |  | |
| 6 | Realizes a short film including the storyboard using visual and cinematic language. |  |  |  | X |  |  | |
| 7 | Creates animation film embodying different artistic techniques and styles. |  |  |  | X |  |  | |
| 8 | Applies technical, artistic and practical knowledge acquired within the program to creative sectoral projects within the frame of occupational ethics. |  |  |  |  | X |  | |
| 9 | Collaborates with different teams and comprehend the value of interdisciplinary working by life learning awareness. |  |  |  | X |  |  | |
| 10 | Writes an academic, original thesis by deep research contributing to animation design field. |  | X |  |  |  |  | |

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| **COURSE FLOW** | | |
| **Week** | **Topics** | **Study Materials** |
| 1 | Introduction to Visual Design and Expression |  |
| 2 | The Visual Design Principles of Animation:  Pose, Composition, Time, Sequential Storytelling |  |
| 3 | The Visual Design Elements in Animation:  Line, Shape, Volume |  |
| 4 | The Visual Design Elements in Animation:  Drawing from the inside-out |  |
| 5 | The Visual Presentation of the Elements of Motion in Animation:  Gravity and Weight, Force and Deformation, Time |  |
| 6 | The Visual Storytelling Elements in Animation:  Sequential Storytelling and the Cinematic Language |  |
| 7 | The Visual Storytelling Elements in Animation:  Composition, Color, Light, Texture |  |
| 8 | The Styles of Visualization in Animation:  Realistic, Stylized, Cartoony, Abstract |  |
| 9 | The Visual Development of an Animated Film:  Concept to Creation |  |
| 10 | Animation Filmmaking Principles, Cinematography, Special effects and Compositing interpretation |  |
| 11 | Motion Graphics / 3D and Matte Principles, Cinematic Language |  |
| 12 | Storyboard / Storytelling and Animatics |  |
| 13 | Project Drafts: Stages of Production |  |
| 14 | Project Outlines: Camera and Framing / Camera and motion mapping principles, Compositing, Lighting and Shading |  |
| 15 | Project Drafts: Compositing and Sound Editing |  |
| 16 | Final Study: Proposal of an Animated Project |  |

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| **RECOMMENDED SOURCES** | |
| **Textbook** | Drawing: A Creative Process, Francis D. K. Ching, Wiley  ISBN-13 ‏ : ‎ 978-0471289685 |
| **Additional Resources** | Living Lines Library |

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| **MATERIAL SHARING** | |
| **Documents** | YULearn Page of the Course, Weekly Handouts |
| **Assignments** | 1. Drawing from the inside-out: 25 Poses 2. Design based on a given concept: The Pizzeria 3. Posing and timing: Batman Pilot 4. Design and visualization from a given script: The Home Studio 5. Final Assignment: Film Proposal |
| **Exams** |  |

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| **ASSESSMENT** | | |
| **IN-TERM STUDIES** | **NUMBER** | **PERCENTAGE** |
| Assignments | 4 | 60 |
| Mid-terms | - |  |
| Final Assignment | 1 | 40 |
| **Total** |  | 100 |
| **Contribution Of Final Examination To Overall Grade** |  | 40 |
| **Contribution Of In-Term Studies To Overall Grade** |  | 60 |
| **Total** |  | 100 |

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| **COURSE CATEGORY** | Expertise/Field Courses | | |
| **ECTS ALLOCATED BASED ON STUDENT WORKLOAD BY THE COURSE DESCRIPTION** | | | |
| Activities | Quantity | Duration (Hour) | Total Workload (Hour) |
| Total class hours final week included | 14 | 4 | 56 |
| Hours off-class study | 14 |  |  |
| Midterm | - |  |  |
| Assignment | 4 |  |  |
| Final | 1 |  |  |
| **Total Workload** |  |  |  |
| **Total Workload / 25 (h)** |  |  |  |
| **ECTS Credit of the Course** |  |  |  |

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| **COURSE INFORMATION** | | | | | |
| **Course Title** | *Code* | *Semester* | *T+P+L Hours* | *Credits* | *ECTS* |
| Introduction to Modelling, Texturing and Rigging Systems | ANID 578 | 1 | 3 + 0 + 0 | 3 | 10 |

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| **Prerequisites** |  |

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| **Language of Instruction** | English |
| **Course Level** | Master’s Degree |
| **Course Type** | Scientific Preparation |
| **Course Coordinator** | Prof. Dr. Neda Üçer |
| **Instructors** |  |
| **Assistants** |  |
| **Goals** | This course aims to teach students the creation, editing, lighting, staging of character skeleton systems, 3D models and renderings, and the use of cameras. Within the scope of this course, students learn 3D techniques and texturing, experience staging, lighting and composition techniques while creating 3D models. |
| **Content** | In this course, students are expected to create models using 3D visualization software and turn them into scenes by appropriate texturing. During the course, students are expected to learn the terminologies with the use of basic 3D modeling and rendering tools. Starting with the 3-joint bone systems, the concepts of IK and FK are taught in general. Students create the skeleton system and equip with controls through the examination of human and animal bone systems. In addition to shape blending and clustering methods for facial expressions, students learn complex bone and control systems with "node-based" working principles. |

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| **Course Learning Outcomes** | **Program Learning Outcomes** | **Teaching Methods** | **Assessment Methods** |
| 1. Comprehends the basic method of bone formation and working principles | 1 | 1, 2, 4, 5, 6 | A, B, C |
| 1. Gains ability to working principles of FK and IK to create basic control systems | 1, 2, 3, 7 | 1, 2, 4, 5, 6 | A, B, C |
| 1. Studies on methods of creating flexing and stretching bone systems. | 3, 5, 8 | 1, 2, 4, 5, 6 | A, B, C |
| 1. Creates and edits 3D models. | 1,2,5 | 1, 2, 4, 5, 6 | A,B,C |
| 1. Develops new methods by analyzing created 3D objects. | 5,6 | 1, 2, 4, 5, 6 | A,B,C |
| 1. Gains the ability to apply the necessary techniques to texture 3D models. | 3, 5, 8 | 1, 2, 4, 5, 6 | A,B,C |

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| **Teaching Methods:** | 1: Lecture, 2: Question-Answer, 3: Problem Solving,  4: Discussion, 5: Demonstration, 6: Group Study |
| **Assessment Methods:** | A. Presentation B. Assignment C. Practice |

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| **COURSE'S CONTRIBUTION TO PROGRAM LEARNING OUTCOMES** | | | | | | | |
| No | Program Learning Outcomes | Contribution | | | | | |
| 1 | 2 | 3 | 4 | 5 |  | |
| 1 | Applies academic and technical knowledge acquired in animation design field to original projects. |  |  |  |  | X |  | |
| 2 | Designs creative character and environment reflecting the principles of animation design. |  |  |  |  | X |  | |
| 3 | Creates efficient animation design by using appropriate software techniques to animation field practices. |  |  |  |  | X |  | |
| 4 | Realizes a 2 dimensional animation project including idea to distribution processes. |  | X |  |  |  |  | |
| 5 | Produces motion pictures using 3 dimensional animation techniques. |  |  |  |  | X |  | |
| 6 | Realizes a short film including the storyboard using visual and cinematic language. |  | X |  |  |  |  | |
| 7 | Creates animation film embodying different artistic techniques and styles. |  | X |  |  |  |  | |
| 8 | Applies technical, artistic and practical knowledge acquired within the program to creative sectoral projects within the frame of occupational ethics. |  |  |  | X |  |  | |
| 9 | Collaborates with different teams and comprehend the value of interdisciplinary working by life learning awareness. |  |  |  | X |  |  | |
| 10 | Writes an academic, original thesis by deep research contributing to animation design field. |  | X |  |  |  |  | |

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| **COURSE FLOW** | | |
| **Week** | **Topics** | **Study Materials** |
| 1 | 3D model terminology and introduction to 3D modeling, 3D space and Modeling tools |  |
| 2 | Topology editing, Advanced tools |  |
| 3 | Low / High poly object creation applications |  |
| 4 | Creation of enhancers, Introduction to Overlays and shaders |  |
| 5 | Introduction of material channels, coating editing, UV coating |  |
| 6 | Adding and rendering Light and Camera, Staging and enhancing elements |  |
| 7 | Midterm |  |
| 8 | Establishing the rigging system and designing the controls of the basic 3-jointed structure with IK and FK approach. |  |
| 9 | Building the full skeletal system of a humanoid character and designing its controls. Define specialized controls for spine, fingers, knees, and elbows |  |
| 10 | Rigging to four jointed skeleton |  |
| 11 | Creating face controls using After Effects Duik Tools |  |
| 12 | Weight Painting |  |
| 13 | Generating advanced connections and dependencies using node editor. |  |
| 14 | Establishing the rigging system in Maya and designing the controls of the basic 3-jointed structure with IK and FK approach. |  |
| 15 | Examining good examples and trying to analyze the rigging systems on a case-by-case basis |  |
| 16 | Final |  |

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| **RECOMMENDED SOURCES** | |
| **Textbook** |  |
| **Additional Resources** |  |

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

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| **ASSESSMENT** | | |
| **IN-TERM STUDIES** | **NUMBER** | **PERCENTAGE** |
| Assignments | 5 | 30 |
| Mid-terms | 1 | 30 |
| Final Assignment | 1 | 40 |
| **Total** |  | 100 |
| **Contribution Of Final Examination To Overall Grade** |  | 60 |
| **Contribution Of In-Term Studies To Overall Grade** |  | 40 |
| **Total** |  | 100 |

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| **COURSE CATEGORY** | Expertise/Field Courses | | |
| **ECTS ALLOCATED BASED ON STUDENT WORKLOAD BY THE COURSE DESCRIPTION** | | | |
| Activities | Quantity | Duration (Hour) | Total Workload (Hour) |
| Total class hours final week included | 14 | 3 | 42 |
| Hours off-class study | 14 | 6 | 84 |
| Midterm | 1 | 3 | 3 |
| Assignment | 5 | 12 | 60 |
| Final | 1 | 3 | 3 |
| **Total Workload** |  |  | 192 |
| **Total Workload / 25 (h)** |  |  | 7,68 |
| **ECTS Credit of the Course** |  |  | 10 |

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| **COURSE INFORMATION** | | | | | |
| **Course Title** | *Code* | *Semester* | *T+P+L Hours* | *Credits* | *ECTS* |
| Character Design | ANID 511 | 1 | 3 + 0 + 0 | 3 | 10 |

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| **Prerequisites** |  |

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| **Language of Instruction** | English |
| **Course Level** | Master’s Degree |
| **Course Type** | Core |
| **Course Coordinator** | Prof. Dr. Neda Üçer |
| **Instructors** |  |
| **Assistants** |  |
| **Goals** | This course aims to teach students about character creation in 2 and 3 dimensional fields, and drawing. Via their final projects, students are expected to put that knowledge to use by designing a character of their choosing. |
| **Content** | Within this course, students explore the elementary character design techniques and learn to establish the structure of characters basically. They expand their knowledge of character design by entering into details; anatomy, aging process, caricature, posing, movement, expression etc. Students experience the different character design process’ stages through class interactive discussions, practices and projects. |

