



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

COURSE INFORMATION FORM

		SEMESTER		FALL		
COURSE CODE	1413137014	COURSE NAME	STOP-MOTION			

SEMESTER	WEEKLY COURSE HOURS			COURSE			
	THEORY	APPLICATION	LAB.	CREDIT	ECTS	TYPE	LANGUAGE
7	2	2	0	3	5	Elective	Turkish

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

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	Brief information on stop-motion history; introduction of basic cinematographic tools, animation principles, different stop-motion shooting methods; project work after test shots.
COURSE OBJECTIVES	<ul style="list-style-type: none"><li>Comprehension of cinematographic tools and animation principles</li><li>Production of short stop-motion film projects with different production methods.</li></ul>
CONTRIBUTION TO VOCATIONAL EDUCATION	<ul style="list-style-type: none"><li>Ability to establish and conceive the basic concepts, principles and the history of communication and visual communication design and relate to other disciplines.</li><li>Understanding of the diversity, aesthetic sensitivity and the visual language of art and design and to reflect it into design.</li><li>Ability to understand and practice the design process, its steps, and production techniques.</li></ul>
LEARNING OUTCOMES	<ul style="list-style-type: none"><li>Define basic cinematographic tools and animation principles</li><li>Discover different stop-motion production techniques</li><li>Can produce short stop-motion film projects</li></ul>
TEXTBOOK	Lord, P. ve Sibley, B. (2010). <i>Cracking Animation</i> , Thames & Hudson
REFERENCES	Purves, B. (2010). <i>Stop-motion</i> , Ava Publishing
MATERIALS	



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WEEKLY COURSE PLAN	
WEEK	SUBJECTS
1	Georges Méliès and short history of stop-motion
2	Digital cinematography, lightning and composition
3	Introducing Dragonframe program
4	Basic animation principles
5	Test shots
6	Test shots
7	MIDTERM EXAMS
8	MIDTERM EXAMS
9	Puppet, clay, cut-out and object animation examples
10	Timing design, acting in animation, camera controls
11	Script work for the project
12	Storyboard and animatic work for the project
13	Project work
14	Project evaluation
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
Tunçemre Doğramacı		09.04.2017