



AYDIN ADNAN MENDERES UNIVERSITY COURSE INFORMATION FORM

Course Title		Composition							
Course Code		BDT251		Course Level		Short Cycle (Associate's Degree)			
ECTS Credit	4	Workload	100 (<i>Hours</i>)	Theory	3	Practice	0	Laboratory	0
Objectives of the Course		Improving visual perception skills of students, basic composition,drawing,measurement, develop the skills that form the pattern for their personal narratives by the help of perspective exercises.							
Course Content		In this lecture by using video and effect editing program Adobe After Effects, video types,forms, layers,models, photos and videos are going to be edited, adding visual and sound effects,mounting videos, adding sound, forming audio and display files, exporting the preperated study to digital media is going to be taught							
Work Placement		N/A							
Planned Learning Activities and Teaching Methods				Explanation (Presentation), Demonstration, Discussion, Case Study, Problem Solving					
Name of Lecturer(s)									

Assessment Methods and Criteria

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

Recommended or Required Reading

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Week	Weekly Detailed Course Contents	
1	Theoretical	Overview of concept of pattern and related concepts
2	Theoretical	Explanation and implementation of basic composition, loading on paper, taking measurements methods
3	Theoretical	Explanation and implementation of basic composition, loading on paper, taking measurements methods
4	Theoretical	Explanation of sketches, surveys, pattern concepts and continuing application with lifeless model.
5	Theoretical	Explanation of sketches, surveys, pattern concepts and continuing application with lifeless model.
6	Theoretical	A composition study with a lifeless model and examine and critique the study with students jointly
7	Theoretical	A composition study with a lifeless model and examine and critique the study with students jointly
8	Theoretical	Pattern Applications
9	Theoretical	Explaining and practicing free perspective, one-point perspective and two point perspective
10	Theoretical	Explaining and practicing free perspective, one-point perspective and two point perspective
11	Theoretical	Implementing pattern application that covers all topics of designed inanimate model
12	Theoretical	Implementing pattern application that covers all topics of designed inanimate model
13	Theoretical	Explaining and practicing free perspective, one-point perspective and two point perspective
14	Theoretical	Explaining and practicing free perspective, one-point perspective and two point perspective

Workload Calculation

Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	14	0	3	42
Assignment	6	3	1	24
Term Project	1	11	1	12
Midterm Examination	1	10	1	11
Final Examination	1	10	1	11
Total Workload (Hours)				100
[Total Workload (Hours) / 25*] = ECTS				4

*25 hour workload is accepted as 1 ECTS



Learning Outcomes

1	Able to find relationship between object and its shape, volume and environment and able to express them in his own linear language
2	able to use fundamental pattern materials
3	Many learn the style of contemporary composition.
4	Ability to select suitable materials for design
5	Comprehend the structural elements of the original compositions.

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	L4	L5
P1	3	2	1	2	
P2	1	1	1		
P5			4		4
P10	2	2		2	2
P11	1	1			