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| **Course Learning Outcomes** | **Program**  **Learning Outcomes** | **Teaching Methods** | **Assessment Methods** |
| 1. Creates a project by connecting different character structures. | 4 | 1, 2, 4, 5, 7 | B, C |
| 2. Designs characters that reflect principles of movement, produces moving visuals. | 7, 5 | 1, 2, 4, 5, 7 | B, C |
| 3. Practices the process of character design and its movements, develops authentic projects in animation field. | 7 | 1, 2, 4, 5, 7 | B, C |
| 4. Creates authentic projects by involving geometric shapes and forms into character postures. | 1 | 1, 2, 4, 5, 7 | B, C |
| 5. Designs 2 and 3 dimensional characters that are in line with movement principles, analyses its believability. | 5 | 1, 2, 4, 5, 7 | B, C |

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| **Teaching Methods:** | 1: Lecture, 2: Question-Answer, 3: Problem Solving,  4: Discussion, 5: Demonstration, 6: Group Study |
| **Assessment Methods:** | A. Presentation B. Assignment C. Practice |

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| **COURSE'S CONTRIBUTION TO PROGRAM LEARNING OUTCOMES** | | | | | | |
| No | Program Learning Outcomes | Contribution | | | | |
| 1 | 2 | 3 | 4 | 5 |
| 1 | Applies academic and technical knowledge acquired in animation design field to original projects. |  |  |  |  | x |
| 2 | Designs creative character and environment reflecting the principles of animation design. |  |  | x |  |  |
| 3 | Creates efficient animation design by using appropriate software techniques to animation field practices. |  |  |  | x |  |
| 4 | Realizes a 2 dimensional animation project including idea to distribution processes. |  |  |  |  | x |
| 5 | Produces motion pictures using 3 dimensional animation techniques. |  |  |  |  | x |
| 6 | Realizes a short film including the storyboard using visual and cinematic language. |  |  | x |  |  |
| 7 | Creates animation film embodying different artistic techniques and styles. |  |  |  |  | x |
| 8 | Applies technical, artistic and practical knowledge acquired within the program to creative sectoral projects within the frame of occupational ethics. |  |  |  | x |  |
| 9 | Collaborates with different teams and comprehend the value of interdisciplinary working by life learning awareness. |  |  |  | x |  |
| 10 | Writes an academic, original thesis by deep research contributing to animation design field. | x |  |  |  |  |

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| **COURSE FLOW** | | |
| **Week** | **Topics** | **Study Materials** |
| 1 | Introduction |  |
| 2 | Analysis of character creation regarding professional examples and past works |  |
| 3 | Discussions about character design history and its ultimate goal in the market |  |
| 4 | Introduction to proportion and balance in character design |  |
| 5 | Character contruction via the structure of forms that generates proportions |  |

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| 6 | Expression in character design and introduction on how to use expression |  |
| 7 | Midterm Exam |  |
| 8 | Analysing character expressions |  |
| 9 | Relationship between eye, nose, and mouth |  |
| 10 | Characteristic features of the eye; its direction and eyebrows |  |
| 11 | General overview on the topics of structure, balance, weight, and squash and stretch |  |
| 12 | Perspective, accessory, and color usage on character |  |
| 13 | Constructing balance via character poses |  |
| 14 | Workshop |  |
| 15 | Workshop |  |
| 16 | Final |  |

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| **RECOMMENDED SOURCES** | |
| **Textbook** |  |
| **Additional Resources** | Cartoon Animation, Blair, Preston, Laguna Hills, California: Walter Foster Publishing Inc., 1994 |

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

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| **ASSESSMENT** | | |
| **IN-TERM STUDIES** | **NUMBER** | **PERCENTAGE** |
| Assignments | 10 | 20 |
| Mid-terms | 1 | 20 |
| Final Assignment | 1 | 60 |

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| **Total** |  | 100 |
| **Contribution Of Final Examination To Overall Grade** |  | 60 |
| **Contribution Of In-Term Studies To Overall Grade** |  | 40 |
| **Total** |  | 100 |

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| **COURSE CATEGORY** | Expertise/Field Courses | | |
| **ECTS ALLOCATED BASED ON STUDENT WORKLOAD BY THE COURSE DESCRIPTION** | | | |
| Activities | Quantity | Duration (Hour) | Total Workload (Hour) |
| Total class hours final week included | 14 | 3 | 42 |
| Hours off-class study | 14 | 6 | 84 |
| Midterm | 1 | 3 | 3 |
| Assignment | 14 | 8 | 112 |
| Final | 1 | 3 | 3 |
| **Total Workload** |  |  | 244 |
| **Total Workload / 25 (h)** |  |  | 9,76 |
| **ECTS Credit of the Course** |  |  | 10 |

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| **COURSE INFORMATION** | | | | | |
| **Course Title** | *Code* | *Semester* | *T+P+L*  *Hours* | *Credits* | *ECTS* |
| Animation Fundamentals and 2D Animation | ANID 513 | 1 | 3 + 0 + 0 | 3 | 10 |

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| **Prerequisites** |  |

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| **Language of Instruction** | English |
| **Course Level** | Master’s Degree |
| **Course Type** | Core |
| **Course Coordinator** | Prof. Dr. Neda Üçer |
| **Instructors** |  |
| **Assistants** |  |
| **Goals** | Within this course; students are expected to practice fundamental methods of 2 dimensional animation in digital domain by creating their own unique work in line with different principles and phases that this line of work requires. |
| **Content** | Students gain familiarity within animation’s main principles, specifications and learn processes from ideation, conceptualization to distribution by an integrated perspective.. Through realized projects they explore timing in animation, spacing, rythm, expressions, walk cycles and they learn how to apply these techniques to animated 2 dimensional animation projects. |

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| **Course Learning Outcomes** | **Program Learning**  **Outcomes** | **Teaching Methods** | **Assessment Methods** |
| 1. Analyzes the creation and development of an animation character, applies his/her knowledge into unique projects. | 1, 2, 4, 6 | 1, 2, 3, 4, 5,  6 | B, C |
| 2. Transfers his/her ideas into comprehensive projects by using gathered animation knowledge and experience. | 1, 4, 6, 8 | 1, 2, 3, 4, 5,  6 | B, C |
| 3. Defines, connects, and develops projects with concepts and tools belonging 2 dimensional design field. | 7, 4, 8 | 1, 2, 3, 4, 5,  6 | B, C |
| 4. Integrates character development into 2 dimensional animation, designs efficient animations. | 3, 4, | 1, 2, 3, 4, 5,  6 | B, C |
| 5. Connects his/her knowledge regarding 2 dimensional design field with his/her knowledge around communication and other fields; processes, comments on  and uses that knowledge. | 1, 2, 4, 6, 9 | 1, 2, 3, 4, 5,  6 | B, C |

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| **Teaching Methods:** | 1: Lecture, 2: Question-Answer, 3: Problem Solving,  4: Discussion, 5: Demonstration, 6: Group Study |
| **Assessment Methods:** | A. Presentation B. Assignment C. Practice |

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| **COURSE'S CONTRIBUTION TO PROGRAM LEARNING OUTCOMES** | | | | | | |
| No | Program Learning Outcomes | Contribution | | | | |
| 1 | 2 | 3 | 4 | 5 |
| 1 | Applies academic and technical knowledge acquired in animation design field to original projects. |  |  |  |  | x |
| 2 | Designs creative character and environment reflecting the principles of animation design. |  |  |  |  | x |
| 3 | Creates efficient animation design by using appropriate software techniques to animation field practices. |  |  |  |  | x |
| 4 | Realizes a 2 dimensional animation project including idea to distribution processes. |  |  |  |  | x |
| 5 | Produces motion pictures using 3 dimensional animation techniques. |  |  | x |  |  |
| 6 | Realizes a short film including the storyboard using visual and cinematic language. |  |  |  |  | x |
| 7 | Creates animation film embodying different artistic techniques and styles. |  |  |  |  | x |
| 8 | Applies technical, artistic and practical knowledge acquired within the program to creative sectoral projects within the frame of occupational ethics. |  |  |  |  | x |
| 9 | Collaborates with different teams and comprehend the value of interdisciplinary working by life learning awareness. |  |  |  |  | **x** |
| 10 | Writes an academic, original thesis by deep research contributing to animation design field. |  |  | x |  |  |

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| **COURSE FLOW** | | |
| **Week** | **Topics** | **Study Materials** |
| 1 | Fundamental knowledge about 2 dimensional animation and 12 principles of animation |  |
| 2 | Ball bouncing animation on the digital environment |  |
| 3 | Ball bouncing and sack animation |  |
| 4 | Sack animation and creating motion within the platform environment |  |
| 5 | Character walking loop |  |
| 6 | Character walking loop - for different weights |  |
| 7 | Running motion |  |
| 8 | Midterm |  |
| 9 | Carrying weight and anticipation |  |
| 10 | Sequence and flexibility in motion |  |
| 11 | Sequenced motion and exaggeration in movement |  |
| 12 | Lip sync on a character |  |
| 13 | Character acting |  |
| 14 | Character acting |  |
| 15 | Workshop |  |
| 16 | Final |  |

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| **RECOMMENDED SOURCES** | |
| **Textbook** |  |
| **Additional Resources** |  |

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

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| **ASSESSMENT** | | |
| **IN-TERM STUDIES** | **NUMBER** | **PERCENTAGE** |
| Assignments | 12 | 20 |
| Mid-terms | 1 | 20 |
| Final Assignment | 1 | 60 |
| **Total** |  | 100 |
| **Contribution Of Final Examination To Overall Grade** |  | 60 |
| **Contribution Of In-Term Studies To Overall Grade** |  | 40 |
| **Total** |  | 100 |

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| **COURSE CATEGORY** | Expertise/Field Courses | | |
| **ECTS ALLOCATED BASED ON STUDENT WORKLOAD BY THE COURSE DESCRIPTION** | | | |
| **Activities** | **Quantity** | **Duration (Hour)** | **Total Workload (Hour)** |
| Total class hours final week included | 14 | 3 | 42 |
| Hours off-class study | 14 | 6 | 84 |
| Midterm | 1 | 3 | 3 |
| Assignment | 14 | 8 | 112 |
| Final | 1 | 3 | 3 |
| **Total Workload** |  |  | 244 |
| **Total Workload / 25 (h)** |  |  | 9,76 |
| **ECTS Credit of the Course** |  |  | 10 |

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| **COURSE INFORMATION** | | | | | |
| **Course Title** | *Code* | *Semester* | *T+P+L Hours* | *Credits* | *ECTS* |
| Visual Storytelling and Storyboard | ANID 517 | 1 | 3 + 0 + 0 | 3 | 10 |

