



## AYDIN ADNAN MENDERES UNIVERSITY COURSE INFORMATION FORM

Course Title		Animation Skills I							
Course Code		BDT105		Course Level		Short Cycle (Associate's Degree)			
ECTS Credit	4	Workload	100 ( <i>Hours</i> )	Theory	3	Practice	1	Laboratory	0
Objectives of the Course		What is Animation? Learning technics and make first animations.							
Course Content		Basic rules of Animation. The base of this class are; Story telling, discussing story, Synopsis, Scenario, Character Design, Storyboard, Animatic, criticism and making a short animation.							
Work Placement		N/A							
Planned Learning Activities and Teaching Methods				Explanation (Presentation), Demonstration, Discussion, Case Study, Individual Study, Problem Solving					
Name of Lecturer(s)		Ins. İlkey ALTUNÖZ, Ins. Mehmet ŞEN							

### Assessment Methods and Criteria

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

### Recommended or Required Reading

1	Animasyonun Kutsal Kitabı, Maureen Furniss, 2013
2	Adobe Premiere CS6, CC Programı.

Week	Weekly Detailed Course Contents	
1	Theoretical	What is Animation? Animation technics.
2	Theoretical	Basic rules of animation.
3	Theoretical	Writing a story and discussing.
4	Theoretical	Writing synopsis ans scenario.
5	Theoretical	Character design.
6	Theoretical	Setup storyboard.
7	Theoretical	Animatic and criticizing.
8	Theoretical	2D Classic animations and take test lines.
9	Theoretical	Stopmotion animation tests.
10	Theoretical	Other animation technics and learning montaj.
11	Theoretical	Final of animation projects and presentation.
12	Theoretical	Evaluation of scenario of animation
13	Theoretical	Animation based project construction using mixed techniques
14	Theoretical	Animation based project construction using mixed techniques

### Workload Calculation

Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	14	0	3	42
Lecture - Practice	14	0	1	14
Assignment	4	3	1	16
Term Project	1	5	1	6
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	Skill of communication and self expression in visual
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2	Skill of eExpressing a thought,concept or phenomenon in a creative way
3	Giving message in visual communication by illustration
4	To know problem solving in graphic design field, have an analytical and holistic perspective
5	To be able to master the technology in animation.

**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.

**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	3		3	4
P2	3	3		2	4
P4	2	4	1	4	4
P5	2				
P8	4	1	3	2	2
P9					3
P10		4	2	4	4
P11		4	4	1	4

