



**ESOGU Faculty of Art and Design**  
**Visual Communication Design Department**  
**COURSE INFORMATION FORM**

<b>SEMESTER</b>	Spring
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<b>COURSE CODE</b>	1413146004	<b>COURSE NAME</b>	Editing Techniques II
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SEMESTER	WEEKLY COURSE PERIOD			COURSE OF			
	Theory	Practice	Labratory	Credit	ECTS	Type	Language
5	2	2	0	3	5	COMPULSORY ( X ) ELECTIVE ( )	Turkish

**COURSE CATEGORY**

Basic Education	Art	Design	Visual Communication	Social Science
	2	2	1	

**ASSESSMENT CRITERIA**

	Evaluation Type	Quantity	%
	<b>MID-TERM</b>	1st Mid-Term	1
2nd Mid-Term			
Quiz			
Homework			
Project			
Report			
Others (.....)			
<b>FINAL EXAM</b>		1	60

<b>PREREQUIEITE(S)</b>	
<b>COURSE DESCRIPTION</b>	Music video, film editing, animation movie editing, combining visual and audio materials to make stop-motion applications.
<b>COURSE OBJECTIVES</b>	To achieve proficiency in editing for various productions
<b>ADDITIVE OF COURSE TO APPLY PROFESSIONAL EDUCATION</b>	<input type="checkbox"/> Understanding of the diversity, aesthetic sensitivity and the visual language of art and design and to reflect it into design. <input type="checkbox"/> Ability to recognize the design techniques and technology and to identify their differences, applications and methods.
<b>COURSE OUTCOMES</b>	<input type="checkbox"/> Ability to edit music video, video and movie. <input type="checkbox"/> Ability to edit drama. <input type="checkbox"/> Ability to prepare animation using stop-motion technique.
<b>TEXTBOOK</b>	Video ve Film Kurgusuna Giriş, Bülent Küçükdoğan, İstanbul: Es Yayınları, 2008
<b>OTHER REFERENCES</b>	<input type="checkbox"/> Filmin Dili: Kurgu, Murat Toprak, İstanbul, Kalkedon Yayıncılık, 2012. <input type="checkbox"/> Sinemada Yönetmenlik, Oyunculuk, Kurgu, Edward Dmytryk, İstanbul, Doruk Yayınları, 2011
<b>TOOLS AND EQUIPMENTS REQUIRED</b>	Computer, editing software

## WEEKLY COURSE SYLLABUS

WEEK	TOPICS
1	Visual items that will be used in music video
2	Editing music video
3	Editing music video
4	Preparation of drama editing
5	Combining visual and audio materials
6	Combining visual and audio materials
7	Combining visual and audio materials
8	MIDTERM EXAMS
9	Movie editing in different genres
10	Animation movie genres
11	Preparing screenplay and storyboard
12	Stop-motion materials
13	Shooting stop-motion
14	Editing stop-motion
15	FINAL EXAM
16	FINAL EXAM

NO	PROGRAM OUTCOMES	Contribution Level		
		3	2	1
1	The ability to comprehend the basic concepts and principles of visual communication design and to establish their relationship with other disciplines		x	
2	The ability to comprehend the design culture and ethics, the rights and responsibilities of designers			x
3	The ability to grasp the visual language and aesthetic sensitivity of the design and reflect these on designs		x	
4	The ability to analyze by thinking critically, to reflect this on their designs, and to offer appropriate solutions to problems	x		
5	The ability to recognize design technique and technology, to comprehend application areas and methods	x		
6	The ability to comprehend and apply the design process and production techniques		x	
7	The ability to update design knowledge in line with the requirements of the age and technological developments		x	
8	Comprehending local and universal values; the ability to develop an understanding of design from local to universal			x
9	The ability to comprehend the importance of sustainable design in the protection of nature and the environment			x
10	The ability to gain sensitivity to the current problems of the society and to develop solutions to these problems			x

1: None. 2: Partially contribution. 3: Completely contribution.

**Instructor(s):** Öğr. Gör. Latif Koşu

**Signature:**

**Date:**