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| **Prerequisites** |  |

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| **Language of Instruction** | English |
| **Course Level** | Master’s Degree |
| **Course Type** | Core |
| **Course Coordinator** | Prof. Dr. Neda Üçer |
| **Instructors** |  |
| **Assistants** |  |
| **Goals** | Students are expected to learn about how to design written ideas in visual ways, how to apply them in the animation process, and how to create scenes in order to maintain cinematic continuity. |
| **Content** | This course is aimed to introduce students to the fundamentals of visual language and how it relates to the animation world. Within this course film structure, composition and stage continuity and visual literacy knowledge is developed. Through interactive lectures, discussion, demonstration, the use of film clips and studio work, students develop their drawing skills and their ability to visualize ideas and concepts in the form of a drawn storyboard. |

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| **Course Learning Outcomes** | **Program Learning Outcomes** | **Teaching Methods** | **Assessment Methods** |
| 1. Examines motion and visual stories, discovers new inclinations in communication and visual design domains. | 1, 2, 3 | 1, 2, 3, 4,  5, 6 | A, B, C |
| 2. Transfers visual storytelling tools, animation, and producing processes into creative projects. | 1, 3, 4, 8 | 1, 2, 3, 4,  5, 6 | A, B, C |
| 3. Conveys principles of motion pictures and visual storytelling inside all media tools with result-oriented practices; uses gathered knowledge from this course into authentic projects. | 1, 2, 3, 4,  7 | 1, 2, 3, 4,  5, 6 | A, B, C |
| 4. Establishes connections between sight and visual storytelling techniques within the practices from visual communication design domain, produces a film which  contains varying artistic and technical knowledge. | 1, 2, 5,7 | 1, 2, 3, 4,  5, 6 | A, B, C |

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| 5. Comprehends production processes and work-flow of an animation film and a storyboard, conveys that comprehention to a professional project. | 3, 4, 8 | 1, 2, 3, 4,  5, 6 | A, B, C |

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| **Teaching Methods:** | 1: Lecture, 2: Question-Answer, 3: Problem Solving,  4: Discussion, 5: Demonstration, 6: Group Study |
| **Assessment Methods:** | A. Presentation B. Assignment C. Practice |

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| **COURSE'S CONTRIBUTION TO PROGRAM LEARNING OUTCOMES** | | | | | | |
| No | Program Learning Outcomes | Contribution | | | | |
| 1 | 2 | 3 | 4 | 5 |
| 1 | Applies academic and technical knowledge acquired in animation design field to original projects. |  |  |  |  | x |
| 2 | Designs creative character and environment reflecting the principles of animation design. |  |  |  |  | x |
| 3 | Creates efficient animation design by using appropriate software techniques to animation field practices. |  |  |  |  | x |
| 4 | Realizes a 2 dimensional animation project including idea to distribution processes. |  |  |  |  | x |
| 5 | Produces motion pictures using 3 dimensional animation techniques. |  |  |  |  | x |
| 6 | Realizes a short film including the storyboard using visual and cinematic language. |  | x |  |  |  |
| 7 | Creates animation film embodying different artistic techniques and styles. |  |  |  | x |  |
| 8 | Applies technical, artistic and practical knowledge acquired within the program to creative sectoral projects within the frame of occupational ethics. |  |  |  | x |  |
| 9 | Collaborates with different teams and comprehend the value of interdisciplinary working by life learning awareness. |  |  | x |  |  |
| 10 | Writes an academic, original thesis by deep research contributing to animation design field. | x |  |  |  |  |

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| **COURSE FLOW** | |
| **Week** | **Topics** |
| 1 | History of storyboards in national and global scales |
| 2 | Storyboard artist’s role in animation |
| 3 | Understanding display ratios. Character pantomime and poses. Color and tone usage on a film strip. Learning storyboard techniques |
| 4 | Introduction to Storyboards (basic scripts), Filmmaking Fundamentals and storytelling applications |
| 5 | Storyboard: Preparing script for storyboard. Adapting designs for film strips. Phases of Script. |
| 6 | Scene analysis |
| 7 | Storyboard production and examples of analyses |
| 8 | Midterm |
| 9 | Layout analysis on visual storytelling |
| 10 | Structural approaches on storytelling |
| 11 | What is an animatic and how it differs from a storyboard? |
| 12 | Animatic production techniques |
| 13 | Adapting a short story for an animation film and application techniques for adaptation. |
| 14 | Producing an animation storyboard |
| 14 | Producing an animatic out of that storyboard |
| 15 | Editorial techniques on timing and visual pacing |
| 16 | Final |

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| **RECOMMENDED SOURCES** | |
| **Textbook** |  |
| **Additional Resources** |  |

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

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| **Exams** |  |

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| **ASSESSMENT** | | |
| **IN-TERM STUDIES** | **NUMBER** | **PERCENTAGE** |
| Mid-terms | 1 | 40 |
| Final Assignment | 1 | 60 |
| **Total** |  | 100 |
| **Contribution Of Final Examination To Overall Grade** |  | 60 |
| **Contribution Of In-Term Studies To Overall Grade** |  | 40 |
| **Total** |  | 100 |

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| **COURSE CATEGORY** | Expertise/Field Courses | | |
| **ECTS ALLOCATED BASED ON STUDENT WORKLOAD BY THE COURSE DESCRIPTION** | | | |
| Activities | Quantity | Duration (Hour) | Total  Workload (Hour) |
| Total class hours final week included | 14 | 3 | 42 |
| Hours off-class study | 14 | 6 | 84 |
| Midterm | 1 | 3 | 3 |
| Assignment | 14 | 8 | 112 |
| Final | 1 | 3 | 3 |
| **Total Workload** |  |  | 244 |
| **Total Workload / 25 (h)** |  |  | 9,76 |
| **ECTS Credit of the Course** |  |  | 10 |

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| **COURSE INFORMATION** | | |
| **Course Title** | *Code* | *Semester T+P+L Hours Credits ECTS* |
| 3D Animation and Modeling | ANID 515 | 1 3 + 0 + 0 3 10 |

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| **Prerequisites** |

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| **Language of Instruction** | English |
| **Course Level** | Master’s Degree |
| **Course Type** | Core |
| **Course Coordinator** Prof. Dr. Neda Üçer | |
| **Instructors** | |
| **Assistants** | |
| **Goals** | Within this course, students are expected to learn about 3 dimensional design programs, workflows, idea production, and commenting on within the domain of that programs along with 3 dimensional visual creation tools, modelling, animation, environment creation, light and shadow usage, texture, surfacing, and animation techniques. They are predicted to show the ability to create their own, authentic projects. |
| **Content** | In this course, students learn several techniques such as polygonal modelling, digital statue, texture, surface materials, and basic rigging. At the same time, students learn about working mechanics in high level 3 dimensional design processes and gain the ability to work, create ideas, and  comment on within this field. |

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| **Program Teaching Assessment**  **Course Learning Outcomes Learning Methods Methods**  **Outcomes** |
| Produces moving visuals by using different modelling types 1, 3, 5 1, 2, 3, 4, 5, A, B, C  and options. 6 |
| Constructs efficient digital models using modelling 1,3, 7 1, 2, 3, 4, 5, A, B, C  techniques and tools. 6 |
| Creates authentic designs by using 3 dimensional visual 1, 3, 7 1, 2, 3, 4, 5, A, B, C  production tools. 6 |
| Makes use of interactive 3 dimensional painting and surface 1, 3, 5 1, 2, 3, 4, 5, A, B, C  shaping tools in order to efficiently detail their 3D models. 6 |
| Correlates his/her gathered knowledge amongst this class with 1, 2, 3, 4, 5,  his/her theoretical and practical knowledge via 1, 2, 9 6 A, B, C  multidisciplinary activities. |

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| **Teaching Methods:** 1: Lecture, 2: Question-Answer, 3: Problem Solving,  4: Discussion, 5: Demonstration, 6: Group Study | | | |
| **Assessment** | A. Presentation | B. Assignment | C. Practice |

**Methods:**

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| **COURSE'S CONTRIBUTION TO PROGRAM LEARNING OUTCOMES** | | | | | | |
| No | Program Learning Outcomes | Contribution | | | | |
| 1 | 2 | 3 | 4 | 5 |
| 1 | Applies academic and technical knowledge acquired in animation design field to original projects. |  |  |  |  | x |
| 2 | Designs creative character and environment reflecting the principles of  animation design. |  |  | x |  |  |
| 3 | Creates efficient animation design by using appropriate software techniques to animation field practices. |  |  |  |  | x |
| 4 | Realizes a 2 dimensional animation project including idea to distribution  processes. |  | x |  |  |  |
| 5 | Produces motion pictures using 3 dimensional animation techniques. |  |  |  |  | x |
| 6 | Realizes a short film including the storyboard using visual and cinematic language. |  | x |  |  |  |
| 7 | Creates animation film embodying different artistic techniques and styles. |  |  |  | x |  |
| 8 | Applies technical, artistic and practical knowledge acquired within the program to creative sectoral projects within the frame of occupational ethics. |  | **x** |  |  |  |
| 9 | Collaborates with different teams and comprehend the value of interdisciplinary  working by life learning awareness. |  |  |  |  | x |
| 10 Writes an academic, original thesis by deep research contributing to animation x  design field. | | | | | | |

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| **COURSE FLOW** | | |
| **Week** | **Topics** | **Study Materials** |
| **1** | **Introduction** |  |
| 2 | Introduction to digital graphics |  |
| 3 | Introduction to Autodesk Maya interface and program structure |  |
| 4 | Introduction to 3 dimensional modelling tools and application  (Homework 1) |  |
| 5 | Introduction to middle and high level modelling tools (Homework 2) |  |
| 6 | Environment modelling and using a “reference” scene (Homework 3) |  |
| 7 | Midterm |  |
| 8 | General overview of the character modelling techniques (Homework 4) |  |
| 9 | Rigging (Homework 5) |  |
| 10 | Rigging (Homework 6) |  |
| 11 | Advanced Body Mechanics (Homework 7) |  |

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| 12 | Advanced Body Mechanics (Homework 8) |
| 13 | Shading, Lighting and Rendering (Homework 9) |
| 14 | Workshop |
| 15 | Workshop |
| 16 | Final |

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| **RECOMMENDED SOURCES** |
| **Textbook** |
| **Additional** Maya Killer Tips 6  **Resources** |

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| **MATERIAL SHARING** |
| **Documents** knowledge.autodesk.com (Autodesk Knowledge Network) |
| **Assignments** |
| **Exams** |

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| **ASSESSMENT** | | |
| **IN-TERM STUDIES** | **NUMBER** | **PERCENTAGE** |
| Assignments | 4 | 20 |
| Mid-terms | 1 | 20 |
| Final Assignment | 1 | 60 |
| **Total** | 11 | 100 |
| **Contribution Of Final Examination To Overall Grade** |  | 60 |
| **Contribution Of In-Term Studies To Overall Grade** |  | 40 |
| **Total** |  | 100 |

