

## TEXTILE DESIGN WITH COMPUTER

1	Course Title:	TEXTILE DESIGN WITH COMPUTER	
2	Course Code:	RES2217	
3	Type of Course:	Optional	
4	Level of Course:	First Cycle	
5	Year of Study:	2	
6	Semester:	3	
7	ECTS Credits Allocated:	3.00	
8	Theoretical (hour/week):	2.00	
9	Practice (hour/week):	0.00	
10	Laboratory (hour/week):	0	
11	Prerequisites:	Optional	
12	Language:	Turkish	
13	Mode of Delivery:	Face to face	
14	Course Coordinator:	Okutman SEVGİ YÜKSEL UZUNÖZ	
15	Course Lecturers:		
16	Contact information of the Course Coordinator:	Mail:sevgiyukseluzunoz@hotmail.com Cep:05335547738	
17	Website:		
18	Objective of the Course:	In computer environment, using the photoshop programme to elraw motifs and according to diagrams, regulate to motif and to aim colouring.	
19	Contribution of the Course to Professional Development:		
20	Learning Outcomes:		
		1	Reach the goal of modern civilization that Turks Public Education have adopted.
		2	Under the visual arts eclucation, knowledge and skills to develop attitudes.
		3	As a student of art education, research, teaching and learning to have enthusiasm.
		4	Use art as a means of visual communication.
		5	Orijinal thinking on art and design to develop trial and the method of producing.
		6	Using modern technology in the field of art education
		7	Taken in aprogramme with the specific skills and knowledge of art education lesson planning and processing
		8	Habit of using the scientific method to solue the problems encountered in the field of art education to gain
		9	
		10	
21	Course Content:		
		<b>Course Content:</b>	
Week	Theoretical	Practice	
1	Work can be done using photoshop programme is explained.		

2	Respectively, is explained icons through the programme	
3	Transportation selection, choosing a different image transport over the icons is explained.	
4	Layer of the importance of opening, combining the use, locking, grouping is told through the program.	
5	Thouse associated with changing the color of your choice color icons are explained.	
6	Changing the cut-off dimension rotate layout explained.	
7	Discusses how to create and use the fill pattern.	
8	Discusses how to create and use the fill pattern.	
9	Creating drawing pads discusses pet.	
10	The study on hand-drawn scanned geometrical form specified in the program, working on the recording are explained.	
11	Magnification of the worksheet, the study discusses the growth of different recording formats.	
12	Discusses how to create a color palette color work.	
13	Present a study on the color change, how changes can be made on the pattern	
Activites		
Number		
Duration (hour)		
Total Work Load (hour)		
22	Theoretical	
Textbooks, References and/or Other Materials:		Doc. Betül Atıl, Notes on the Principles of Design Pattern Fabric, Professor of Supply Study, Mimar Sinan University, 2014
Practicals/Labs		0
Self study and preperation		2
Homeworks		0
Projects		0
Field Studies		0
23 Assessment		
Midterm exams		1
Others		1
Final Exam		1
Total Work Load		
Total work load/ 30 hr		0
Home work project		0
ECTS Credit of the Course		
Total		2
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	4	3	4	0	0	3	0	2	0	0	0	0	5	0	3	0
ÖK2	0	0	0	4	3	0	0	5	5	0	4	0	0	0	0	0
ÖK3	3	4	5	3	0	0	0	5	0	0	3	0	0	0	0	0
ÖK4	0	3	0	0	4	0	0	4	5	0	0	0	0	0	0	0
ÖK5	0	3	0	4	0	0	0	0	4	0	0	3	0	0	0	0
ÖK6	4	2	3	3	0	0	0	4	0	0	5	3	0	4	0	0
ÖK7	0	0	0	5	0	5	0	0	3	0	0	2	0	0	0	0
ÖK8	3	0	2	0	0	4	0	0	3	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			