

**School of Communication / New Media and Communication Systems**  
**2024 - 2025 Academic Year**  
**DIGITAL MEDIA STUDIO II**  
**Syllabus**

Course Description					
Name	Code	Semester	T+A Hour	Credit	ECTS
DIGITAL MEDIA STUDIO II	YMİ3274770	Spring Semester	1+2	2	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>	Required				
<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 this course is to teach students the basics and techniques of 2D animation through Adobe After Effects and Illustrator.				
<b>Course Content</b>	This course contains; Meeting and introduction to the course,Introduction to Adobe After Effects,Motions in transform feature on objects in Adobe After Effects,Color and effects in Adobe After Effects,Explanation of the pen tool in Adobe After Effects,Intro design in Adobe After Effects I,Intro design in Adobe After Effects II,General Practicing,Drawing and making templates in Adobe Illustrator,Explanation of the puppet tool in Adobe After Effects,Virtual camera and lighting techniques in Adobe After Effects,Introduction to 2D animation in Adobe After Effects,Practice,Practice.				
<b>Course Learning Outcomes</b>			<b>Teaching Methods</b>	<b>Assessment Methods</b>	
Will be able to apply image techniques effectively			14, 17, 6, 9	E, F	
Use technical infrastructure			14, 17, 6, 9	E, F	
Analyzes the rules of image editing and question them through movies			14, 17, 6, 9	E, F	
Performs basic film production processes			14, 17, 6, 9	E, F	
Applies up-to-date camera and effects techniques			14, 17, 6, 9	E, F	
Combine the image with digital effects			14, 17, 6, 9	E, F	
<b>Teaching Methods</b>	14: Self Study Method, 17: Experimental Technique, 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	Meeting and introduction to the course				
2	Introduction to Adobe After Effects				
3	Motions in transform feature on objects in Adobe After Effects				
4	Color and effects in Adobe After Effects				
5	Explanation of the pen tool in Adobe After Effects				
6	Intro design in Adobe After Effects I				
7	Intro design in Adobe After Effects II				
8	General Practicing				
9	Drawing and making templates in Adobe Illustrator				
10	Explanation of the puppet tool in Adobe After Effects				
11	Virtual camera and lighting techniques in Adobe After Effects				
12	Introduction to 2D animation in Adobe After Effects				
13	Practice				
14	Practice				
<b>Evaluation Methods</b>		<b>Weight(%)</b>			
Midterm Exam		40			
General Exam		60			

Resources
-Kleon, Austin. Bir Sanatçı Gibi Araklayın. İstanbul: Butik Yayıncılık ve Kişisel Gelişim, 2012.
-Berger, John. Görme Biçimleri. İstanbul: Metis Yayıncılık, 2016.
-Canikligil, İlker. Dijital Video İle Sinema. İstanbul: Alfa yayıncılık, 2014.
-Bordwell, David ve Kristin Thompson. Film Sanatı: Bir Giriş. İstanbul: Deki Yayınevi, 2011.
-Mascelli, Joseph V. Sinemanın 5 Temel Ögesi: Sinema Filmi Çekim Teknikleri. Ankara: İmge Kitapevi, 2002.
-Hunt, Robert Edgar, John Marland, Steven Rawle. Film Dili. İstanbul: Literatür Yayınları, 2012.