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| **COURSE CATEGORY** Expertise/Field Courses | | | |
| **ECTS ALLOCATED BASED ON STUDENT WORKLOAD BY THE COURSE DESCRIPTION** | | | |
| Activities | Quantity | Duration (Hour) | Total  Workload (Hour) |
| Total class hours final week included | 14 | 3 | 42 |
| Hours off-class study | 14 | 4 | 56 |
| Midterm | 1 | 3 | 3 |
| Assignment | 14 | 8 | 112 |
| Final | 1 | 3 | 3 |

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| **Total Workload** 244 |
| **Total Workload / 25 (h)**  9,76 |
| **ECTS Credit of the Course** 10 |

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| **COURSE INFORMATION** | | | | | |
| **Course Title** | *Code* | *Semester* | *T+P+L*  *Hours* | *Credits* | *ECTS* |
| General Overview to Animation Industry: Processes from Idea to Distribution | ANID 575 | 1 | 3 + 0 + 0 | 3 | 10 |

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| **Prerequisites** |  |

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| **Language of Instruction** | English |
| **Course Level** | Master’s Degree |
| **Course Type** | Elective |
| **Course Coordinator** | Prof. Dr. Neda Üçer |
| **Instructors** |  |
| **Assistants** |  |
| **Goals** | The aim of this course is to explain the process of animation from the idea to distribution and to give ideas about people working in amination market. |
| **Content** | All different stages of the animation work such as production, directing, coordinating, distribution, and music design are explained within the scope of this course. |

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| **Course Learning Outcomes** | **Program Learning**  **Outcomes** | **Teaching Methods** | **Assessment Methods** |
| 1. Gathers knowledge around the topic of animation design regarding its stages. | 1, 8, 9 | 1,2,3 | A, B, C |
| 2. Assembles information about market mechanics. | 1, 8, 9 | 1,2,3, | A, B, C |
| 3. Comprehends the importance of multidisciplinary work and cooperates with different teams. | 1, 8, 9 | 1,2,3, | A, B, C |
| 4. Transfers technical, artistic, and practical knowledge that is gathered within the program into creative, professional projects. | 1, 7, 9 | 1,2,3, | A, B, C |

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| **Teaching Methods:** | 1: Lecture, 2: Question-Answer, 3: Problem Solving,  4: Discussion, 5: Demonstration, 6: Group Study |
| **Assessment Methods:** | A. Presentation B. Assignment C. Practice |

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| **COURSE'S CONTRIBUTION TO PROGRAM LEARNING OUTCOMES** | | | | | | |
| No | Program Learning Outcomes | Contribution | | | | |
| 1 | 2 | 3 | 4 | 5 |
| 1 | Applies academic and technical knowledge acquired in animation design field to original projects. |  |  |  |  | x |
| 2 | Designs creative character and environment reflecting the principles of animation design. |  |  |  | x |  |
| 3 | Creates efficient animation design by using appropriate software techniques to animation field practices. |  |  |  | x |  |
| 4 | Realizes a 2 dimensional animation project including idea to distribution processes. |  |  |  | x |  |
| 5 | Produces motion pictures using 3 dimensional animation techniques. |  | x |  |  |  |
| 6 | Realizes a short film including the storyboard using visual and cinematic language. | x |  |  |  |  |
| 7 | Creates animation film embodying different artistic techniques and styles. |  |  |  |  | x |
| 8 | Applies technical, artistic and practical knowledge acquired within the program to creative sectoral projects within the frame of occupational ethics. |  |  |  |  | x |
| 9 | Collaborates with different teams and comprehend the value of interdisciplinary working by life learning awareness. |  |  |  |  | x |
| 10 | Writes an academic, original thesis by deep research contributing to animation design field. | x |  |  |  |  |

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| **COURSE FLOW** | | |
| **Week** | **Topics** | **Study Materials** |
| 1 | Introduction to animation market |  |
| 2 | Identification of occupations related to animation work |  |
| 3 | Identification of occupations related to animation work |  |
| 4 | Identification of occupations related to animation work |  |
| 5 | Preperation of a presentation file |  |
| 6 | Preperation of a presentation file |  |
| 7 | Preperation of a presentation file |  |
| 8 | Midterm |  |
| 9 | Pre-Production Stages and Research |  |

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| 10 | Production Stage and Related Techniques |  |
| 11 | Production Stage and Related Techniques |  |
| 12 | Production Stage and Related Techniques |  |
| 13 | Distribution |  |
| 14 | Workshop |  |
| 15 | Workshop |  |
| 16 | Final |  |

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| **RECOMMENDED SOURCES** | |
| **Textbook** |  |
| **Additional Resources** |  |

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

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| **ASSESSMENT** | | |
| **IN-TERM STUDIES** | **NUMBER** | **PERCENTAGE** |
| Assignments | 14 | 40 |
| Final Assignment | 1 | 60 |
| **Total** |  | 100 |
| **Contribution Of Final Examination To Overall Grade** |  | 60 |
| **Contribution Of In-Term Studies To Overall Grade** |  | 40 |
| **Total** |  | 100 |

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| **COURSE CATEGORY** | Expertise/Field Courses |
| **ECTS ALLOCATED BASED ON STUDENT WORKLOAD BY THE COURSE DESCRIPTION** | |

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| Activities | Quantity | Duration (Hour) | Total Workload (Hour) |
| Total class hours final week included | 14 | 3 | 42 |
| Hours off-class study | 14 | 6 | 84 |
| Midterm | 1 | 3 | 3 |
| Assignment | 14 | 8 | 112 |
| Final | 1 | 3 | 3 |
| **Total Workload** |  |  | 244 |
| **Total Workload / 25 (h)** |  |  | 9,76 |
| **ECTS Credit of the Course** |  |  | 10 |

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| **COURSE INFORMATION** | | | | | |
| **Course Title** | *Code* | *Semester* | *T+P+L Hours* | *Credits* | *ECTS* |
| Cartoon Animation Design | ANID 512 | 2 | 3 + 0 + 0 | 3 | 10 |

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| **Prerequisites** |  |

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| **Language of Instruction** | English |
| **Course Level** | Master’s Degree |
| **Course Type** | Elective Course |
| **Course Coordinator** | Prof. Dr. Neda Üçer |
| **Instructors** |  |
| **Assistants** |  |
| **Goals** | In this elective course, students make a practice of cartoon animation by using different animation techniques. They identify the cartoon animation movements and timing. |
| **Content** | Within the scope of this course, the students gain ability about the relationship between movement and timing, motion design and testing of these studies. In this course, students experience animating various cartoon actions through the projects. |

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| **Course Learning Outcomes** | **Program Learning Outcomes** | **Teaching Methods** | **Assessment Methods** |
| 1. Practices various cartoon animation actions. | 1, 3, 5, 7 | Lecture, Problem Solving, Case Study | Testing, Oral  Exam/Presentation, Homework |
| 2. Examines timing differences between "cartoon" and "real world". | 1, 3, 5, 7 | Lecture, Problem Solving, Case Study | Testing, Oral Exam/Presentation,  Homework |
| 3. Realizes different cartoon techniques | 1, 3, 5,7 | Lecture, Problem Solving, Case Study | Testing, Oral  Exam/Presentation, Homework |
| 4.Defines the relation between movement and timing | 1, 3, 5, 7 | Lecture, Problem Solving, Case Study | Testing, Oral Exam/Presentation,  Homework |
| 5. Defines the cartoon animation process. | 1, 3, 5, 7 | Lecture, Problem Solving, Case Study | Testing, Oral  Exam/Presentation, Homework |

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| **Teaching Methods:** | 1: Lecture, 2: Question-Answer, 3: Problem Solving,  4: Discussion, 5: Demonstration, 6: Group Study |
| **Assessment Methods:** | A. Presentation B. Assignment C. Practice |

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| **COURSE'S CONTRIBUTION TO PROGRAM LEARNING OUTCOMES** | | | | | | |
| No | Program Learning Outcomes | Contribution | | | | |
| 1 | 2 | 3 | 4 | 5 |
| 1 | Applies academic and technical knowledge acquired in animation design field to original projects. |  |  |  |  | X |
| 2 | Designs creative character and environment reflecting the principles of animation design. |  | X |  |  |  |
| 3 | Creates efficient animation design by using appropriate software techniques to animation field practices. |  |  |  |  | X |
| 4 | Realizes a 2 dimensional animation project including idea to distribution processes. |  |  | X |  |  |
| 5 | Produces motion pictures using 3 dimensional animation techniques. |  |  |  |  | X |
| 6 | Realizes a short film including the storyboard using visual and cinematic language. |  |  |  | X |  |
| 7 | Creates animation film embodying different artistic techniques and styles. |  |  |  |  | X |
| 8 | Applies technical, artistic and practical knowledge acquired within the program to creative sectoral projects within the frame of occupational ethics. |  |  |  | X |  |
| 9 | Collaborates with different teams and comprehend the value of interdisciplinary working by life learning awareness. |  | X |  |  |  |
| 10 | Writes an academic, original thesis by deep research contributing to animation design field. | X |  |  |  |  |

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| **COURSE FLOW** | | |
| **Week** | **Topics** | **Study Materials** |
| 1 | Introduction |  |
| 2 | Basic rules in cartoon animation |  |
| 3 | Motion and time design |  |
| 4 | Human gestures in cartoon |  |

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| 5 | Human gestures in cartoon |  |
| 6 | Presentation I |  |
| 7 | Presentation I |  |
| 8 | Midterm |  |
| 9 | Watching cartoon samples |  |
| 10 | Watching cartoon samples |  |
| 11 | Character design and character-based animations |  |
| 12 | Motion hierarchy and interactive actions |  |
| 13 | Stage design in cartoon |  |
| 14 | Presentation II |  |
| 15 | Presentation II |  |
| 16 | Final Exam |  |

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| **RECOMMENDED SOURCES** | |
| **Textbook** |  |
| **Additional Resources** |  |

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

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| **ASSESSMENT** | | |
| **IN-TERM STUDIES** | **NUMBER** | **PERCENTAGE** |
| Presentations | 2 | 20 |
| Mid-terms | 1 | 20 |
| Final Assignment | 1 | 60 |

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| **Total** |  | 100 |
| **Contribution Of Final Examination To Overall Grade** |  | 60 |
| **Contribution Of In-Term Studies To Overall Grade** |  | 40 |
| **Total** |  | 100 |

