

PAINTING III (MAIN ART STUDIO)

1	Course Title:	PAINTING III (MAIN ART STUDIO)
2	Course Code:	RES3111
3	Type of Course:	Optional
4	Level of Course:	First Cycle
5	Year of Study:	3
6	Semester:	5
7	ECTS Credits Allocated:	7.00
8	Theoretical (hour/week):	2.00
9	Practice (hour/week):	4.00
10	Laboratory (hour/week):	0
11	Prerequisites:	None
12	Language:	Turkish
13	Mode of Delivery:	Face to face
14	Course Coordinator:	Öğr. Gör. NURHAN YEŞİL KOLAYLI
15	Course Lecturers:	Dilek Bilhan; Nurhan Yesil Öğr. Gör. Faik AGAYEV
16	Contact information of the Course Coordinator:	Uludağ Üniversitesi Eğitim Fakültesi Güzel Sanatlar Eğitimi Bölümü Resim- İş Eğitimi Anabilim Dalı Nilüfer/BURSA
17	Website:	
18	Objective of the Course:	Balance in a composition consists of visual elements of value, line, color, form, texture, light/shade, and their arrangements accordingly. In this context, shape/form relationship will be studied. Sense of rhythm will be structured and structural components of composition are resolved.
19	Contribution of the Course to Professional Development:	
20	Learning Outcomes:	
	1	To gain artistic outcomes that will be transferred to society.
	2	To be able to use technology in art education.
	3	To have developed imagination and imagery.
	4	To be able to make connections between field knowledge and other disciplines.
	5	To have sense of methodology in creative process.
	6	To develop skills to be a sensible art audience.
	7	To be able to use art as a visual communication tool.
	8	To be a sensitive individual who protects and preserves cultural and natural resources.
	9	
	10	
21	Course Content:	
	Course Content:	
Week	Theoretical	Practice
1	Course Introduction. Studio working rules and principles are explained.	Introducing Media and materials. Design elements and principles will be explained through use of examples from famous artists.

2	Design components within principles will be explained with examples from Renaissance. Central-triangular composition will be introduced.	A central-triangular composition will be arranged in studio and a still-life based on realist observation will be applied with oil on canvas.		
3	How to structure balance in 3D effects with design components such as value, color, light/shade, line, movement, rythm, and value shading. Examples from famous artists will be used.	Still-Life from arrangements, classical compositions (Renaissance) with its characteristics (central, triangular, symmetrical, closed) will be applied as oil on canvas based on realistic observations.		
4	How to structure balance in 3D effects with design components such as value, color, light/shade, line, movement, rythm, and value shading. Examples from famous artists will be used.	Realist observation applications with oil on canvas. Realist observation design principles and components of composition will be considered within interior/exterior spatial relationships.		
5	Classical composition (closed, triangular, symmetrical) examples will be explained with examples of figurative resolutions.	Live-model drawing within classical composition principles with oil on canvas.		
6	Analyses of figurative compositions; (diagonal, open-asymmetrical (Baroque)), will be explained with various examples from artists.	Diagonal, open, symmetrical compositions within figure-space relationships will be resolved with oil applications on canvas.		
7	Structural unity within modern art examples with figure-space relationships will be explained (Impressionism, Expressionism)	Open, asymmetrical compositions will be studied from model in the studio within space-figure relationships with oil on canvas.		
8	Structural unity within modern art examples with figure-space relationships will be explained (Impressionism, Expressionism)	Applications continues depending on types of composition.		
9	How to structure unity in arranged circular	Arranged composition with oil on canvas (120cm x 100cm)		
Activites		Number	Duration (hour)	Total Work Load (hour)
10	How to structure unity in arranged, circular compositions, how to use of elements while	14	2.00	28.00
Practicals/Labs		14	4.00	56.00
Self study and preperation		2	30.00	60.00
11	Elements and principles of design and	Elements and principles of composition re-	considered to	
Homeworks		2	20.00	40.00
Projects		0	0.00	0.00
Field Studies		0	0.00	0.00
13	Elements and principles of design and	Elements and principles of composition within figurative	13.00	13.00
Others		0	0.00	0.00
14	Types of compositions covered during semester will be reviewed within	Types of compositions within elements and principles will be evaluated and reviewed with applications	13.00	13.00
Total Work Load				223.00
Total work load/ 30 hr				7.00
22	Textbooks, References and/or Other	GOMBRICH E.H Sanatın Övkiüsü Remzi Kitap Evi		
ECTS Credit of the Course				7.00
		SOZEN Metin- TANYELI Uğur, Sanat Sözlüğü Remzi Kitabevi İstanbul-1992 TURANİ Adnan, Dünya Sanat Tarihi Remzi Kitabevi İstanbul-1992 WÖLFFLİN Henrich, Sanat Tarihinin Temel Kavramları Remzi Kitabevi-1982 RICHARD Lionel, Ekspresyonizm Remzi Kitabevi-1984 SERRUZALLAZ Mavrice, Empresyonizm Remzi Kitabevi İstanbul-1983 Renaissance, The art of Italian, Könemann		
23	Assesment			
TERM LEARNING ACTIVITIES		NUMBE R	WEIGHT	
Midterm Exam		1	40.00	
Quiz		0	0.00	

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	0	0	0	0	0	5	0	0	0	0	0	0	0	0	0	0
ÖK2	0	0	0	4	0	0	0	0	0	0	0	0	0	0	0	0
ÖK3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
ÖK4	0	0	4	0	0	0	0	0	0	0	0	0	0	0	0	4
ÖK5	0	0	0	0	5	0	0	0	0	0	0	0	0	0	0	0
ÖK6	0	0	0	0	0	0	0	0	4	0	0	0	0	0	0	0
ÖK7	0	0	0	0	0	0	0	4	0	0	0	0	0	0	0	0
ÖK8	0	0	0	0	0	0	4	0	0	0	0	0	0	0	0	0
LO: Learning Objectives PQ: Program Qualifications																
Contribution Level:	1 very low		2 low		3 Medium		4 High		5 Very High							