AYDIN ADNAN MENDERES UNIVERSITY
COURSE INFORMATION FORM

Course Title	Visualization I						
Course Code	BDT253		Couse Level	Short Cycle (Associate's Degree)			
ECTS Credit	5	Workload	125 *(Hours)*	Theory	3	Practice	0	Laboratory	0
Objectives of the Course	Student will learn to bring small and medium-sized projects to the presentation stage by modeling the project using the project information as a template, setting the coating coordinates, assigning the texts, camera and lighting settings. The work will be project based and basic architectural and engineering applications will be mentioned.						
Course Content	Visualization practice of concepts. The practice of visualizing concepts. What is graphic design? Clarity in emotion, abstraction. Visualization practice of concepts. Abstraction practice by choosing a concept. Examination on emblems. Typography and Page Design, Examination of the samples of the students The students will prepare the researches about the topics mentioned and they will present these researches and the projects they have prepared.						
Work Placement	N/A						
Planned Learning Activities and Teaching Methods			Explanation (Presentation), Demonstration, Discussion, Case Study, Project Based 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	Herkes için Adobe Photoshop kurs kitabı Çeviren:Ayşe D. Tüzel alfa yayınları

Week	Weekly Detailed Course Contents	
1	Theoretical	Recognize the workspace of a pixel-based program (to recognize and control menus, tools, etc.)
2	Theoretical	New page, open and save file. the use of commands
3	Theoretical	Work with choice, the means of choice
4	Theoretical	Resizing and rotating images. Using transform menus.
5	Theoretical	Apply and edit color fills. Recognize the color palettes. Create texts. Collage works.
6	Theoretical	Basic photo retouching and learning tools. Flyer design work.
7	Theoretical	Photo retouching and repairing. Apply some effects.
8	Theoretical	Learn color forms. To learn expression of color balance adjustment options.
9	Theoretical	Learn color forms. To learn expression of color balance adjustment options.
10	Theoretical	Learning to work with layers. Explaining with examples.
11	Theoretical	Expression of color balance in layers. Catalog work
12	Theoretical	Expression of color balance in layers. Catalog work
13	Theoretical	Expression of application of effects in layers. Continue catalog work
14	Theoretical	Expression of application of effects in layers. Continue catalog work

Workload Calculation

Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	14	1	2	42
Assignment	6	3	1	24
Term Project	1	8	2	10
Laboratory	5	2	3	25
Midterm Examination	1	11	1	12

Final Examination	1	11	1	12
			Total Workload (Hours)	125
			[Total Workload (Hours) / 25*] = **ECTS**	5

*25 hour workload is accepted as 1 ECTS

Learning Outcomes

1	
2	
3	
4	
5	Color formatting

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	3	3	3	3	3
P2	4	4	4	4	4
P11	2				