



Eskişehir Osmangazi University, College of Art and Design  
Department of Visual Arts

COURSE INFORMATION FORM

SEMESTER | SPRING

COURSE CODE	141214003	COURSE NAME	COMPUTER AIDED DESIGN II
-------------	-----------	-------------	--------------------------

SEMESTER	WEEKLY COURSE HOURS			COURSE			
	THEORY	APPLICATION	LAB.	CREDIT	ECTS	TYPE	LANGUAGE
4	2	2		3	5	Required	Turkish

CATEGORY OF COURSE (ECTS Credit Distribution)				
Basic Education	Art	Design	Visual Communication	Social Science
	2	2	1	

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

<b>RECOMMENDED PREREQUISITES OF COURSE</b>	Computer Aided Design I
<b>COURSE CONTENT</b>	Use of vector and pixel based computer programs and production of graphics art
<b>COURSE OBJECTIVES</b>	Teaching the concepts of art and utilizing a computer to produce artistic work
<b>CONTRIBUTION TO VOCATIONAL EDUCATION</b>	<ul style="list-style-type: none"><li>Understanding of the diversity, aesthetic sensitivity and the visual language of art and to reflect it into artpieces</li><li>Ability to analyze with interrogation and critical thinking and to reflect it into work of art, and to find appropriate solutions to art problems.</li><li>Ability to refresh knowledge on art process and art information in accordance with the modern requirements and technological developments.</li></ul>
<b>LEARNING OUTCOMES</b>	<ul style="list-style-type: none"><li>Ability to use vector based and pixel based computer programs to produce art</li><li>Ability to do digital design</li></ul>
<b>TEXTBOOKS</b>	Temel Sanat Eğitimi ve Dijital Ortam, Akçadoğan, Irmak İnan (2006) Epsilon Yayıncılık
<b>REFERENCES</b>	<ol style="list-style-type: none"><li>Illustrator Cs6, Yavuz Gümüštepe, (2012) Kodlab</li><li>Photoshop CS6, Osman Gürkan (2012) Nirvana Yayınları</li><li>Photoshop CS6, Özge Mardi Bayar (2014) Kodlab</li></ol>
<b>MATERIALS</b>	Computer, Projector, Paper



WEEKLY COURSE PLAN	
WEEK	SUBJECTS
1	Information about the course, rules and regulations
2	Project: line, spot, texture
3	Project research and proposals
4	Evaluation of project proposals
5	Project: Shape and form
6	Project research and proposals
7	Evaluation of project proposals
8	MIDTERM EXAM
9	Proje: Shape and background relationship
10	Project research and proposals
11	Evaluation of project proposals
12	Project: Color, light and shade
13	Project research and proposals
14	Evaluation of project proposals
15-16	FINAL EXAM

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 visual art and relate to other disciplines.	X		
2	Understanding of the art culture, ethics, and the rights and responsibilities of artists.		X	
3	Understanding of the diversity, aesthetic sensitivity and the visual language of art and to reflect it into artworks.			X
4	Ability to analyze with interrogation and critical thinking and to reflect it into work of art, and to find appropriate solutions to art problems.			X
5	Ability to recognize the art techniques and technology and to identify their differences, applications and methods.		X	
6	Ability to understand and practice the work of art process, its steps, and production techniques.		X	
7	Ability to refresh knowledge on art process and art 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 art 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 art awareness.		X	

LECTURER	SIGNATURE	DATE
Öğr. Gör. A. Gaye Kalavlı		