

## BASIC DESIGN I

1	Course Title:	BASIC DESIGN I
2	Course Code:	GTS1003
3	Type of Course:	Compulsory
4	Level of Course:	First Cycle
5	Year of Study:	1
6	Semester:	1
7	ECTS Credits Allocated:	8.00
8	Theoretical (hour/week):	4.00
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:	Dr. Öğr. Üyesi YUNUS EMRE ÇELİK
15	Course Lecturers:	-
16	Contact information of the Course Coordinator:	yemrecelik@uludag.edu.tr, 0,543 274 6627, Uludağ Üniversitesi, Güzel Sanatlar Fakültesi, Geleneksel Türk Sanatları Bölümü, Görükle Kampüsü / BURSA
17	Website:	
18	Objective of the Course:	This course is designed to help students gain fundamental concepts in art; conception, perception, and application of the basic elements in the artistic language of art through examination, research, and application; analysis and criticism of art works; improving creative thought.
19	Contribution of the Course to Professional Development:	Students learn the basic elements and principles of the visual expression language of plastic arts.
20	Learning Outcomes:	
	1	To develop an introductory knowledge of terminology as it relates to art and design.
	2	Develop a working knowledge and appreciation of art in a historical and contemporary sense.
	3	Develop technical skills used to experiment and build an individual artistic repertoire, including but not limited to drawing, painting, ect...
	4	Develop strategies for the visual, and technical/conceptual integration of design into your own artwork or vice versa.
	5	Explore conceptual ideas for alternate adaptations- looking at architecture, nature and other "non-art" areas for inspiration and different strategies.
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21	Course Content:	
	<b>Course Content:</b>	
Week	Theoretical	Practice

1	Informing about the definition and history, necessity and theoretical/philosophical foundations of art and more specifically Basic Art Education. Exchange of ideas on these issues.	Workshop application process and information about the tool - equipment		
2	Introduction to point and line. Definition of concepts; its equivalent in reality and in art; explanations on usage areas and effects.	Workshops under the heading of point and line		
3	Point and line: the role of concepts in design.	Workshops under the heading of point and line		
4	Line: Contour and Movement Line Feature (Thin, Thick, Fluent, Elegant, Rough and Hard etc.)	Workshops under the heading of line		
5	Introduction to light and shadow. Definition of concepts; its equivalent in reality and in art; explanations on usage areas and effects.	Workshops under the heading of Light and shadow		
6	Light and shadow: the role of concepts in design.	Workshops under the title of light and shadow		
7	Light and shadow: the role of concepts in design.	Workshops under the title of light and shadow		
8	Object study using light-shadow and tone, point and line. Imaginary works with the use of design elements together.	Design studies with mixed elements		
9	Object study using light-shadow and tone, point and line. Imaginary works with the use of design elements together.	Design studies with mixed elements		
10	Object study using light-shadow and tone, point and line. Imaginary works with the use of design elements together.	Design studies with mixed elements		
Activites		Number	Duration (hour)	Total Work Load (hour)
11	Texture: Visual Texture	14	4.00	56.00
12	Texture: Visual Texture	14	4.00	56.00
13	Texture: Visual Texture	0	0.00	0.00
14	Texture: Texture and Pattern	0	0.00	0.00
Homeworks		0	0.00	0.00
Projects		6	15.00	90.00
Field Studies		0	0.00	0.00
Midterm exams		1	19.00	19.00
Others		0	0.00	0.00
Final Exams		1	19.00	19.00
Total Work Load				240.00
Total work load/ 30 hr				8.00
ECTS Credit of the Course				8.00

<b>22</b>	Textbooks, References and/or Other Materials:	<p>ATALAYER Faruk, Temel Sanat Öğeleri, Anadolu Üniversitesi, Eskişehir, 1994.</p> <p>İŞİNGÖR Mümtaz, ETİ Erol ve ASLIER Mustafa, Resim-1 Temel Sanat Eğitimi Resim Teknikleri Grafik Resim, MEB Yayınları, 1986.</p> <p>AMBROSE Gavin ve HARRIS Paul, Grafik Tasarımın Temelleri, Literatür Yayınları, İstanbul, 2012.</p> <p>ODABAŞI H. Aslan, Grafikte Temel Tasarım, İstanbul, 1996</p> <p>GÖKAYDIN Nevide, Eğitimde Tasarım ve Görsel Algı, Milli Eğitim Basımevi, İstanbul, 1998.</p> <p>Öztuna, H. Yakup, "Görsel İletişimde Temel Tasarım", Tıbyan Yayıncılık, İstanbul, 2007</p> <p>Holtzschue, Linda, "Rengi Anlamak", Çev:Fuat Akdenizli, Duvar yayınları, İzmir, 2009</p> <p>Delamare, François – Guineau, Bernard, "Les matériaux de la couleur" "Renkler ve Malzemeleri", Yapı Kredi Yayınları, Çev: Orçun Türkay, 2008</p> <p>Gence, Canan Deliduman – Orhon, Berna İstifoğlu, "Temel Sanat Eğitimi", Gerhun Yayıncılık, 2006</p> <p>Albers, Josef. The Interaction of Color. 10th ed. London: Yale University Press, 1979.</p> <p>Berger, Arthur Asa. Seeing Is Believing: An Introduction to Visual Communication. 2nd ed. Mountain View, Calif.: Mayfield Publishing Co., 1998.</p> <p>Birren, Faber. Principles of Color. Rev. ed. New York: Van Nostrand Reinhold, 1987.</p> <p>Collier, Graham. Form, Space and Vision: An Introduction to Drawing and Design. 4th ed. Englewood Cliffs, N.J.: Prentice Hall, 1985.</p> <p>Hale, Nathan Cabot. Abstraction in Art and Nature: A Program of Study for Artists, Teachers, and Students. New York: Dover, 1993.</p> <p>Itten, Johannes. The Art of Color. 3rd ed. New York: Van Nostrand Reinhold, 1993.</p> <p>Itten, Johannes. Design and Form: The Basic Course at the Bauhaus. 3rd rev. ed. New York: Van Nostrand Reinhold, 1990.</p> <p>Itten, Johannes. Elements of Color. 3rd ed. New York: Van</p>
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23	Assesment	
TERM LEARNING ACTIVITIES	NUMBER	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		Artistic Application Studies, Theoretical Exam

<b>24</b>	<b>ECTS / WORK LOAD TABLE</b>
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<b>25</b>	<b>CONTRIBUTION OF LEARNING OUTCOMES TO PROGRAMME QUALIFICATIONS</b>															
	PQ1	PQ2	PQ3	PQ4	PQ5	PQ6	PQ7	PQ8	PQ9	PQ10	PQ11	PQ12	PQ13	PQ14	PQ15	PQ16
<b>ÖK1</b>	1	5	2	2	4	5	3	4	2	3	4	5	4	4	4	5

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