AYDIN ADNAN MENDERES UNIVERSITY
COURSE INFORMATION FORM

Course Title		Graphics and Animation - II						
Course Code		BPR108		Couse Level		Short Cycle (Associate's Degree)		
ECTS Credit	4	Workload	100 *(Hours)*	Theory	3	Practice	1	Laboratory	0
Objectives of the Course		Teaching basics of graphic design and animations with advanced design programmes						
Course Content		What is vector graphics: Adobe Illustrator introduction to the interface, use the menu: Tools panel the tools panel use the Control Panel: use the workspace workspace; working with documents: create a new document template files; working with the working Surface Vehicle: Vehicle 1 vehicle 2 the artboards panel Navigation; Ruler & grid: smart guides grids rulers; the choice to him: Direct Selection Tool Group selection tool magic wand tool Lasso. To understand the objects: Layers; Conversion Operations: the Scale tool rotate tool mirror tool the object creation panel alignment question: the pen tool; basic drawing Him; Line, arc, spiral, Rectangular/Polar grid tool; create type edit: the character panel the paragraph panels; Um object manipulation: External view line Masking; working with color: the color palette in the color panel, Gradient panel the transparency panel; document recording options: save the illustrator document; the term project work.						
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	Illustrator CS6 & CC Yavuz Gümüştepe 2015 Kodlab Yayınları

Week	Weekly Detailed Course Contents	
1	Theoretical	What is vector graphics: recognize the input interface in Adobe Illustrator;
2	Theoretical	Menu usage: control panel tools tools panel; use of panels
3	Theoretical	Using workspace Workspace; working with documents: creating new documents
4	Theoretical	Working with template files; Artboard tool
5	Theoretical	Artboards panel navigation; ruler and grids: smart guides
6	Theoretical	Selection tools: Direct Selection Tool Group selection tool magic wand Lasso tool.
7	Theoretical	Understanding Objects: Layers
8	Theoretical	Transform operations: alignment panel
9	Intermediate Exam	Midterm exam
10	Theoretical	Rotation tool scaling tool
11	Theoretical	Mirror tool; object creation tools: Pen tool
12	Theoretical	Basic Drawing Tools; Line Arc Spiral Rectangle / Polar Girid Tool;
13	Theoretical	Text creation and editing: character panels paragraph panels; object editing tools: External Line appearance masking
14	Theoretical	Working with colors: color palette color panel Gradient panel transparency panel
15	Theoretical	Document recording options: Save As Illustrator document; semester project work.
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
Assignment	10	0	2	20
Project	2	0	6	12
Midterm Examination	1	5	1	6

Final Examination	1	5	1	6
		Total Workload (Hours)		100
		[Total Workload (Hours) / 25*] = **ECTS**		4

*25 hour workload is accepted as 1 ECTS

Learning Outcomes

1	Make vector graphics editing operations
2	Apply advanced vector drawing techniques
3	Use the Adobe illustrator program
4	Recognize the basics of vector graphics and technical terms
5	Apply vector graphics production techniques in digital media

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
P1	5	5	5	5	4
P2	1	1	1	2	4
P3	4	4	5	4	4
P4	1	1	1	2	3
P5	4	4	5	4	3
P6	5	5	4	4	3
P7	4	2	2	2	4
P8	1	1	1	1	4
P9	4	3	3	3	3
P10	3	4	5	5	3
P11	4	5	5	5	3