

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:	Dr. Öğr. Üyesi Barış GENÇLER	
15	Course Lecturers:	Arş.Gör. Barış Gençler	
16	Contact information of the Course Coordinator:	barisgencler@uludag.edu.tr	
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:	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.	
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		
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	Description of filters and its properties The Importance of ready digital images on the digital painting,	Photo Placement		
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		
Activites		Number	Duration (hour)	Total Work Load (hour)
Theoretical	digital picture artists and discussion	14	2.00	28.00
Practicals/Labs		14	2.00	28.00
Self study and preparation	anatomy working from master digital picture artists and discussion	8	5.00	40.00
Homeworks		2	7.00	14.00
Projects	Portfolio Presentation and evaluation	Portfolio Presentation	10.00	10.00
Field Studies		0	0.00	0.00
Midterm Exams	Textbooks, References and/or Other Materials:	Creative Photoshop CS4 by Derek Lea, ISBN: 978-0-240-52134-3	15.00	15.00
Others		0	0.00	0.00
TERM LEARNING ACTIVITIES		NUMBE	WEIGHT	15.00
Total Work Load				150.00
Midterm Exam		1	40.00	
Total work load/ 30 hr		0	0.00	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		Homework, Workshop, Written Exam		
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			