ANIMATION

1	Course Title:	ANIMATION
2	Course Code:	GRTS203
3	Type of Course:	Optional
4	Level of Course:	Short Cycle
5	Year of Study:	2
6	Semester:	3
7	ECTS Credits Allocated:	3.00
8	Theoretical (hour/week):	1.00
9	Practice (hour/week):	0.00
10	Laboratory (hour/week):	2
11	Prerequisites:	None
12	Language:	Turkish
13	Mode of Delivery:	Face to face
14	Course Coordinator:	Öğr. Gör. ALPER ÇETİN
15	Course Lecturers:	Meslek Yüksekokulları Yönetim Kurullarının görevlendirdiği öğretim elemanları.
16	Contact information of the Course Coordinator:	Teknik Bilimler MYO demettokgozlu@uludag.edu.tr
17	Website:	
18	Objective of the Course:	Begins by learning the applications which aim at using production techniques correctly and of the developing timing information. Analysis of mechanical movement and basic movement principles are aimed to be learned.
19	Contribution of the Course to Professional Development:	It contributes to meeting the video, game, interactive content and animation needs of the industry.
20	Learning Outcomes:	

	1	Perceiving animation concept theorically
	2	Acquiring competence about animation software.
	3	Creating a character and transferring it into digital media
	4	Creating a story and animating step by step
	5	Applying sound and movement synchronisations correctly
	6	Learning publishment techniques
	7	Ability of using animation at web sites
	8	
	9	
	10	

21	Course Content:	

Course Content:		
Week	Theoretical	Practice
1	Introduction to the flash programme and general presentation,menus,forming a work sheet.	Recognition the applications of the program and the interface during the lesson
2	Introduction to animation	Applying the movement concept on the programme with timeline

3	Analysing character design draft	Designing a character by hand drawing
4	General animation methods and preparing a background	Preparing background for designed character and adding movement
5	Ability of using sound effects and film clips	Developing sound arranging ability compatible with movement
6	Understanding variables and values, using text boxes	Objects, sound and text synchronization
7	Repeating courses and midterm exam	--
8	Comprising a scenario and introduction to fiction	Writing, evaluating a scenario and fictioning
9	Revision and development on the scenario	Applying changes on work when necessary
10	Preparing frames and dubbing, if necessary	Evaluating frames step by step and ability of using utility application for dubbing.
11	Monitoring of studies and evaluation	Applying changes on final results when necessary
12	2nd mid exam : scenario presentations	--
13	Correcting imperfections and resulting	Applying changes on final results when necessary with the animation programme
14	Overall Assessment	--

22	Textbooks, References and/or Other Materials:	Flash CS4 (En Gelişkin İnteraktif Platform Hakkında Bilmek İstediğiniz Her Şey) Mehmet Fatih Erkoç, Serhat Bahadır Kert Pusula Yayıncılık, İstanbul Adobe Flash CS4

Activites	Number	Duration (hour)	Total Work Load (hour)
Theoretical	14	2.00	28.00
Practicals/Labs	14	2.00	28.00
Self study and preperation	14	1.00	14.00
Homeworks	1	10.00	10.00
Projects/Assesment	0	0.00	0.00
Field Studies	0	0.00	0.00
Midterm exams	2	2.00	4.00
Others	0	0.00	0.00
Final Exams	1	10.00	10.00
Total Work Load			94.00
Total work load/ 30 hr			3.13
ECTS Credit of the Course			3.00

Contribution of Term (Year) Learning Activities to Success Grade	50.00
Contribution of Final Exam to Success Grade	50.00
Total	100.00
Measurement and Evaluation Techniques Used in the Course	Measurement and evaluation is carried out according to the priciples of Bursa uludag University Associate and Undergraduate Education Regulation.

24	**ECTS / WORK LOAD TABLE**

25	CONTRIBUTION OF LEARNING OUTCOMES TO PROGRAMME QUALIFICATIONS															
	PQ1	PQ2	PQ3	PQ4	PQ5	PQ6	PQ7	PQ8	PQ9	PQ10	PQ11	PQ12	PQ13	PQ14	PQ15	PQ16
ÖK1	4	2	1	4	1	5	3	1	5	2	3	2	0	0	0	0
ÖK2	5	2	1	1	1	3	4	1	5	4	3	3	0	0	0	0
ÖK3	4	2	1	5	2	5	4	1	1	1	2	2	0	0	0	0
ÖK4	5	1	1	5	1	4	2	1	4	2	3	3	0	0	0	0
ÖK5	5	2	2	1	2	5	3	1	5	2	2	3	0	0	0	0
ÖK6	2	1	1	1	1	4	1	1	5	4	2	1	0	0	0	0
ÖK7	4	1	1	1	1	4	3	1	5	4	1	1	0	0	0	0
LO: Learning Objectives PQ: Program Qualifications																
Contribution Level:	1 very low			2 low			3 Medium			4 High				5 Very High		