

School of Fine Arts Design and Architecture / Interior Architecture and Environmental Design
2023 - 2024 Academic Year
INTERIOR DESIGN in CINEMA
Syllabus

Course Description					
Name	Code	Semester	T+A Hour	Credit	ECTS
INTERIOR DESIGN in CINEMA	ICT3115277	Fall Semester	2+0	2	4
Prerequisites Courses					
Recommended Elective Courses					
Language of Instruction	Turkish				
Course Level	First Cycle (Bachelor's Degree)				
Course Type	Elective				
Course Coordinator	Assist.Prof. Mustafa ERDEM				
Name of Lecturer(s)					
Assistant(s)	Lect. Mustafa Ata YÜKSEL				
Aim	To enable students to understand the ideas behind space designs in movies and the connection between these design ideas and the story.				
Course Content	This course contains; Making a general description of cinema as a form of expression.,Cinema - Architecture - Interior architecture - Space relations and examination of the formation of these relations with examples.,Creating space and creating mise-en-scène. Examining the contributions of Time - Space - Scenario relations to the formation of mise-en-scène, from the first years of cinema to the present day, with examples.,Examination of "artificial and natural light" with examples in terms of creating atmosphere in interior spaces.,Examining "colors and color representations" with examples in terms of creating atmosphere in interior spaces.,Examination of "costume and texture" with examples in terms of creating atmosphere in the interior.,Analyzing sample movies.,Midterm / submission.,Examining the spatial representations of storytelling in cinema with examples from the films "The Servant and Gosford Park".,Examining the spatial representations of storytelling in cinema with examples from the films "Elysium and The Platform".,Examining the contributions of the concepts of space creation, light, color, costume and texture to the story in the movie "Snowpiercer".,Examining the contributions of the concepts of space creation, light, color, costume and texture to the story in the movie "Parasite".,Examining class structure and space relations in the movie "Parasite". analysis.,Analyzing sample movies..				
Course Learning Outcomes			Teaching Methods	Assessment Methods	
1. Development of design skills by approaching the concept of interior design from a different perspective.2. To better understand the narrative language of cinema.					
Teaching Methods					
Assessment Methods					
Lecture Schedule					
Sequence	Topics	Preliminary Preparation			
1	Making a general description of cinema as a form of expression.				
2	Cinema - Architecture - Interior architecture - Space relations and examination of the formation of these relations with examples.				
3	Creating space and creating mise-en-scène. Examining the contributions of Time - Space - Scenario relations to the formation of mise-en-scène, from the first years of cinema to the present day, with examples.				
4	Examination of "artificial and natural light" with examples in terms of creating atmosphere in interior spaces.				
5	Examining "colors and color representations" with examples in terms of creating atmosphere in interior spaces.				
6	Examination of "costume and texture" with examples in terms of creating atmosphere in the interior.				
7	Analyzing sample movies.				
8	Midterm / submission.				
9	Examining the spatial representations of storytelling in cinema with examples from the films "The Servant and Gosford Park".				
10	Examining the spatial representations of storytelling in cinema with examples from the films "Elysium and The Platform".				
11	Examining the contributions of the concepts of space creation, light, color, costume and texture to the story in the movie "Snowpiercer".				
12	Examining the contributions of the concepts of space creation, light, color, costume and texture to the story in the movie "Parasite".				
13	Examining class structure and space relations in the movie "Parasite". analysis.				
14	Analyzing sample movies.				
Evaluation Methods		Weight(%)			
Midterm Exam		50			
General Exam		50			

Resources	
1. Creating Interior Atmosphere (Jean Whitehead) 2. Sinema ve Videoda Işıklandırma. (Blain Brown) 3. The Architecture of Image: Existential Space in Cinema. (Juhani Pallasmaa) 4. Politik Kamera. (Michael Ryan, Douglas Keller) 5. Sinema ve Tasarım. (Önder Şenyapılı) 6. Architectural Lighting. (David Egan, Victor Olgyay)	