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| **COURSE CATEGORY** | Expertise/Field Courses | | |
| **ECTS ALLOCATED BASED ON STUDENT WORKLOAD BY THE COURSE DESCRIPTION** | | | |
| Activities | Quantity | Duration (Hour) | Total Workload (Hour) |
| Total class hours final week included | 14 | 3 | 42 |
| Hours off-class study | 14 | 6 | 84 |
| Midterm | 1 | 3 | 3 |
| Assignment | 14 | 8 | 112 |
| Final | 1 | 3 | 3 |
| **Total Workload** |  |  | 244 |
| **Total Workload / 25 (h)** |  |  | 9,76 |
| **ECTS Credit of the Course** |  |  | 10 |

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| **COURSE INFORMATION** | | | | | |
| **Course Title** | *Code* | *Semester* | *T+P+L Hours* | *Credits* | *ECTS* |
| Creative Techniques in Animation | ANID 514 | 1 | 3 + 0 + 0 | 3 | 10 |

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| **Prerequisites** |  |

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| **Language of Instruction** | English |
| **Course Level** | Master’s Degree |
| **Course Type** | Elective Course |
| **Course Coordinator** | Prof. Dr. Neda Üçer |
| **Instructors** |  |
| **Assistants** |  |
| **Goals** | In this course students make examination of different techniques in animation. They experience these creative techniques by the projects. |
| **Content** | Within this course, in addition to classical animation techniques, students learn about digital animation with various techniques and materials. Through the experience about the animation techniques, students gain the ability to apply different techniques such as anime, stop motion, rotoscope, animated comics, whiteboard animation, hybrid animation and  motion capture. |

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| **Course Learning Outcomes** | **Program Learning Outcomes** | **Teaching Methods** | **Assessment Methods** |
| 1. Identifies different animation techniques. | 1, 2, 3, 5, 7,  8 | Lecture, Interactive Lecture, Special Support/ Structural  Examples | Testing, Oral Exam/ Presentation,  Homework |
| 2. Gains an ability to apply different techniques | 3, 5, 7 | Lecture, Interactive Lecture, Special Support/ Structural  Examples | Testing, Oral Exam/ Presentation,  Homework |
| 3. Creates efficient animation projects | 1, 2, 3, 5, 7 | Lecture, Interactive Lecture, Special Support/ Structural  Examples | Testing, Oral Exam/ Presentation,  Homework |
| 4. Creates animation project by using different artistic techniques  and styles. | 3, 7 | Lecture, Interactive Lecture, Special | Testing, Oral Exam/ |

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|  |  | Support/ Structural Examples | Presentation, Homework |
| 5. Applies technical, artistic and | 7,8 | Lecture, Interactive | Testing, Oral |
| practical knowledge |  | Lecture, Special | Exam/ |
|  |  | Support/ Structural | Presentation, |
|  |  | Examples | Homework |

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| **COURSE'S CONTRIBUTION TO PROGRAM LEARNING OUTCOMES** | | | | | | |  |
| No | Program Learning Outcomes | Contribution | | | | |
| 1 | 2 | 3 | 4 | 5 | |
| 1 | Applies academic and technical knowledge acquired in animation design field to original projects. |  |  |  |  | X | |
| 2 | Designs creative character and environment reflecting the principles of animation design. |  |  |  |  | X | |
| 3 | Creates efficient animation design by using appropriate software techniques to animation field practices. |  |  |  |  | X | |
| 4 | Realizes a 2 dimensional animation project including idea to distribution processes. |  |  | X |  |  | |
| 5 | Produces motion pictures using 3 dimensional animation techniques. |  |  |  |  | X | |
| 6 | Realizes a short film including the storyboard using visual and cinematic language. |  |  |  | X |  | |
| 7 | Creates animation film embodying different artistic techniques and styles. |  |  |  |  | X | |
| 8 | Applies technical, artistic and practical knowledge acquired within the program to creative sectoral projects within the frame of occupational ethics. |  |  |  |  | X | |
| 9 | Collaborates with different teams and comprehend the value of interdisciplinary working by life learning awareness. |  | X |  |  |  | |
| 10 | Writes an academic, original thesis by deep research contributing to animation design field. | X |  |  |  |  | |

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| **COURSE FLOW** | | |
| **Week** | **Topics** | **Study Materials** |
| 1 | Introduction |  |
| 2 | Stop Motion Techniques |  |
| 3 | Stop Motion Techniques |  |
| 4 | Rotoscope |  |

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| 5 | Rotoscope |  |
| 6 | Project Presentation |  |
| 7 | Project Presentation |  |
| 8 | Midterm |  |
| 9 | Rotoscope |  |
| 10 | Animated comics |  |
| 11 | Whiteboard animation |  |
| 12 | Hybrid animation |  |
| 13 | Motion capture |  |
| 14 | Project Presentation |  |
| 15 | Project Presentation |  |
| 16 | Final |  |

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| **RECOMMENDED SOURCES** | |
| **Textbook** |  |
| **Additional Resources** |  |

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

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| **ASSESSMENT** | | |
| **IN-TERM STUDIES** | **NUMBER** | **PERCENTAGE** |
| Mid-terms | 1 | 40 |
| Final Assignment | 1 | 60 |
| **Total** |  | 100 |

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| **Contribution of Final Examination To Overall Grade** |  | 60 |
| **Contribution of In-Term Studies To Overall Grade** |  | 40 |
| **Total** |  | 100 |

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| **COURSE CATEGORY** | Expertise/Field Courses | | |
| **ECTS ALLOCATED BASED ON STUDENT WORKLOAD BY THE COURSE DESCRIPTION** | | | |
| Activities | Quantity | Duration (Hour) | Total Workload (Hour) |
| Total class hours final week included | 14 | 3 | 42 |
| Hours off-class study | 14 | 6 | 84 |
| Midterm | 1 | 3 | 3 |
| Assignment | 14 | 8 | 112 |
| Final | 1 | 3 | 3 |
| **Total Workload** |  |  | 244 |
| **Total Workload / 25 (h)** |  |  | 9,76 |
| **ECTS Credit of the Course** |  |  | 10 |

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| **COURSE INFORMATION** | | | | | |
| **Course Title** | *Code* | *Semester* | *T+P+L Hours* | *Credits* | *ECTS* |
| Animation and Visual Effects | ANID 519 | 1 | 3 + 0 + 0 | 3 | *10* |

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| **Prerequisites** |  |

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| **Language of Instruction** | English |
| **Course Level** | Master’s Degree |
| **Course Type** | Elective Course |
| **Course Coordinator** | Prof. Dr. Neda Üçer |
| **Instructors** |  |
| **Assistants** |  |
| **Goals** | The course investigates complex concepts and techniques of Animation design. Within this course, motion physics and expression of ideas are studied. The students become familiar with the interface and the basic concepts of the visual effect software and will gain some insight in the compositing tools and how they apply to the visual effects creation. |
| **Content** | This course provides students with a comprehensive knowledge of the different visual effects necessary in the production of animation. Within the scope of the course, it is aimed that the students will gain the competence to reproduce the visual effects in a proper and convincing manner, to examine and apply the basic principles. |

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| **Course Learning Outcomes** | **Program Learning Outcomes** | **Teaching Methods** | **Assessment Methods** |
| 1. Gains fundamental skills used in the visual effects industry | 1, 3, 5, 7 | Lecture, Problem  Solving, Case Study | Testing, Oral  Exam/Presentation, Homework |
| 2. Produces visual effects on animation | 1, 3, 5,7 | Lecture, Problem Solving, Case  Study | Testing, Oral Exam/Presentation,  Homework |
| 3. Learns basic compositing techniques | 1, 3, 5, 7 | Lecture, Problem  Solving, Case Study | Testing, Oral  Exam/Presentation, Homework |
| 4. Examines how the VFX field integrates computer graphics | 1, 3, 5, 7 | Lecture, Problem Solving, Case  Study | Testing, Oral Exam/Presentation,  Homework |

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| 5. Investigates visual effects and different techniques of Animation design. | 1, 3, 5, 7 | Lecture, Problem Solving, Case Study | Testing, Oral Exam/Presentation, Homework |

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| **COURSE'S CONTRIBUTION TO PROGRAM LEARNING OUTCOMES** | | | | | | |  |
| No | Program Learning Outcomes | Contribution | | | | |
| 1 | 2 | 3 | 4 | 5 | |
| 1 | Applies academic and technical knowledge acquired in animation design field to original projects. |  |  |  |  | X | |
| 2 | Designs creative character and environment reflecting the principles of animation design. |  | X |  |  |  | |
| 3 | Creates efficient animation design by using appropriate software techniques to animation field practices. |  |  |  |  | X | |
| 4 | Realizes a 2 dimensional animation project including idea to distribution processes. |  |  | X |  |  | |
| 5 | Produces motion pictures using 3 dimensional animation techniques. |  |  |  |  | X | |
| 6 | Realizes a short film including the storyboard using visual and cinematic language. |  |  |  | X |  | |
| 7 | Creates animation film embodying different artistic techniques and styles. |  |  |  |  | X | |
| 8 | Applies technical, artistic and practical knowledge acquired within the program to creative sectoral projects within the frame of occupational ethics. |  |  |  | X |  | |
| 9 | Collaborates with different teams and comprehend the value of interdisciplinary working by life learning awareness. |  | X |  |  |  | |
| 10 | Writes an academic, original thesis by deep research contributing to animation design field. | X |  |  |  |  | |

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| **COURSE FLOW** | | |
| **Week** | **Topics** | **Study Materials** |
| 1 | Introduction |  |
| 2 | Examination of difference between Special Effects and Visual Effects |  |
| 3 | Basic Principles of Visual Effect |  |
| 4 | Visual Effect Production |  |
| 5 | Visual Effect Production |  |
| 6 | Presentation I |  |

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| 7 | Presentation I |  |
| 8 | Midterm |  |
| 9 | Planning a visual effect |  |
| 10 | Creating more complex animations through layer control |  |
| 11 | Creative Exercises |  |
| 12 | Advanced visual effect techniques |  |
| 13 | Advanced visual effect techniques |  |
| 14 | Presentation II |  |
| 15 | Presentation II |  |
| 16 | Final Exam |  |

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| **RECOMMENDED SOURCES** | |
| **Textbook** |  |
| **Additional Resources** |  |

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

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| **ASSESSMENT** | | |
| **IN-TERM STUDIES** | **NUMBER** | **PERCENTAGE** |
| Mid-terms | 1 | 40 |
| Final Assignment | 1 | 60 |
| **Total** |  | 100 |
| **Contribution Of Final Examination To Overall Grade** |  | 60 |
| **Contribution Of In-Term Studies To Overall Grade** |  | 40 |

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| **Total** |  | 100 |

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| **COURSE CATEGORY** | Expertise/Field Courses | | |
| **ECTS ALLOCATED BASED ON STUDENT WORKLOAD BY THE COURSE DESCRIPTION** | | | |
| Activities | Quantity | Duration (Hour) | Total Workload (Hour) |
| Total class hours final week included | 14 | 3 | 42 |
| Hours off-class study | 14 | 6 | 84 |
| Midterm | 1 | 3 | 3 |
| Assignment | 14 | 8 | 112 |
| Final | 1 | 3 | 3 |
| **Total Workload** |  |  | 244 |
| **Total Workload / 25 (h)** |  |  | 9,76 |
| **ECTS Credit of the Course** |  |  | 10 |

