Course Syllabus

Code - Course Title	**OGP120 - Visual Art Design for Games**
Course Type	II. SEMESTER
Laboratory + Practice	1+2
ECTS	**3.0**
Language of Instruction	Türkçe
Course Type	Area Elective Courses
Course Instructor(s)	ÖĞR. GÖR. GÜVENÇ USANMAZ

Mode of Delivery	This course is delivered through face-to-face instruction. Theoretical lectures and laboratory sessions are integrated throughout the semester. The default tools for practical work are Krita and Aseprite; the instructor may prefer equivalent tools (e.g., Photoshop, Procreate).
Prerequisites	There are no prerequisites or co-requisites for this course.
Courses Recomended	It is recommended to have completed XXX7968 Fundamentals of Digital Art and Design before taking this course. Taking OGP102 Game Design Principles concurrently may help connect visual language to game design.
Recommended Resources	Krita. User manual: https://docs.krita.org/Aseprite / LibreSprite — pixel art and sprite documentation
Work Placement	This course has no internship or placement requirement.

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Weeks	Learning Outcomes	Topics	Teaching Methods
Week - 1		Game art fundamentals; concept art processes, moodboard, visual language creation.	
Week - 2		Atmosphere and mood; art direction, reference gathering, style guide draft.	
Week - 3		Character design I: silhouette readability, shape language, iteration.	
Week - 4		Character design II: proportion, anatomy (stylized), expression and pose.	
Week - 5		Clothing and equipment details; layered design, game readability.	
Week - 6		Environment and space design I: architectural styles, biome features.	
Week - 7		Environment and space design II: background composition, parallax layers.	
Week - 8		Interface visuals I: icon design, consistency, resolution.	
Week - 9		Interface visuals II: menu components, UX-focused visualization.	
Week - 10		Two-dimensional asset production: tileset preparation, grid alignment, repeating patterns.	
Week - 11		Isometric drawing techniques; isometric tile and prop production.	

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Weeks	Learning Outcomes	Topics	Teaching Methods
Week - 12		Color and light: palette creation, focus redirection with contrast.	
Week - 13		Stylization: realistic, abstract and comic book style graphics; style consistency.	
Week - 14		End-of-term game visual art package presentation; portfolio and process documentation.	

Learning Outcomes

#	Learning Outcome
1	Applies concept art process and visual language creation steps in a game project.
2	Designs a game character with strong silhouette readability and iterates.
3	Completes character design with stylized anatomy, clothing and equipment details.
4	Produces environment/space visuals suited to architectural style and biome features.
5	Designs icons and menu components for game UI.
6	Produces tilesets and isometric assets; prepares grid-aligned 2D assets.
7	Creates composition directing focus using color palette and contrast.
8	Presents a game visual art package as a portfolio with consistent stylization.

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.