Eskişehir Osmangazi University College of Art and Design
Visual Communication Design Department

COURSE INFORMATION FORM

						SEMESTER	FALL
COURSE CODE	141315016	**COURSE NAME**	ANIMATION TECHNIQUES				

SEMESTER	WEEKLY COURSE HOURS			COURSE			
	THEORY	**APPLICATION**	**LAB.**	**CREDIT**	**ECTS**	**TYPE**	**LANGUAGE**
5	2	2	0	3	5	Elective	Turkish

CATEGORY OF COURSE (ECTS Credit Distribution)				
Basic Education	**Art**	**Design**	**Visual Communication**	**Social Science**
		2	3	

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

RECOMMENDED PREREQUISITES OF COURSE	NONE
BRIEF CONTENTS	History of Animation, Basic Rules, Character design, Animating the character, Time and Movement, Softness and Flexibility, Exaggeration, Walking techniques in Animation, Application projects
COURSE OBJECTIVES	Teaching cell animation techniques and basic animation rules, concepts with applications
CONTRIBUTION TO VOCATIONAL EDUCATION	• Ability to recognize the design techniques and technology and to identify their differences, applications and methods. • Ability to understand and practice the design process, its steps, and production techniques. • Ability to refresh knowledge on design process and design information in accordance with the modern requirements and technological developments.
LEARNING OUTCOMES	• Student learns animation techniques and basic animation concepts. • Student understands the relationship between the timing and the movement concept in animation with applications. • Student learns the animation production process.
TEXTBOOK	• Back, Jerry & Friedwald, Will (1997) Animation Art. London: Virgin publishing Ltd. • Blair, Preston (1990) Film Cartoons. Tustin:Walter Foster publishing Inc.
REFERENCES	• Foss, Bob (1992) Film Making. Los Angles:Silman-James Press. Co. • Peter Lord & Brian Sibley, Foreword By Nick Park (1998) Cracking Animation. London:Thames & Hudson ltd.
MATERIALS	Computer, light table

WEEKLY COURSE PLAN	
WEEK	**SUBJECTS**
1	History of Animation
2	Basic Rules and principles in Animation
3	Application of basic rules and principles
4	Character design in Animation
5	Animating the character
6	Time and Movement in Animation
7	MIDTERM EXAMS
8	MIDTERM EXAMS
9	Softness and Flexibility in Animation
10	Application project
11	Exaggeration in Animation
12	Application project
13	Walking techniques in Animation
14	Application project
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