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| **COURSE INFORMATION** | | | | | |
| **Course Title** | *Code* | *Semester* | *T+P+L Hours* | *Credits* | *ECTS* |
| Sound Design | ANID 573 | 1 | 3 + 0 + 0 | 3 | *10* |

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| **Prerequisites** |  |

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| **Language of Instruction** | English |
| **Course Level** | Master’s Degree |
| **Course Type** | Elective Course |
| **Course Coordinator** | Prof. Dr. Neda Üçer |
| **Instructors** |  |
| **Assistants** |  |
| **Goals** | This course is an elective course that enables students to make relation between audio and visual media. In this course, basic audio production and post-production techniques for video and film are examined.  Students gain ability to cover signal processing, digital audio editing and mixing. |
| **Content** | The course is designed to introduce students to basic information about sound design on video and animation, sound editing, programs used for sound production, and harmony and balance of sound with visual. Within the scope of this course, the students gain detailed information about the visual association of sound, basic principles of sound design, digital sound theory and sound effects and experience the practical use of animation-oriented sound with studio work. |

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| **Course Learning Outcomes** | **Program**  **Learning Outcomes** | **Teaching Methods** | **Assessment Methods** |
| 1. Gains general information about | 1 | Lecture, Interactive | Testing, Oral |
| sound design. |  | Lecture, Special Support/ | Exam/ |
|  |  | Structural Examples, Case | Presentation, |
|  |  | Study | Homework |
| 2. Relates sound editing and | 9 | Lecture, Interactive | Testing, Oral |
| composition |  | Lecture, Special Support/ | Exam/ |
|  |  | Structural Examples, Case | Presentation, |
|  |  | Study | Homework |
| 3. Evaluates harmony and balance between sound and moving images | 1 | Lecture, Interactive Lecture, Special Support/ | Testing, Oral Exam/ |

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|  |  | Structural Examples, Case Study | Presentation, Homework |
| 4. Examines how sound and image can work together. | 6 | Lecture, Interactive Lecture, Special Support/ Structural Examples, Problem Solving, Case Study | Testing, Oral Exam/ Presentation, Homework |
| 5. Explores different fields of use of sound with visuality | 2, 3 | Lecture, Interactive Lecture, Special Support/ Structural Examples, Problem Solving, Case  Study | Testing, Oral Exam/ Presentation, Homework |

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| **COURSE'S CONTRIBUTION TO PROGRAM LEARNING OUTCOMES** | | | | | | |  |
| No | Program Learning Outcomes | Contribution | | | | |
| 1 | 2 | 3 | 4 | 5 | |
| 1 | Applies academic and technical knowledge acquired in animation design field to original projects. |  |  |  |  | X | |
| 2 | Designs creative character and environment reflecting the principles of animation design. |  | X |  |  |  | |
| 3 | Creates efficient animation design by using appropriate software techniques to animation field practices. |  |  |  |  | X | |
| 4 | Realizes a 2 dimensional animation project including idea to distribution processes. |  |  | X |  |  | |
| 5 | Produces motion pictures using 3 dimensional animation techniques. |  |  |  |  | X | |
| 6 | Realizes a short film including the storyboard using visual and cinematic language. |  |  |  | X |  | |
| 7 | Creates animation film embodying different artistic techniques and styles. |  |  |  |  | X | |
| 8 | Applies technical, artistic and practical knowledge acquired within the program to creative sectoral projects within the frame of occupational ethics. |  |  |  | X |  | |
| 9 | Collaborates with different teams and comprehend the value of interdisciplinary working by life learning awareness. |  | X |  |  |  | |
| 10 | Writes an academic, original thesis by deep research contributing to animation design field. | X |  |  |  |  | |

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| **COURSE FLOW** | | |
| **Week** | **Topics** | **Study Materials** |
| 1 | Introduction, discussion of the course goals |  |

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| 2 | Examination of sound and visual media combination |  |
| 3 | Introduction to sound editing |  |
| 4 | Sound editing on video,  Sound and movement harmony |  |
| 5 | Foley technique  Basic sound record technique |  |
| 6 | Presentation |  |
| 7 | Presentation |  |
| 8 | Midterm |  |
| 9 | Mixing techniques and sound editing techniques |  |
| 10 | Sound Application |  |
| 11 | Sound Editing and Production Techniques |  |
| 12 | Introduction to graphic notation technique |  |
| 13 | Graphic notation techniques |  |
| 14 | Project Presentation |  |
| 15 | Project Presentation |  |
| 16 | Final |  |

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| **RECOMMENDED SOURCES** | |
| **Textbook** |  |
| **Additional Resources** |  |

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

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| **ASSESSMENT** | | |
| **IN-TERM STUDIES** | **NUMBER** | **PERCENTAGE** |
| Mid-terms | 1 | 40 |
| Final Assignment | 1 | 60 |
| **Total** |  | 100 |
| **Contribution Of Final Examination To Overall Grade** |  | 60 |
| **Contribution Of In-Term Studies To Overall Grade** |  | 40 |
| **Total** |  | 100 |

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| **COURSE CATEGORY** | Expertise/Field Courses | | |
| **ECTS ALLOCATED BASED ON STUDENT WORKLOAD BY THE COURSE DESCRIPTION** | | | |
| Activities | Quantity | Duration (Hour) | Total Workload (Hour) |
| Total class hours final week included | 14 | 3 | 42 |
| Hours off-class study | 14 | 6 | 84 |
| Midterm | 1 | 3 | 3 |
| Assignment | 14 | 8 | 112 |
| Final | 1 | 3 | 3 |
| **Total Workload** |  |  | 244 |
| **Total Workload / 25 (h)** |  |  | 9,76 |
| **ECTS Credit of the Course** |  |  | 10 |

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| **COURSE INFORMATION** | | | | | |
| **Course Title** | *Code* | *Semester* | *T+P+L Hours* | *Credits* | *ECTS* |
| Animated Film Making | ANID 574 | 1 | 3 + 0 + 0 | 3 | *10* |

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| **Prerequisites** |  |

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| **Language of Instruction** | English |
| **Course Level** | Master’s Degree |
| **Course Type** | Elective Course |
| **Course Coordinator** | Prof. Dr. Neda Üçer |
| **Instructors** |  |
| **Assistants** |  |
| **Goals** | Within this course students expected to learn the critical elements of the animation process and production plan. It is aimed to show their ability to make technical and organization plan by animation film production  projects. |
| **Content** | This course is designed to complete all phases of the filmmaking process from the idea stage of a personal animation project to the screening. Throughout this course, students have knowledge about the  production plan, budget, financial plan, technical plan and how to prepare a project presentation. |

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| **Course Learning Outcomes** | **Program Learning**  **Outcomes** | **Teaching Methods** | **Assessment Methods** |
| 1. Generates production plan. | 1, 3, 8 | Lecture, Interactive Lecture, Structural Examples, Problem Solving | Testing, Oral Exam/ Presentation,  Homework |
| 2. Produce animation film by using different plan techniques. | 3, 7 | Lecture, Interactive Lecture, Structural Examples, Problem Solving | Testing, Oral Exam/ Presentation,  Homework |
| 3. Creates efficient animation projects. | 5, 6, 7 | Lecture, Interactive Lecture, Structural Examples, Problem Solving | Testing, Oral Exam/ Presentation,  Homework |
| 4. Applies technical knowledge acquired in animation design. | 3, 7 | Lecture, Interactive Lecture, Structural Examples, Problem Solving | Testing, Oral Exam/ Presentation,  Homework |

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| 5. Generates all phases of animation process. | 7,8 | Lecture, Interactive Lecture, Structural Examples, Problem Solving | Testing, Oral Exam/ Presentation,  Homework |

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| **COURSE'S CONTRIBUTION TO PROGRAM LEARNING OUTCOMES** | | | | | | |  |
| No | Program Learning Outcomes | Contribution | | | | |
| 1 | 2 | 3 | 4 | 5 | |
| 1 | Applies academic and technical knowledge acquired in animation design field to original projects. |  |  |  |  | X | |
| 2 | Designs creative character and environment reflecting the principles of animation design. |  | X |  |  |  | |
| 3 | Creates efficient animation design by using appropriate software techniques to animation field practices. |  |  |  |  | X | |
| 4 | Realizes a 2 dimensional animation project including idea to distribution processes. |  |  | X |  |  | |
| 5 | Produces motion pictures using 3 dimensional animation techniques. |  |  |  |  | X | |
| 6 | Realizes a short film including the storyboard using visual and cinematic language. |  |  |  | X |  | |
| 7 | Creates animation film embodying different artistic techniques and styles. |  |  |  |  | X | |
| 8 | Applies technical, artistic and practical knowledge acquired within the program to creative sectoral projects within the frame of occupational ethics. |  |  |  |  | X | |
| 9 | Collaborates with different teams and comprehend the value of interdisciplinary working by life learning awareness. |  | X |  |  |  | |
| 10 | Writes an academic, original thesis by deep research contributing to animation design field. | X |  |  |  |  | |

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| **COURSE FLOW** | | |
| **Week** | **Topics** | **Study Materials** |
| 1 | Introduction |  |
| 2 | Complicated Character Animation |  |
| 3 | Story Development |  |
| 4 | Definition of Character |  |
| 5 | Appropriate Character Performance |  |

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| 6 | Sound Effects and Music |  |
| 7 | Project Presentation |  |
| 8 | Midterm |  |
| 9 | Timing |  |
| 10 | Screen Direction & Composition |  |
| 11 | Screen Direction & Composition |  |
| 12 | Technical Plan |  |
| 13 | Financial Plan |  |
| 14 | Project Presentation |  |
| 15 | Project Presentation |  |
| 16 | Final |  |

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| **RECOMMENDED SOURCES** | |
| **Textbook** |  |
| **Additional Resources** |  |

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

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| **ASSESSMENT** | | |
| **IN-TERM STUDIES** | **NUMBER** | **PERCENTAGE** |
| Presentations | 2 | 20 |
| Mid-terms | 1 | 20 |
| Final Assignment | 1 | 60 |
| **Total** |  | 100 |

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| **Contribution Of Final Examination To Overall Grade** |  | 60 |
| **Contribution Of In-Term Studies To Overall Grade** |  | 40 |
| **Total** |  | 100 |

