TECHNIQUES OF DIGITAL PAINTING

1	Course Title:	TECHNIQUES OF DIGITAL PAINTING
2	Course Code:	GSR3103
3	Type of Course:	Optional
4	Level of Course:	First Cycle
5	Year of Study:	3
6	Semester:	5
7	ECTS Credits Allocated:	5.00
8	Theoretical (hour/week):	2.00
9	Practice (hour/week):	2.00
10	Laboratory (hour/week):	0
11	Prerequisites:	-
12	Language:	Turkish
13	Mode of Delivery:	Face to face
14	Course Coordinator:	Prof. Ahmet Şinasi İşler
15	Course Lecturers:	-
16	Contact information of the Course Coordinator:	sinasi@uludag.edu.tr, 0 506 3083931, Uludag Üniversitesi, Güzel Sanatlar Fakültesi, Resim Bölümü, Görükle Kampüsü / BURSA
17	Website:	
18	Objective of the Course:	This course will provide students with an understanding of the theory and operation of computers as artists' tools. They will use paint software to create images.
19	Contribution of the Course to Professional Development:	
20	Learning Outcomes:	

	1	Gains the skill of using brush tools in computer programs.
	2	Gains the skill of generating and developing graphics for animation industry
	3	Gains the skill of creating light and shadow, and perspective by using digital tools
	4	Gains the skill of using digital tablet.
	5	Gains the skill of application of light according to the composition, perspective and anatomy,
	6	Applies the principles of perspective.
	7	Develops his/her own technique by examining the approaches of specialist educator and master artists.
	8	Studies in appropriate technique to the software and hardware.
	9	Selects supporting examples of work as inspiration to design work
	10	

21	Course Content:	

Course Content:	

Week	Theoretical	Practice
1	What is interface, Use of Color and Files and types	Examination of the samples of digital picture
2	Introduce of tools, color, brushes	Colour Transient applications with the Brush tool

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3	Selection tool and its properties, using pattern, using brushes and its properties, using the history feature	Practice of selection tool, patterns and using brushes. Using the history feature
4	Description of pen tool and its properties	Practices to use the pen tool
5	Description of effect tool and its properties	Implementation of the effects
6	Description of filters and its properties The Importance of ready digital images on the digital painting,	Photo Placement
7	Repeating courses and midterm exam	Repeating courses and midterm exam
8	Examples of tonal representation of artists working from master digital picture artists	Introduction to tonal studies
9	The Importance of digital illustration sketches, presentation of the samples	Quick Scetchs
10	Presentation of examples of still life working from master digital picture artists and discussion	Still-life Painting
11	Presentation of examples of landscape working from master digital picture artists and discussion	Landscape Painting
12	Presentation of examples of portrait working from master digital picture artists and discussion	Portrait Painting

Activites	Number	Duration (hour)	Total Work Load (hour)
Theoretical Portfolio Presentation and evaluation	Portfolio Presentation 14	2.00	28.00
Practicals/Labs	14	2.00	28.00
Self study and preperation Textbooks, References and/or Other Materials: Creative Photoshop CGP by Derek Lea, ISBN: 978-0-240-52134-3	52	0.00	0.00
Homeworks	0	0.00	0.00
Projects TERM LEARNING ACTIVITIES	NUMBER WEIGHT 14	3.00	42.00
Field Studies	0	0.00	0.00
Midterm Exam / Midterm exams	1 / 1 40.00	26.00	26.00
Quiz	0 0.00		
Others	0	0.00	0.00
Home work project / Final Exams Final Exam	0 / 1 0.00 / 1 60.00	26.00	26.00
Total Work Load			176.00
Total Total work load/ 30 hr	2 100.00		5.00
Contribution of Term (Year) Learning Activities to 40.00			
ECTS Credit of the Course			5.00

Contribution of Final Exam to Success Grade	60.00
Total	100.00
Measurement and Evaluation Techniques Used in the Course	

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	2	2	3	2	1	2	3	2	2	1	1	2	0	0	0	0

ÖK2	3	2	4	4	2	2	4	2	2	1	2	4	0	0	0	0
ÖK3	3	2	3	4	2	2	3	2	2	2	2	3	0	0	0	0
ÖK4	2	2	2	3	2	2	1	1	1	2	1	2	0	0	0	0
ÖK5	3	2	3	4	2	2	4	2	2	2	1	4	0	0	0	0
ÖK6	3	3	3	4	2	3	3	3	2	2	1	3	0	0	0	0
ÖK7	4	3	3	3	2	3	3	4	2	2	1	4	0	0	0	0
ÖK8	2	3	3	3	2	3	3	2	2	2	1	2	0	0	0	0
ÖK9	3	2	3	3	3	4	3	2	2	2	2	3	0	0	0	0

LO: Learning Objectives   PQ: Program Qualifications

Contribution Level:	1 very low	2 low	3 Medium	4 High	5 Very High