

DIGITAL ILLUSTRATION

1	Course Title:	DIGITAL ILLUSTRATION
2	Course Code:	GSR3108
3	Type of Course:	Optional
4	Level of Course:	First Cycle
5	Year of Study:	3
6	Semester:	6
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 Uludağ Üniversitesi, Güzel Sanatlar Fakültesi, Resim Bölümü, Görükle Kampüsü / BURSA
17	Website:	
18	Objective of the Course:	This course introduces digital media for Illustrators using three types of computer applications: image editing (Photoshop), vector graphics (Illustrator), and digital painting (Painter). While orienting students to the technical aspects of digital media, the class also provides an essential ideological and practical link to the drawing, painting and conceptual curriculum.
19	Contribution of the Course to Professional Development:	
20	Learning Outcomes:	
	1	Gains the skill of creating book cover, three-dimensional illustration, banner design, icon and illustration.
	2	Develops methods of illustration for digital creation process.
	3	Gains the skill of creating complex forms and patterns using the Illustrator program.
	4	Creates light and shade effects using gradients.
	5	Gains the skill of using bitmap and vector based images with Illustrator program in illustration Practice.
	6	Creates simple iconographic illustrations and shapes.
	7	Gains the practicality of using "Pen Tool".
	8	Gains the skill of creating objects in three-dimension relationship and placing these objects in the space with the proper perspective.
	9	Gains the skill of creating sequential illustrations followed by specific topic.
	10	Designs subject or identity integrating objects and typography successfully.
21	Course Content:	
	Course Content:	

Week	Theoretical	Practice
1	Introduction to Illustration Concepts	Examination of Digital Illustration Samples
2	Illustration Softwares	Examination of Digital Illustration Samples
3	Presentation of successful works by created using the Graphics and Color and discussion on it	Study with Color and Graphics
4	Screening the use of objects at Illustration Programs.	Drawing, Moving and Aligning the Objects
5	Modifying Objects, Applications of Special Effects and Filters	Changing Objects, Special Effects and Filter Applications
6	Presentation and discussion of successful works by using creating color Transitions and patterns.	Generating Color Transitions and Patterns
7	Repeating courses and midterm exam	Repeating courses and midterm exam
8	Display the use of Layers Panel and Text Tool Properties.	Using Layers and Writing Tools.
9	Report and Discussion of successfully graphics created on Illustration Programs	Generating Graphs
10	Introduction of Different File Types Application Areas and Programs	Study on Different File Types
11	Presentation of Colors applications and discussion with successfully graphics created on Illustration Programs	Producing Color Separations
12	What is Information of Illustration? Presentation of the samples and Discussion.	Illustration Projects I: Information Illustration

Activites	Number	Duration (hour)	Total Work Load (hour)
Theoretical	14	2.00	28.00
22 Textbooks, References and/or Other	Zeegeen, Lawrence. "Secrets of Digital Illustration"		
Practicals/Labs	14	2.00	28.00
Self study and preperation	14	1.00	14.00
Homeworks	0	0.00	0.00
Projects	14	2.00	28.00
Field Studies	0	0.00	0.00
Midterm exams	1	26.00	26.00
Others	0	0.00	0.00
23 Final Exams	1	26.00	26.00
Total Work Load			176.00
Total work load/ 30 hr Midterm Exam	1	40.00	5.00
ECTS Credit of the Course			5.00
Home work-project	0	0.00	
Final Exam	1	60.00	
Total	2	100.00	
Contribution of Term (Year) Learning Activities to Success Grade		40.00	
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	4	3	3	3	2	2	4	3	2	2	2	3	0	0	0	0
ÖK2	3	3	4	4	2	3	4	3	2	2	2	4	0	0	0	0
ÖK3	3	2	3	4	2	3	3	3	2	2	2	3	0	0	0	0
ÖK4	3	2	2	3	2	2	3	2	2	2	1	3	0	0	0	0
ÖK5	3	2	3	4	2	3	3	2	2	2	2	3	0	0	0	0
ÖK6	4	3	4	4	2	3	4	3	2	2	2	4	0	0	0	0
ÖK7	2	1	2	3	2	1	4	2	1	1	1	3	0	0	0	0
ÖK8	3	1	3	3	2	2	3	2	2	2	1	4	0	0	0	0
ÖK9	3	2	4	4	2	2	3	2	2	2	2	4	0	0	0	0
ÖK10	4	2	3	3	2	2	4	2	2	2	1	4	0	0	0	0
LO: Learning Objectives PQ: Program Qualifications																
Contribution Level:	1 very low			2 low			3 Medium			4 High			5 Very High			