

BASIC DESIGN AND VISUAL ARTS

1	Course Title:	BASIC DESIGN AND VISUAL ARTS
2	Course Code:	PYZ1005
3	Type of Course:	Compulsory
4	Level of Course:	First Cycle
5	Year of Study:	1
6	Semester:	1
7	ECTS Credits Allocated:	6.00
8	Theoretical (hour/week):	2.00
9	Practice (hour/week):	2.00
10	Laboratory (hour/week):	0
11	Prerequisites:	None
12	Language:	Turkish
13	Mode of Delivery:	Face to face
14	Course Coordinator:	Doç. Dr. Elvan ENDER ALTAY
15	Course Lecturers:	
16	Contact information of the Course Coordinator:	Doç. Dr. Elvan ENDER ALTAY Bursa Uludağ Üniversitesi Ziraat Fakültesi Peyzaj Mimarlığı Bölümü 16059 Görükle/Bursa Tel: 0 224 294 1639 Fax: 0 224 294 1637 e-posta: elvanender@uludag.edu.tr
17	Website:	
18	Objective of the Course:	Design elements (measure, form, color, texture, line), design principles (unity, sovereignty, balance, hierarchy, harmony, contrast, repetition), visual perception. Gestalt principles: proximity, similarity, shape-ground, visual illusion, space concept: space concept, geometry and outdoor arrangements in two and three dimensional studies will be explained. The aim of this course is to teach color information, pattern studies and shape ground relation.
19	Contribution of the Course to Professional Development:	Understanding of design elements and principles and using them in design applications
20	Learning Outcomes:	
	1	To be able to learn design concept
	2	To be able to learn design principles
	3	To be able to learn space concept with 2D and 3D exercises
	4	To be able to do pattern works and shape – ground relation
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21	Course Content:	
	Course Content:	
Week	Theoretical	Practice

1	Explaining design concept in terms of visual arts	Free studies with pointing
2	Explaining measure, shape, color, texture and line	Free studies with lines
3	Explaining measure, shape, color, texture and line	Free studies with line in 2D
4	Examining design principles (unity, supremacy, balance, hierarchy, harmony, contrast, repetition)	2D exercises with design principles
5	Examining design principles (unity, supremacy, balance, hierarchy, harmony, contrast, repetition)	2D exercises with design principles
6	Color and pattern works	2D exercises with design principles
7	Gestalt Principles (proximity, similarity)	2D exercises with Gestalt Principles
8	Gestalt Principles (shape – ground, visual illusion)	2D works with Gestalt Principles
9	Visual perception	Visual perception exercises with Gestalt principles
10	Visual perception	Visual perception exercises with Gestalt principles
11	Space concept in 2D and 3D	3D exercises with design principles
12	Space geometry in 2D and 3D	3D exercises with design principles
13	Outdoor space concept / Shape – ground relation / sample works	Shape – ground exercise
14	Outdoor space concept / Shape – ground relation / sample works	Shape – ground exercise

Activites		Number	Duration (hour)	Total Work Load (hour)
Theoretical		Design, Wiley	2.00	28.00
Practicals/Labs		14	2.00	28.00
Self-study and preparation		14	5.00	70.00
TERM LEARNING ACTIVITIES		NUMBE	WEIGHT	
Homeworks		1	20.00	20.00
Midterm Exam Projects		1	0.00	0.00
Field Studies		0	0.00	0.00
Home work-project		1	20.00	20.00
Midterm exams		1	14.00	14.00
Others		0	0.00	0.00
Total Final Exams		3	20.00	20.00
Total Work Load				180.00
Total work load/ 30 hr				6.00
Contribution of Final Exam to Success Grade		60.00		
ECTS Credit of the Course				6.00
Total		100.00		
Measurement and Evaluation Techniques Used in the Course		Homework, midterm and final exam are applied. The success at the end of the evaluation is made in the form of relative evaluation		

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	5	0	0	0	0	0	0	0	5	0	0	0	0	0	0
ÖK2	0	5	4	0	0	0	0	0	0	4	0	0	0	0	0	0

ÖK3	0	0	4	0	0	0	0	0	0	3	0	0	0	0	0	0
ÖK4	0	0	0	0	0	0	0	0	0	4	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							