



COURSE INFORMATION FORM

SEMESTER	SPRING
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COURSE CODE	141314012	COURSE NAME	ILLUSTRATION
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SEMESTER	WEEKLY COURSE HOURS			COURSE			
	THEORY	APPLICATION	LAB.	CREDIT	ECTS	TYPE	LANGUAGE
4	2	2	0	3	5	Elective	Turkish

CATEGORY OF COURSE				
Basic Education	Art	Design	Visual Communication	Social Science
1	1	2	1	

EVALUATION CRITERIA			
EXAM TYPE		EXAM TYPE	PERCENTAGE OF EXAM
EXAMS IN SEMESTER	Midterm Exam 1	Project	40
FINAL EXAM		Project	60
EXCUSE EXAMINATION			
RESIT EXAMINATION			

RECOMMENDED PREREQUISITES OF COURSE	None
COURSE CONTENT	Introduction to the course and illustration, History of Illustration, Illustration techniques, style research, Digital Illustration. Mascot character design. The volumetric coloring, Animated backgrounds and matte painting, projects
COURSE OBJECTIVES	To introduce the techniques of illustration and practice of such techniques
CONTRIBUTION TO VOCATIONAL EDUCATION	1. Ability to recognize the design techniques and technology and to identify their differences, applications and methods. 2. Ability to understand and practice the design process, its steps, and production techniques.
LEARNING OUTCOMES	1. Developing an original style and technique for illustrations 2. Ability to use various materials and techniques. 3. Establishes a relationship between text and illustration 4. Ability to use illustration in different media
TEXTBOOK	Creative Illustration Workshop for Mixed-Media Artists: Seeing, Sketching, Storytelling and Using Found Materials Manual Illustration Techniques.
REFERENCES	1. Illustrating Children's Books – Creating Pictures for Publication – Martin Salisbury- Quarto Publishing –London: 2005 2. The Illustrator's Guide to Law and Business Practice – Simon Stern, AOI , London: 2008. ,
MATERIALS	Computer, projector, Illustration materials.



WEEKLY COURSE PLAN	
WEEK	SUBJECTS
1	Aim of the course content, procedures, student responsibilities, issues, information about the grading system. Basic knowledge of illustration
2	History of Illustration
3	Illustration techniques, style research.
4	Illustration techniques, style research.
5	Project work
6	Project work
7	Project work
8	MIDTERM EXAM WEEK
9	Digital Illustration. Mascot character design. The volumetric coloring.
10	Mascot character design in the digital environment
11	Mascot character design in the digital environment
12	Animated backgrounds and matte painting work
13	Animated backgrounds and matte painting work
14	Animated backgrounds and matte painting work
15,16	FINAL EXAMS

NO	COURSE CONTRIBUTION TO THE PROGRAM OUTCOMES	CONTRIBUTION LEVEL		
		1 low	2 med	3 high
1	Ability to establish and conceive the basic concepts, principles and the history of communication and visual communication design and relate to other disciplines.		x	
2	Understanding of the design culture, ethics, and the rights and responsibilities of designers.		x	
3	Understanding of the diversity, aesthetic sensitivity and the visual language of art and design and to reflect it into design.		x	
4	Ability to analyze with interrogation and critical thinking and to reflect it into design, and to find appropriate solutions to design problems.		x	
5	Ability to recognize the design techniques and technology and to identify their differences, applications and methods.			x
6	Ability to understand and practice the design process, its steps, and production techniques.			x
7	Ability to refresh knowledge on design process and design information in accordance with the modern requirements and technological developments.		x	
8	Ability to utilize various artistic and industrial production techniques.	x		
9	Appreciation of the national and universal values and ability to expand design concepts from national level to universal level.	x		
10	Awareness for the protection of nature and the environment as well as eco-design,	x		
11	Ability to prepare social responsibility projects in order to raise design awareness.	x		

LECTURER	SIGNATURE	DATE