Course Syllabus

Code - Course Title	**OGP107 - Fundamentals of Digital Art and Design**
Course Type	I. SEMESTER
Laboratory + Practice	3+0
ECTS	**5.0**
Language of Instruction	Türkçe
Course Type	Required Courses
Course Instructor(s)	ARAŞ. GÖR. ÖZGE ÖNER

Mode of Delivery	This course is delivered through face-to-face instruction. Theoretical lectures and applied workshop sessions are integrated throughout the semester. The default tools for practical work are Krita (raster) and Inkscape (vector); the instructor may prefer equivalent tools (e.g., Photoshop, Illustrator, GIMP).
Prerequisites	There are no prerequisites or co-requisites for this course.
Courses Recomended	This course is the foundational art course for semester I; there are no prerequisites. It provides groundwork for advanced art courses such as XXX7967, XXX7969 and XXX7958.
Recommended Resources	Krita. User manual: https://docs.krita.org/Inkscape. Documentation: https://inkscape.org/doc/
Work Placement	This course has no internship or placement requirement.

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Weeks	Learning Outcomes	Topics	Teaching Methods
Week - 1		Introduction to digital art; art history overview, digitalization process, game art context.	
Week - 2		Basic design principles I: balance, contrast, emphasis.	
Week - 3		Basic design principles II: rhythm, unity, proportion and scale.	
Week - 4		Visual communication: color theory, color wheel, warm/cool, harmony.	
Week - 5		Typography basics; game UI and readability.	
Week - 6		Composition rules; focal point, rule of thirds, visual hierarchy.	
Week - 7		Digital drawing tools: Krita interface, layers, brushes.	
Week - 8		Vector graphics: Inkscape basics; logo, icon and UI shapes.	
Week - 9		Two-dimensional design: character concept, silhouette and shape language.	
Week - 10		Environment and space drawing; perspective intro, sense of depth.	
Week - 11		Color and light: shading techniques, digital painting fundamentals.	
Week - 12		Game art styles: pixel art, realistic and cartoonish/stylized approach.	

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Weeks	Learning Outcomes	Topics	Teaching Methods
Week - 13		Portfolio preparation: design process documentation, presentation layout.	
Week - 14		End-of-term portfolio presentation; feedback and course wrap-up.	

Learning Outcomes

#	Learning Outcome
1	Explains digital art and game visual production context historically and conceptually.
2	Applies basic design principles (balance, contrast, rhythm, etc.) in visual work.
3	Uses color theory and composition rules in game art examples.
4	Creates basic digital drawings with raster (Krita) and vector (Inkscape) tools.
5	Applies silhouette, shape language and readability principles for character concepts.
6	Creates perspective and sense of depth in environment/space drawing.
7	Applies color and light with shading and digital painting techniques.
8	Experiments with different game art styles and prepares and presents a portfolio.

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.