AYDIN ADNAN MENDERES UNIVERSITY
COURSE INFORMATION FORM

Course Title		Texture and Layer Info					
Course Code		BDT152		Couse Level	Short Cycle (Associate's Degree)		
ECTS Credit	3	Workload	75 *(Hours)*	Theory	1	Practice	1	Laboratory	0
Objectives of the Course		In this course students will learn in practice;, work with texture, texture creation, the concept of alpha-and black-and-white, textured, textures to create the material, the layer logic, the logic of the work of the concepts of layering and pixel digital camera and photoshop program.					
Course Content		Students get to know and use Adobe Photoshop software, studies drawing tools in Adobe Photoshop software and makes applications.					
Work Placement		N/A					
Planned Learning Activities and Teaching Methods			Explanation (Presentation), Demonstration, Discussion, Individual Study, Problem Solving				
Name of Lecturer(s)							

Assessment Methods and Criteria

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

Recommended or Required Reading

1	Ders notları

Week	Weekly Detailed Course Contents	
1	Theoretical	Introduction The purpose of the course and general information on the use of two-dimensional design software
2	Theoretical	Intoroduction of Adobe Photoshop software and examples of application areas.
3	Theoretical	Principles of Adobe Photoshop in superficial designs, using menus
4	Theoretical	Principles of Adobe Photoshop in superficial designs, using menus
5	Theoretical	Using toolbars and drawing techniques, point line studies,researching texture by photoshop filters in images
6	Intermediate Exam	Midterm
7	Theoretical	Using Photoshop in surface evaluation, layer studies
8	Theoretical	Colour light and shadow studies in images that are obtained from dot and dash studies in Adobe Photoshop software
9	Theoretical	Homework and evaluation;Preparation of computer aided personal presentable layout by Photoshop(using their own and personal datas)
10	Theoretical	Homework and evaluation; The ability to use tools and commands while preparing surface in personal layout and manipulating ability in composition.
11	Theoretical	Using scanner in Adobe Photoshop software, obtaining layers, tissue and colour variation in scanned images
12	Theoretical	Continue studying design for object surfaces, preparing presentations.
13	Theoretical	Photo manipulation.
14	Final Exam	Final exam.

Workload Calculation

Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	14	0	1	14
Lecture - Practice	14	1	1	28
Assignment	5	1	0	5
Term Project	1	5	1	6
Midterm Examination	1	10	1	11

Final Examination	1	10	1	11
			Total Workload (Hours)	75
			[Total Workload (Hours) / 25*] = **ECTS**	3

*25 hour workload is accepted as 1 ECTS

Learning Outcomes

1	Recognize and use Adobe Photoshop softwafe. Introduction to pixel base data,queries the usage of menus.Tries to use the drawing tools in Adobe Photoshop software,makes applications.
2	Prepares object surface designs and presents them. In accordance with the criteria set, develops techniques of drawings transferred to the computer.
3	Presents and defends the variations that he designed in Adobe Photoshop software.
4	Learns the basic design and animation concepts and theories and interpret and evaluate them.
5	Recognize design, application and publication stages.

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 effectivly use modern techniques that are for applications relevant to the filed
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.

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	2	1	1	3	2
P8			4		
P11	4	4	4	3	3