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| **COURSE CATEGORY** | Expertise/Field Courses | | |
| **ECTS ALLOCATED BASED ON STUDENT WORKLOAD BY THE COURSE DESCRIPTION** | | | |
| Activities | Quantity | Duration (Hour) | Total Workload (Hour) |
| Total class hours final week included | 14 | 3 | 42 |
| Hours off-class study | 14 | 6 | 84 |
| Midterm | 1 | 3 | 3 |
| Assignment | 14 | 8 | 112 |
| Final | 1 | 3 | 3 |
| **Total Workload** |  |  | 244 |
| **Total Workload / 25 (h)** |  |  | 9,76 |
| **ECTS Credit of the Course** |  |  | 10 |

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| **COURSE INFORMATION** | | | | | |
| **Course Title** | *Code* | *Semester* | *T+P+L Hours* | *Credits* | *ECTS* |
| Thesis | ANID 599 | 1 | 3 + 0 + 0 | 3 | 10 |

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| **Prerequisites** |  |

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| **Language of Instruction** | English |
| **Course Level** | Master’s Degree |
| **Course Type** | Core Course |
| **Course Coordinator** | Prof. Dr. Neda Üçer |
| **Instructors** |  |
| **Assistants** |  |
| **Goals** | Within the scope of the course, students, with the management and  supervision of their advisors; prepare "Original Thesis" by examining current, local and foreign studies related to "Animation Design"field. |
| **Content** | Within this course, it is expected that the students realize a current, original and academic research acquired by the whole program outcomes in their interest area. Students under their advisor’s supervision, research on a subject contributing to the animation design field, generate an idea  and realize an universal level thesis. |

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| **Course Learning Outcomes** | **Program**  **Learning Outcomes** | **Teaching Methods** | **Assessment Methods** |
| 1. Makes original and academic | 1, 10 | Lecture, Interactive | Testing, Oral |
| research related to the field. |  | Lecture, Special | Exam/ |
|  |  | Support/ Structural | Presentation, |
|  |  | Examples | Homework |
| 2. It deals with research from a | 10 | Lecture, Interactive | Testing, Oral |
| critical perspective. |  | Lecture, Special | Exam/ |
|  |  | Support/ Structural | Presentation, |
|  |  | Examples | Homework |
| 3. Analyzes. | 10 | Lecture, Interactive | Testing, Oral |
|  |  | Lecture, Special | Exam/ |
|  |  | Support/ Structural | Presentation, |
|  |  | Examples | Homework |
| 4. Prepares academic studies related | 10 | Lecture, Interactive | Testing, Oral |
| to the field with what they have |  | Lecture, Special | Exam/ |
| learned within the scope of the |  | Support/ Structural | Presentation, |
| course. |  | Examples | Homework |

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| 5. Practice preparing academic | 10 | Lecture, Interactive | Testing, Oral |
| studies. |  | Lecture, Special | Exam/ |
|  |  | Support/ Structural | Presentation, |
|  |  | Examples | Homework |

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| **COURSE'S CONTRIBUTION TO PROGRAM LEARNING OUTCOMES** | | | | | | |  |
| No | Program Learning Outcomes | Contribution | | | | |
| 1 | 2 | 3 | 4 | 5 | |
| 1 | Applies academic and technical knowledge acquired in animation design field to original projects. |  |  |  | X |  | |
| 2 | Designs creative character and environment reflecting the principles of animation design. | X |  |  |  |  | |
| 3 | Creates efficient animation design by using appropriate software techniques to animation field practices. | X |  |  |  |  | |
| 4 | Realizes a 2 dimensional animation project including idea to distribution processes. | X |  |  |  |  | |
| 5 | Produces motion pictures using 3 dimensional animation techniques. | X |  |  |  |  | |
| 6 | Realizes a short film including the storyboard using visual and cinematic language. | X |  |  |  |  | |
| 7 | Creates animation film embodying different artistic techniques and styles. | X |  |  |  |  | |
| 8 | Applies technical, artistic and practical knowledge acquired within the program to creative sectoral projects within the frame of occupational ethics. |  | X |  |  |  | |
| 9 | Collaborates with different teams and comprehend the value of interdisciplinary working by life learning awareness. |  | X |  |  |  | |
| 10 | Writes an academic, original thesis by deep research contributing to animation design field. |  |  |  |  | X | |

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| **COURSE FLOW** | | |
| **Week** | **Topics** | **Study Materials** |
| 1 | Introduction |  |
| 2 | Thesis Study – Content study |  |
| 3 | Thesis Study – Content study |  |
| 4 | Thesis Study – Content study |  |
| 5 | Thesis Study – Readings |  |

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| 6 | Thesis Study – Readings |  |
| 7 | Thesis Study – Readings |  |
| 8 | Thesis Study – Readings |  |
| 9 | Thesis Study – Field Research |  |
| 10 | Thesis Study – Field Research |  |
| 11 | Thesis Study – Evaluation |  |
| 12 | Thesis Study – Evaluation |  |
| 13 | Thesis Study – Evaluation |  |
| 14 | Thesis Study – Evaluation |  |
| 15 | Thesis Study – Evaluation |  |
| 16 | Presentation and Discussion |  |

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| **RECOMMENDED SOURCES** | |
| **Textbook** |  |
| **Additional Resources** |  |

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

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| **ASSESSMENT** | | |
| **IN-TERM STUDIES** | **NUMBER** | **PERCENTAGE** |
| Mid-terms |  |  |
| Final Assignment |  |  |
| **Total** |  | 100 |
| **Contribution of Final Examination To Overall Grade** |  |  |

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| **Contribution of In-Term Studies To Overall Grade** |  |  |
| **Total** |  | 100 |

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| **COURSE CATEGORY** | Expertise/Field Courses | | |
| **ECTS ALLOCATED BASED ON STUDENT WORKLOAD BY THE COURSE DESCRIPTION** | | | |
| Activities | Quantity | Duration (Hour) | Total Workload (Hour) |
| Total class hours final week included | 30 | 1 | 32 |
| Hours off-class study | 30 | 45 | 1350 |
| Final | 1 | 3 | 3 |
| **Total Workload** |  |  | 1235 |
| **Total Workload / 25 (h)** |  |  | 55,4 |
| **ECTS Credit of the Course** |  |  | 60 |

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| **COURSE INFORMATION** | | | | | |
| **Course Title** | *Code* | *Semester* | *T+P+L Hours* | *Credits* | *ECTS* |
| Art and Animation | ANID 522 | 1 | 3 + 0 + 0 | 3 | *10* |

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| **Prerequisites** |

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| **Language of Instruc-** English  **tion** | |
| **Course Level** | Master’s Degree |
| **Course Type** | Elective Course |
| **Course Coordinator** | Prof. Dr. Neda Üçer |
| **Instructors** | |
| **Assistants** | |
| **Goals** | The aim of this course is to provide an aesthetic approach to animation production and to gain artistic perspective. In this course, students learn how to obtain original animation design outputs by reflecting artistic ele- ments and theoretical knowledge in animation applications. |
| **Content** | Students experience practical aspects of design such as visual and cine- matic language, art direction and storyboard production and animation projects, and gain knowledge of the designing and producing cinematic language before production |

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| **Course Learning Outcomes** | **Program Learning Outcomes** | **Teaching Meth- ods** | **Assessment Meth- ods** |
| 1) Obtain original animation design out- | 1,3 7 | Lecture, Ques- | Presentation, As- |
| puts by reflecting artistic elements |  | tion-Answer, | signment, Practice |
|  |  | Problem Solving |  |
| 2) Interprets theoretical knowledge | 1, 8 | Lecture, Ques- | Presentation, As- |
|  |  | tion-Answer, | signment, Practice |
|  |  | Problem Solving |  |
| 3) Analyzes the cinematic language | 1, 7, 8 | Lecture, Ques- | Presentation, As- |
|  |  | tion-Answer, | signment, Practice |
|  |  | Problem Solving |  |
| 4) Produces storyboards for the projects | 6 | Lecture, Ques- | Presentation, As- |
|  |  | tion-Answer, | signment, Practice |
|  |  | Problem Solving |  |
| 5) Gains artistic language | 8 | Lecture, Ques- | Presentation, As- |
|  |  | tion-Answer, | signment, Practice |
|  |  | Problem Solving |  |

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| **COURSE'S CONTRIBUTION TO PROGRAM LEARNING OUTCOMES** | | | | | | |
| N  o | Program Learning Outcomes | Contribution | | | | |
| 1 | 2 | 3 | 4 | 5 |
| 1 | Applies academic and technical knowledge acquired in animation design field to original projects. |  |  |  |  | X |
| 2 | Designs creative character and environment reflecting the principles of anima- tion design. |  | X |  |  |  |
| 3 | Creates efficient animation design by using appropriate software techniques to animation field practices. |  |  |  |  | X |
| 4 | Realizes a 2 dimensional animation project including idea to distribution pro- cesses. |  |  | X |  |  |
| 5 | Produces motion pictures using 3 dimensional animation techniques. |  |  |  |  | X |
| 6 | Realizes a short film including the storyboard using visual and cinematic lan- guage. |  |  |  |  | X |
| 7 | Creates animation film embodying different artistic techniques and styles. |  |  |  |  | X |
| 8 | Applies technical, artistic and practical knowledge acquired within the program to creative sectoral projects within the frame of occupational ethics. |  |  |  |  | X |
| 9 | Collaborates with different teams and comprehend the value of in- terdisciplinary working by life learning awareness. |  | X |  |  |  |
| 10 | Writes an academic, original thesis by deep research contributing to animation design field. | X |  |  |  |  |

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| **COURSE FLOW** | | |
| **Week** | **Topics** | **Study Materials** |
| 1 | Introduction |  |
| 2 | Original Animation Design Outputs |  |
| 3 | Original Animation Design Outputs |  |
| 4 | Theoretical Knowledge in Animation Applications |  |
| 5 | Theoretical Knowledge in Animation Applications |  |
| 6 | Visual and Cinematic Language |  |
| 7 | Midterm |  |
| 8 | Analysis of Cinematic Language |  |

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| 9 | Designing and Producing Cinematic Language |
| 10 | Storyboard |
| 11 | Storyboard |
| 12 | Aesthetic Approach to Animation Production |
| 13 | Aesthetic Approach to Animation Production |
| 14 | Presentation |
| 15 | Presentation |
| 16 | Final |

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| **RECOMMENDED SOURCES** |
| **Textbook** |
| **Additional Resources** |

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

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| **ASSESSMENT** | | |
| **IN-TERM STUDIES** | **NUMBER** | **PERCENTAGE** |
| Presentations | 2 | 20 |
| Mid-terms | 1 | 20 |
| Final Assignment | 1 | 60 |
| **Total** |  | 100 |
| **Contribution Of Final Examination To Overall Grade** |  | 60 |
| **Contribution Of In-Term Studies To Overall Grade** |  | 40 |
| **Total** |  | 100 |

