

**School of Communication / New Media and Communication Systems**

**2024 - 2025 Academic Year**

**GRAPHIC ANIMATION**

**Syllabus**

Course Description					
Name	Code	Semester	T+A Hour	Credit	ECTS
GRAPHIC ANIMATION	YMİ4110493	Fall Semester	1+2	2	5
<b>Prerequisites Courses</b>					
<b>Recommended Elective Courses</b>	Animation, 3D Animation Applications				
<b>Language of Instruction</b>	Turkish				
<b>Course Level</b>	First Cycle (Bachelor's Degree)				
<b>Course Type</b>	Elective				
<b>Course Coordinator</b>	Assoc.Prof. İpek Fatma ERTAN				
<b>Name of Lecturer(s)</b>	Assoc.Prof. İpek Fatma ERTAN				
<b>Assistant(s)</b>					
<b>Aim</b>	The aim of the course is to assimilate traditional Animation principles and to produce animation with graphic elements on After Effects program.				
<b>Course Content</b>	This course contains; Explanation of animation production techniques,Expression of general art movements in graphics,Use of general interface and conversion tools in After Effects,Using masking tools with form deform in After Effects,Timing concept with After Effects,Effects and Stylization with After Effects,Practicing,Typography Animations with After Effects I,Typography Animations with After Effects II,Logo Animation with After Effects,Coding with After Effects,Rigging with After Effects,Character Animation with After Effects (walking loop),Character Animation with After Effects (running loop),General Assesment.				
<b>Course Learning Outcomes</b>			<b>Teaching Methods</b>	<b>Assessment Methods</b>	
Master the principles of animation and use them in other areas.			11, 2, 6, 9	A, F	
Analyzes the animations produced in the world and in Turkey.			11, 2, 6, 9	A, F	
Graphic design knowledge and animation will be blended.			11, 2, 6, 9	A	
Intermediate command of After Effects will be possible.			11, 2, 6, 9	A, F	
<b>Teaching Methods</b>	11: Demonstration Method, 2: Project Based Learning Model, 6: Experiential Learning, 9: Lecture Method				
<b>Assessment Methods</b>	A: Traditional Written Exam, F: Project Task				
<b>Lecture Schedule</b>					
<b>Sequence</b>	<b>Topics</b>	<b>Preliminary Preparation</b>			
1	Explanation of animation production techniques	Basics of animation Key frame animation Principle of motion (animation principles) Readings about the use of motion in graphics			
2	Expression of general art movements in graphics	Graphic design and art movements The relationship between animation genres and art movements Reading about the relationship between graphic art movements and animation with examples			
3	Use of general interface and conversion tools in After Effects	After Effects interface Understanding layers and components Reading about the use of basic transform tools			
4	Using masking tools with form deform in After Effects	Use of form distorting tools Masking techniques and practical applications Preliminary research on composition and organizational strategies			
5	Timing concept with After Effects	Zamanlama ve animasyon arasındaki ilişki Hareketin zamanlaması ve etkisi Örneklerle zamanlama kavramları hakkında okuma/izleme			
6	Effects and Stylization with After Effects	Use of form distorting tools Masking techniques and practical applications			
7	Practicing				
8	Typography Animations with After Effects I	The relationship between timing and animation Timing and impact of movement Timing concepts with examples			
9	Typography Animations with After Effects II	Types of effects in After Effects			
10	Logo Animation with After Effects	Stylization techniques and applications The role of effects in animations			
11	Coding with After Effects	Fundamentals of typography animations Text animation techniques Typography animations with examples			
12	Rigging with After Effects	Advanced typography animation techniques Text manipulation in animations Creative typography animations			
13	Character Animation with After Effects (walking loop)	The animation potential of logos Importance and uses of logo animation Logo animation techniques			
13	Character Animation with After Effects (walking loop)Character Animation with After Effects (running loop)	Fundamentals of character animation Rigging and character animation Coding and scripting for animation			
14	General Assesment				
<b>Evaluation Methods</b>		<b>Weight(%)</b>			
Midterm Exam		40			
General Exam		60			

<b>Resources</b>	
Williams, R. (2009). The Animator's Survival Kit. Faber & Faber.	
Goldberg, E. (2008). Character Animation Crash Course! Silman-James Press.	
Johnston, O., & Thomas, F. (1995). The Illusion of Life: Disney Animation. Disney Editions.	
White, T. (2014). The Animator's Workbook: Step-By-Step Techniques of Drawn Animation. Silman-James Press.	
Bendazzi, G. (2016). Animation: A World History. CRC Press.	
Whitaker, H., & Halas, J. (2008). Timing for Animation. Focal Press.	
Patmore, C. (2003). The Complete Animation Course: The Principles, Practice, and Techniques of Successful Animation. Barron's Educational Series.	
Blair, P. (1994). Cartoon Animation. Walter Foster Publishing.	
Pardew, L. (2002). The Animator's Reference Book. Watson-Guption.	
Hess, R. (2010). Animating with Blender: Creating Short Animations from Start to Finish. Focal Press.	