



## AYDIN ADNAN MENDERES UNIVERSITY COURSE INFORMATION FORM

Course Title		Drawing Skills II							
Course Code		BDT261		Couse Level		Short Cycle (Associate's Degree)			
ECTS Credit	3	Workload	75 (Hours)	Theory	3	Practice	0	Laboratory	0
Objectives of the Course		To develop free hand drawing methods, to teach light shadow relationships, toning and scanning, color information and expression techniques							
Course Content		Giving free hand drawing methods, expressing different drawing materials and commands, ratios and abstractions, light-shadow relationships, toning, scanning and shading techniques.							
Work Placement		N/A							
Planned Learning Activities and Teaching Methods				Explanation (Presentation), Demonstration, Case Study, Project Based Study, Individual Study, Problem Solving					
Name of Lecturer(s)		Ins. Didar SÖMEN BALCI							

### Assessment Methods and Criteria

Method	Quantity	Percentage (%)
Midterm Examination	1	40
Final Examination	1	60

### Recommended or Required Reading

1	Techniques of Drawing in Each Direction
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Week	Weekly Detailed Course Contents	
1	Theoretical	Meeting / material presentation- simple description of free hand drawing techniques
2	Theoretical	Teaching the ratio content knowledge over the fiction established in the workshop environment
3	Theoretical	Teaching ratio ratio knowledge through fiction established in the workshop environment
4	Theoretical	Explanation of techniques of toning, scanning and shading, charcoal work with established fiction
5	Theoretical	Working with colored paint with the color image and the description of the techniques established fiction
6	Theoretical	Light Shadow narration and still life charcoal work
7	Theoretical	Working with Light Shadow expression and still-life color painting
8	Theoretical	Midterm exam Evaluation of Applications
9	Theoretical	Working with colored material in the workshop environment
10	Theoretical	Working with colored material in the workshop environment
11	Theoretical	Watercolor painting techniques such as Lavi
12	Theoretical	Watercolor painting techniques such as Lavi
13	Theoretical	Watercolor painting techniques such as Lavi
14	Theoretical	Working with colored material in the workshop environment

### Workload Calculation

Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	14	1	3	56
Midterm Examination	1	8	1	9
Final Examination	1	9	1	10
Total Workload (Hours)				75
[Total Workload (Hours) / 25*] = ECTS				3

\*25 hour workload is accepted as 1 ECTS

### Learning Outcomes

1	Two and three dimensional thinking skills
2	The ability to transfer the form to the second dimension and the second dimension to the third dimension (spread)
3	The ability to express what they see with a line
4	Understands the application areas of drawing techniques.



5	Queries the material knowledge in the field of application with the suggestions to be made
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**Programme Outcomes (Computer - Aided Design and Animation)**

1	Using the basic knowledge and skills acquired in the field, interpret and evaluate data, identify problems, to analyze, to have the ability to develop evidence-based solutions.
2	To select and effectively use modern techniques that are for applications relevant to the field
3	Gaining the application skill by examining the relevant processes in industrial and service sector
4	To find solution when encounters unforeseen situations in the field, to gain the ability to be able to take responsibility in a team or make individual research.
5	To gain the awareness of the need for lifelong learning, continuous self-renewal monitoring and awareness of developments in science and technology
6	To gain the ability to use computer software and hardware required by the basic level of the field.
7	To be conscious about occupational safety, occupational health, environmental protection and quality.
8	Effective communication and follow the innovations in the field.
9	In mathematics, science and engineering directed to his/her field of basic theoretical and practical knowledge.
10	Having the planning skills related to Computer Aided Design and Animation program to meet the needs of the sector.
11	Gaining skills on technical drawing, computer-aided drafting, design using simulation programs in the field of making and using a variety of software systems and components to choose, to calculate the basic sizing, draw plans and projects.
12	Ability to use the methods and techniques of career planning and discussing the effects of character traits on career preferences.
13	Ability to plan a career in their own profession.
14	Can communicate effectively.

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

	L1	L2	L3	L5
P1	2	2		
P2	1			
P3				4
P4	1			
P8			3	
P10	3	2		
P11	3	2	3	