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| **COURSE CATEGORY** | Expertise/Field Courses | | |
| **ECTS ALLOCATED BASED ON STUDENT WORKLOAD BY THE COURSE DESCRIP- TION** | | | |
| Activities | Quantity | Duration (Hour) | Total Workload (Hour) |
| Total class hours final week included | 14 | 3 | 42 |
| Hours off-class study | 14 | 6 | 84 |
| Midterm | 1 | 3 | 3 |
| Assignment | 14 | 8 | 112 |
| Final | 1 | 3 | 3 |
| **Total Workload** |  |  | 244 |
| **Total Workload / 25 (h)** |  |  | 9,76 |
| **ECTS Credits of the Course** |  |  | 10 |

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| **COURSE INFORMATION** | | | | | |
| **Course Title** | *Code* | *Semester* | *T+P+L Hours* | *Credits* | *ECTS* |
| Scenario for Animation | ANID 551 | 1 | 3 + 0 + 0 | 3 | *10* |

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| **Prerequisites** |

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| **Language of Instruc-** English  **tion** | |
| **Course Level** | Master’s Degree |
| **Course Type** | Elective Course |
| **Course Coordinator** | Prof. Dr. Neda Üçer |
| **Instructors** | |
| **Assistants** | |
| **Goals** | Within this elective course students have a knowledge about the produc- tion process from visual design and story development. By the end of this course, students will have the ability to define the principles of story- boarding and art direction and to apply this knowledge to cinematic lan- guage of animation. |
| **Content** | In this course, it is aimed to provide the students with the knowledge of storytelling of an idea and then the process of preparing the script in ac- cordance with the production of animation film and gaining the applica- tion competencies for the scenario writing format and techniques. |

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| **Course Learning Outcomes** | **Program Learning Outcomes** | **Teaching Methods** | **Assessment Methods** |
| 1) Explores the story elements and character de- | 1 | Lecture, Question- | Presentation, |
| velopment |  | Answer, Problem | Assignment, |
|  |  | Solving | Practice |
| 2) Develops concepts and ideas visually through | 3,4 | Lecture, Question- | Presentation, |
| story application. |  | Answer, Problem | Assignment, |
|  |  | Solving | Practice |
| 3) Examines narrative story as a professional. | 1 | Lecture, Question- | Presentation, |
|  |  | Answer, Problem | Assignment, |
|  |  | Solving | Practice |
| 4) Design storyboards for animated projects | 6 | Lecture, Question- | Presentation, |
|  |  | Answer, Problem | Assignment, |
|  |  | Solving | Practice |

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| 5) Analyzes principles of cinematic language and 8 Lecture, Question- Presentation, film direction. Answer, Problem Assignment,  Solving Practice |

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| **COURSE'S CONTRIBUTION TO PROGRAM LEARNING OUTCOMES** | | | | | | |
| N  o | Program Learning Outcomes | Contribution | | | | |
| 1 | 2 | 3 | 4 | 5 |
| 1 | Applies academic and technical knowledge acquired in animation design field to original projects. |  |  |  |  | X |
| 2 | Designs creative character and environment reflecting the principles of anima- tion design. |  | X |  |  |  |
| 3 | Creates efficient animation design by using appropriate software techniques to animation field practices. |  |  |  |  | X |
| 4 | Realizes a 2 dimensional animation project including idea to distribution pro- cesses. |  |  | X |  |  |
| 5 | Produces motion pictures using 3 dimensional animation techniques. |  |  |  |  | X |
| 6 | Realizes a short film including the storyboard using visual and cinematic lan- guage. |  | X |  |  |  |
| 7 | Creates animation film embodying different artistic techniques and styles. |  |  |  |  | X |
| 8 | Applies technical, artistic and practical knowledge acquired within the program to creative sectoral projects within the frame of occupational ethics. |  |  |  | X |  |
| 9 | Collaborates with different teams and comprehend the value of in- terdisciplinary working by life learning awareness. |  | X |  |  |  |
| 10 | Writes an academic, original thesis by deep research contributing to animation design field. | X |  |  |  |  |

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| **COURSE FLOW** | | |
| **Week** | **Topics** | **Study Materials** |
| 1 | Introduction |  |
| 2 | Story and Cinematic Storyboard |  |
| 3 | Concepts and Analysis |  |
| 4 | Scenario Stages |  |
| 5 | Storyboard Making and Sample Analysis |  |
| 6 | Animatics Production and Sample Analysis |  |

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| 7 | Midterm |
| 8 | Timing Production and Sample Analysis |
| 9 | Editing and Sample Analysis |
| 10 | Reading Movies |
| 11 | Effect Preparation |
| 12 | Using Effects |
| 13 | Using Effects |
| 14 | Presentation |
| 15 | Presentation |
| 16 | Final |

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| **RECOMMENDED SOURCES** |
| **Textbook** |
| **Additional Resources** |

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

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| **ASSESSMENT** | | |
| **IN-TERM STUDIES** | **NUMBER** | **PERCENTAGE** |
| Presentations | 2 | 20 |
| Mid-terms | 1 | 20 |
| Final Assignment | 1 | 60 |
| **Total** |  | 100 |
| **Contribution Of Final Examination To Overall Grade** |  | 60 |
| **Contribution Of In-Term Studies To Overall Grade** |  | 40 |
| **Total** |  | 100 |

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| **COURSE CATEGORY** | Expertise/Field Courses | | |
| **ECTS ALLOCATED BASED ON STUDENT WORKLOAD BY THE COURSE DESCRIP- TION** | | | |
| Activities | Quantity | Duration (Hour) | Total Workload (Hour) |
| Total class hours final week included | 14 | 3 | 42 |
| Hours off-class study | 14 | 6 | 84 |
| Midterm | 1 | 3 | 3 |
| Assignment | 14 | 8 | 112 |
| Final | 1 | 3 | 3 |
| **Total Workload** |  |  | 244 |
| **Total Workload / 25 (h)** |  |  | 9,76 |
| **ECTS Credits of the Course** |  |  | 10 |

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| **COURSE INFORMATION** | | | | | |
| **Course Title** | *Code* | *Semester* | *T + P + L Hour* | *Credits* | *ECTS* |
| Applied Film Production Workshop | ANID 572 | 2 | 3 + 0 + 0 | 3 | 10 |

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| **Prerequisites** |

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| **Language of Instruc-** English  **tion** | |
| **Course Level** | Master’s Degree |
| **Course Type** | Core |
| **Course Coordinator** | Prof. Dr. Neda Üçer |
| **Instructors** | |
| **Assistants** | |
| **Goals** | Within this course, students are expected to use their theoretical knowl- edge and practical skills in animation projects and to create finished prod- ucts. |
| **Content** | This is a comprehensive course that puts forward all the knowledge and skills acquired in the Animation Design Graduate Program. This course is designed to complete all phases of the film production process from the idea stage to the presentation of an animation project within the deter- mined work plan. |

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| **Course Learning Outcomes** | **Program Learning Outcomes** | **Teaching Meth- ods** | **Assessment Methods** |
| 1. Makes use of all the information he/she has on the animation topic in order to create an au- thentic project. | 1, 2, 3, 5 | Lecture, Problem Solving, Demon- stration | Presentation, As- signment, Prac- tice |
| 2. Comprehends animation filmmaking pro- cesses, makes creative designs. | 1, 2, 3, 5 | Lecture, Problem Solving, Demon- stration | Presentation, As- signment, Prac- tice |
| 3. Produces authentic design ideas and ap- plications. | 1, 2, 3 | Lecture, Problem Solving, Demon- stration | Presentation, As- signment, Prac- tice |
| 4. Designs moving pictures by using different animation techniques. | 1, 2, 3, 5 | Lecture, Problem Solving, Demon- stration | Presentation, As- signment, Prac- tice |

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| 5. Conducts a project due to a workplan con- Lecture, Problem Presentation, As- taining all phases of an animation production 1, 2, 3 Solving, Demon- signment, Prac- process. stration tice |

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| **COURSE'S CONTRIBUTION TO PROGRAM LEARNING OUTCOMES** | | | | | | |
| N Program Learning Outcomes o | | Contribution | | | | |
| 1 | 2 | 3 | 4 5 |  |
| 1 Applies academic and technical knowledge acquired in animation design field to original projects. | |  |  |  | **X** |  |
| 2 Designs creative character and environment reflecting the principles of ani- mation design. | |  |  |  | **X** |  |
| 3 Creates efficient animation design by using appropriate software techniques to animation field practices. | |  |  |  | X |  |
| 4 | Realizes a 2 dimensional animation project including idea to distribution processes. |  |  |  | X |  |
| 5 Produces motion pictures using 3 dimensional animation techniques. | |  |  |  | X |  |
| 6 | Realizes a short film including the storyboard using visual and cinematic language. |  | X |  |  |  |
| 7 Creates animation film embodying different artistic techniques and styles. | |  |  | X |  |  |
| 8 Applies technical, artistic and practical knowledge acquired within the pro- gram to creative sectoral projects within the frame of occupational ethics. | |  |  |  | X |  |
| 9 Collaborates with different teams and comprehend the value of in- terdisciplinary working by life learning awareness. | |  |  | X |  |  |
| 10 | Writes an academic, original thesis by deep research contributing to anima-  tion design field. |  |  | X |  |  |

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| **COURSE FLOW** | | |
| **Week** | **Topics** | **Study Materials** |
| 1 | Introduction |  |
| 2 | Pre-Production Planning |  |
| 3 | Pre-Production Planning |  |
| 4 | Pre-Production Phases and Research |  |
| 5 | Editing |  |
| 6 | Editing |  |

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| 7 | Midterm |
| 8 | Pitching and Presentation Techniques |
| 9 | Pitching and Presentation Techniques |
| 10 | Pitching and Presentation Techniques |
| 11 | Workshop |
| 12 | Workshop |
| 13 | Workshop |
| 14 | Workshop |
| 15 | Final |

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| **RECOMMENDED SOURCES** |
| **Textbook** |
| **Additional Resources** |

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

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| **ASSESSMENT** |
| **IN-TERM STUDIES NUMBER PERCENTAGE** |
| Assignments |
| Mid-terms 1 40 |
| Final Assignment 1 60 |
| **Total 100** |
| **Contribution Of Final Examination To Overall Grade 60** |
| **Contribution Of In-Term Studies To Overall Grade 40** |
| **Total 100** |

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| **COURSE CATEGORY** Expertise/Field Courses |

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| **ECTS ALLOCATED BASED ON STUDENT WORKLOAD BY THE COURSE DESCRIP- TION** | | | |
| Activities | Quanti- ty | Dura- tion (Hour) | Total Workload (Hour) |
| Class hours | 14 | 3 | 42 |
| Hours off-class study | 14 | 8 | 112 |
| Midterm | 1 | 3 | 3 |
| Assignment | 14 | 3 | 42 |
| Personal Assignment for Examination | 2 | 18 | 36 |
| Final | 1 | 3 | 3 |
| **Total Workload** |  |  | 238 |
| **Total Workload / 25 (h)** |  |  | 9,52 |
| **ECTS Credit of the Course** |  |  | 10 |