

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

**2024 - 2025 Academic Year**

**ANIMATION**

**Syllabus**

<b>Course Description</b>					
<b>Name</b>	<b>Code</b>	<b>Semester</b>	<b>T+A Hour</b>	<b>Credit</b>	<b>ECTS</b>
ANIMATION	YMI3274830	Spring Semester	2+1	2,5	5
<b>Prerequisites Courses</b>					
<b>Recommended Elective Courses</b>					
<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>	Recognizes the basic elements that make up animation, comprehends the historical process, comprehends animation production techniques, can analyze examples and enables an idea to transform from text to animation application.				
<b>Course Content</b>	This course contains; Definition and usage areas of animation,Introduction of the animation program and students start using it,Reading the relevant section of the given source,Animation of objects with weight,Cycles, walking, flying and running,Introduction to character design,Character preparation for Cut-Out animation,Cut-Out animation 2,Cut-out animation 3,Mouth synchronization and facial expression animation,Mouth synchronization and facial expression animation ,Application,Application,Evaluation of final projects.				
<b>Course Learning Outcomes</b>			<b>Teaching Methods</b>	<b>Assessment Methods</b>	
Converts ideas and thoughts into an effective visual message using aesthetic knowledge, perception and skills.			14, 19, 2, 5, 9	E, F	
Describe and apply concepts and ideas in the design phase of the communication process; perceive problems as multidimensional.			14, 2, 5, 6, 9	E, F	
Uses the knowledge acquired in the field creatively.			14, 2, 5, 6, 9	E, F	
<b>Teaching Methods</b>	14: Self Study Method, 19: Brainstorming Technique, 2: Project Based Learning Model, 5: Cooperative Learning, 6: Experiential Learning, 9: Lecture Method				
<b>Assessment Methods</b>	E: Homework, F: Project Task				
<b>Lecture Schedule</b>					
<b>Sequence</b>	<b>Topics</b>	<b>Preliminary Preparation</b>			
1	Definition and usage areas of animation	Reading the relevant section of the given source			
2	Introduction of the animation program and students start using it	Reading the relevant section of the given source			
3	Reading the relevant section of the given source	Reading the relevant section of the given source			
4	Animation of objects with weight	Reading the relevant section of the given source			
5	Cycles, walking, flying and running	Reading the relevant section of the given source			
6	Introduction to character design	Reading the relevant section of the given source			
7	Character preparation for Cut-Out animation	Reading the relevant section of the given source			
8	Cut-Out animation 2	Reading the relevant section of the given source			
9	Cut-out animation 3	Reading the relevant section of the given source			
10	Mouth synchronization and facial expression animation	Reading the relevant section of the given source			
11	Mouth synchronization and facial expression animation	Reading the relevant section of the given source			
12	Application	Reading the relevant section of the given source			
13	Application	Reading the relevant section of the given source			
14	Evaluation of final projects	Reading the relevant section of the given source			
<b>Evaluation Methods</b>		<b>Weight(%)</b>			
Midterm Exam		40			
General Exam		60			

<b>Resources</b>
<a href="https://www.awn.com/">https://www.awn.com/</a> <a href="https://www.animationmagazine.net/">https://www.animationmagazine.net/</a> <a href="https://animationresources.org/">https://animationresources.org/</a> <a href="https://www.waltdisney.org/">https://www.waltdisney.org/</a> <a href="https://www.khanacademy.org/">https://www.khanacademy.org/</a>