COMPUTER AIDED PRINTMAKING

1	Course Title:	COMPUTER AIDED PRINTMAKING
2	Course Code:	GSR4008
3	Type of Course:	Compulsory
4	Level of Course:	First Cycle
5	Year of Study:	4
6	Semester:	8
7	ECTS Credits Allocated:	4.00
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 0 506 3083931, Uludag Üniversitesi, Güzel Sanatlar Fakültesi, Resim Bölümü, Görükle Kampüsü / BURSA
17	Website:	
18	Objective of the Course:	Computer Aided Printmaking is an studio course using the computer as the primary tool for translating art ideas about printmaking into digital form. The emphasis will be on practical usage of existing software as a means of creation in printmaking. Introduction to Photoshop, Introduction to Illustrator
19	Contribution of the Course to Professional Development:	Students learn to apply printmaking using computer aided and computer based software.
20	Learning Outcomes:	

	1	To become proficient at creating, editing, posting, and working with digitally created images
	2	To develop and practice skills using digital design softwares tools to create a printmaking.
	3	To gain an appreciatiation of digital media through the study of historic and contemporary trends and to apply that appreciation to your own work.
	4	To develop skills of critical analysis through critique and discussion about new media.
	5	To expand understanding of today's computer art culture, and the context in which contemporary printmaking artists work.
	6	To develop good working habits and craftsmanship in printmaking.
	7	To understand the history of the computer as an art-making tool.
	8	To use Photoshop's tools to manupulate in an unique character of an image.
	9	
	10	

	Course Content:
21	Course Content:

Week	Theoretical	Practice
1	Introduction to the history of the computer as an art-making tool an powerpoint presentation on digital art samples of contemporary artist. Introduction to the digital image Digital image fundementals Why digital images The digital camera, scanner etc. Data types and 2d representation of digital	
2	Image manupilation / filter effects Introduction to Photoshop as a creative tool. Lecture and powerpoint presentation about filters in Photoshop.	PC applications of digital image processing; Working with filters in Photoshop.
3	Critique and group discussion on digital images created in previous course.	Creating special effects with variety design software and filters. Using Photoshop's tools to manupulate in an unique character of an image.
4	Image transformation Lecture and powerpoint presentation about image transformations in Photoshop and veriety softwares.	Applications of digital image processing; Working with image transformations in Photoshop and veriety softwares.

Activites	Number	Duration (hour)	Total Work Load (hour)
Theoretical	14	2.00	28.00
Practicals/Labs	14	2.00	28.00
Self study and preperation	0	0.00	0.00
Homeworks	0	0.00	0.00
Projects	8	8.00	64.00
Field Studies	0	0.00	0.00
Midterm exams	1	1.00	1.00
Others	0	0.00	0.00
Final Exams	1	2.00	2.00
Total Work Load			123.00
Total work load/ 30 hr			4.10
ECTS Credit of the Course			4.00

Overlapping weekly rows (partially obscured):

Week	Theoretical	Practice
5	Image enhancement	Using photoshop's filters and layers to adjust texture and color, correct an image.
7	Digital Collage The digital image with a collage of a minimum	Using Adobe Photoshop and similar software create a new project and composition for Linocut.
8	Critique and group discussion on digital	Transfering computer images onto linolleum plate.
	Integrating computer design process and classical printmaking prosess for relief	printing first color with hand made pressing
9	Critique and group discussion on digital	Carving and cutting linoleum plate again and printing
10	Integrating computer design process and classical printmaking prosess for intaglio printmaking method.	Using Adobe Photoshop and similar software create a new project and composition for intaglio printmaking.
11	Critique and group discussion on digital images created in previous studio course.	Transfering computer images onto zinc plate. Lat downing zinc plate into acid sink. Printing trial printing from zinc plate.
12	Critique and group discussion on digital images created in previous studio course.	Dry point applications on etched zinc plate. Practicing final printing process in intaglio press.
13	Integrating computer design process and classical printmaking prosess for screen printmaking method.	Using Adobe Photoshop and similar software create a new project and composition for screen printmaking.
14	Critique and group discussion on digital images created for screen printing in previous studio course.	Transfering computer images onto silk stencil. Practicing screen printing process.

22	Textbooks, References and/or Other Materials:	Gölönü, Gündüz, Kazı Resim, Devlet Güzel Sanatlar Akademisi Yayınları, İstanbul, 1979. Wucius Wong, Principles of Two Dimensional Design - Designing with the Computer Linnea Dayton, Jack Travis, The Photoshop WOW! Book, Luanne Seymour Cohen, Russell Brown and Tanya Wendling, Imaging Essentials. Gosney, Odam and Benson, The Gray Book, Designing in Black and White on Your Computer. Procedural Elements for Computer Graphics by David F. Rogers, Tata McGraw HillBook Company, New Delhi, 2003 Computer Graphics: Principles & Practice in C by J. D. Foley, S. K Feiner, A Van Dam F. H John, Pearson Education, 2004 Computer Graphics using Open GL by Franscis S Hill Jr Pearson Education, 2004.

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	Theoretical Exam, Artistic Practice	

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	5	5	3	2	4	5	5	2	2	3	0	0	0	0
ÖK2	5	5	4	5	3	3	3	2	5	2	2	3	0	0	0	0
ÖK3	5	5	5	5	3	2	4	2	5	2	3	5	0	0	0	0
ÖK4	3	4	5	5	5	5	5	3	3	3	5	5	0	0	0	0
ÖK5	3	3	4	5	5	5	5	4	2	3	5	4	0	0	0	0
ÖK6	3	3	5	2	2	2	3	3	4	2	5	5	0	0	0	0
ÖK7	1	3	3	3	3	5	4	5	3	5	2	2	0	0	0	0
ÖK8	3	5	3	2	3	2	3	3	3	2	4	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

Contribution Level:	1 very low	2 low	3 Medium	4 High	5 Very High