Course Syllabus

Code - Course Title	**DİT507 - Concept Design**
Course Type	I. SEMESTER
Laboratory + Practice	4+0
ECTS	**6.0**
Language of Instruction	Türkçe
Course Type	Elective Courses
Course Instructor(s)	DOÇENT REMZİ SAN

Mode of Delivery	Face to face
Courses Recomended	-
Recommended Resources	-
Work Placement	-

Course Syllabus

Weeks	Learning Outcomes	Topics	Teaching Methods
Week - 1		Introduction: The role and stages of concept design in the game development process.	
Week - 2		Visual Research: Moodboard creation, gathering references, and thematic development.	
Week - 3		Character Design Principles: Silhouette, anatomy, reflecting personality, and costume design.	
Week - 4		Environment Design: Composition, perception of depth, and world-building.	
Week - 5		Vehicle and Prop Design: Functionality, industrial forms, and in-game objects.	
Week - 6		Sketching and Ideation: Rapid sketching techniques, iteration, and developing form language.	
Week - 7		Digital Drawing Techniques: Brush usage, layer management, and digital painting basics.	
Week - 8		Color and Light: Color theory, lighting techniques, and creating atmosphere.	
Week - 9		Narrative Integration: Aligning visual design with storytelling and mechanics.	
Week - 10		Advanced Modeling and Visualization: Use of 3D tools and blocking during the concept stage.	
Week - 11		Production Constraints: Managing design ideas within technical and budgetary limits.	
Week - 12		Technical Drawings and Callouts: Orthographic drawings and detail sheets for the production pipeline.	
Week - 13		Portfolio Preparation: Curating a professional concept art portfolio.	
Week - 14		Presentation Techniques: Effective presentation of design ideas to teams and investors.	

Learning Outcomes

#	Learning Outcome
1	Students who successfully complete this course will explain the role of concept design within the game production pipeline, develop original themes using visual research and moodboard techniques, synthesize character and environment designs in harmony with storytelling, produce visual content at industry standards using digital drawing and modeling tools, and present design ideas in a professional portfolio format by optimizing them within technical constraints.

Sustainable Development Goals

No content has been provided.

Course Theme

No content has been provided.

AKTS Workload

Activity	Duration (Hour)	Count	Workload
Teorik Derse Katılım	0	0	0
Sınıf Dışı Çalışma (Ön Hazırlık & Pekiştirme Amaçlı)	0	0	0
Ödevler	0	0	0
Proje - Rapor - Sunum Hazırlama	0	0	0
Ara Sınav Hazırlığı (sınav süresi dahil)	0	0	0
Final Sınavı Hazırlığı (sınav süresi dahil)	0	0	0
Uygulama (Laboratuvar, Müzik/Enstrüman Uygulaması, Atölye/Saha Çalışması vb.)	0	0	0
Staj Uygulaması	0	0	0
		Calculated ECTS	**0**

Assessment Method and Passing Requirements

No content has been provided.