



## AYDIN ADNAN MENDERES UNIVERSITY COURSE INFORMATION FORM

Course Title		Graphics And Animation - I							
Course Code		BPR107		Course Level		Short Cycle (Associate's Degree)			
ECTS Credit	3	Workload	75 (Hours)	Theory	3	Practice	1	Laboratory	0
Objectives of the Course		Teaching basics of graphic design and animations							
Course Content		Visual graphic arts education, basic techniques training Design, Formatting, composition, color and typography usage information, the use of design programs, pixel-based programs, and the design process, the design of the termination phase, the finished design prepress preparation, design pressure sending techniques, design, presentation, web interface design							
Work Placement		N/A							
Planned Learning Activities and Teaching Methods				Explanation (Presentation), Demonstration, Discussion, Case Study, Individual Study					
Name of Lecturer(s)		Ins. Gizem GÜREL DÖNÜK							

### Assessment Methods and Criteria

Method	Quantity	Percentage (%)
Midterm Examination	1	40
Final Examination	1	70

### Recommended or Required Reading

1	Photoshop Cc (Özel Renkli Baskı) - Özge Mardi Bayar Kodlab Yayınları
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Week	Weekly Detailed Course Contents	
1	Theoretical	Visual Graphic Art Education
2	Theoretical	Basic Design Techniques Training
3	Theoretical	Formatting, composition, color and typography Usage Information
4	Theoretical	Introduction to Pixel-based programs
5	Theoretical	What is PSD and recording working with different image formats
6	Theoretical	Masks, layer mask and blend modes
7	Theoretical	Filtering and locking in the Layers panel
8	Theoretical	Image sizing and smart objects
9	Intermediate Exam	Midterm exam
10	Theoretical	How to add text with the Text tool, how to export various styles to text, clipping mask, and text tool
11	Theoretical	Making selections with Marquee shapes, using Lasso, lasso tools, making selections with color range panel
12	Theoretical	Edit selections with layer mask with selection tools
13	Theoretical	Remove unwanted small spots, remove unwanted medium and large items
14	Theoretical	Using the Content Aware Fill tool, Using the Clone Stamp tool
15	Theoretical	Introducing color adjustment layers, animation, tone and saturation changing methods
16	Final Exam	Final exam

### Workload Calculation

Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	14	0	3	42
Lecture - Practice	14	0	1	14
Laboratory	7	0	1	7
Midterm Examination	1	5	1	6
Final Examination	1	5	1	6
Total Workload (Hours)				75
[Total Workload (Hours) / 25*] = ECTS				3

\*25 hour workload is accepted as 1 ECTS



**Learning Outcomes**

1	Performing image editing processes
2	Performing text editing and layer processes
3	Recognize and use design programs
4	Knows Pixel-based image editing program and its features
5	Comprehend image formats and their properties.
6	Open existing image files and make necessary edits and create new image files.
7	Students will be able to prepare catalog, brochure, poster design and Corporate Identity Studies.

**Programme Outcomes (Computer Programming)**

1	Having knowledge and skills in web project preparation and publishing
2	Having the knowledge and skills necessary for proper use management of database applications
3	Having knowledge and skills for software development, testing and installation
4	Be able to use the hardware necessary for computer programming and solve the basic problems they have with hardware
5	To be able to use information and communication technologies at the level required by computer programming
6	To be able to produce solutions to problems encountered in the field
7	Having the competencies to make job planning in the profession
8	Communicating with colleagues and clients based on knowledge and skills
9	Be able to take responsibility as an individual or as a team member and to fulfill the responsibility
10	To be able to express written and oral expressions related to the study topic
11	Be able to adapt the winning information to new situations

**Contribution of Learning Outcomes to Programme Outcomes 1:Very Low, 2:Low, 3:Medium, 4:High, 5:Very High**

	L1	L2	L3	L4	L5	L6	L7
P1	5	5	5	5	5	4	4
P2	1	1	4	1	5	4	4
P3	2	2	5	5	5	4	4
P4	1	1	1	1	4	3	4
P5	4	4	4	5	4	3	3
P6	5	5	5	4	3	3	3
P7	1	3	3	3	3	3	3
P8	1	1	1	1	2	4	4
P9	1	2	1	1	2	4	4
P10	3	4	3	3	2	4	4
P11	4	5	5	5	2	4	3

