Course Syllabus

Code - Course Title	**DOT102 - Basic Design Training II**
Course Type	II. SEMESTER
Laboratory + Practice	5+3
ECTS	**8.0**
Language of Instruction	Türkçe
Course Type	Required Courses
Course Instructor(s)	ÖĞR. GÖR. CAN PEKİN

Mode of Delivery	The mode of delivery of this course is face to face.
Prerequisites	There is no prerequisite or co-requisite for this course.
Courses Recomended	There is no recommended optional programme component for this course.
Recommended Resources	Homo Ludens, The Art of Game Design, Fundamentals of Game Design, Game Mechanics: Advanced Game Design
Work Placement	N/A

Course Syllabus

Weeks	Learning Outcomes	Topics	Teaching Methods
Week - 1		Introduction to color theory: basic concepts and history	
Week - 2		Color wheel, primary and secondary colors	
Week - 3		Color harmony, contrast, and balance	
Week - 4		Relationship between light, color, and visual perception	
Week - 5		Color psychology and cultural influences	
Week - 6		Relationship between color and narrative: palettes matched with emotions	
Week - 7		Color models in digital media (RGB, CMYK, etc.)	
Week - 8		Developing style-defining color palettes	
Week - 9		Introduction to the concept of perspective and basic principles	
Week - 10		One-point perspective drawing	
Week - 11		Two-point perspective applications	
Week - 12		Three-point perspective and dynamic angles	
Week - 13		Oblique and atmospheric perspective techniques	

Course Syllabus

Weeks	Learning Outcomes	Topics	Teaching Methods
Week - 14		Concept of composition and visual balance	

Learning Outcomes

#	Learning Outcome
1	Define and apply the basic principles of color theory.
2	Use different types of color harmony in game design.
3	Evaluate the psychological effects of color perception.
4	Effectively use color models in digital designs.
5	Identify different types of perspective and apply them in drawing processes.
6	Create depth and light effects in visual space design.
7	Develop visual structures in accordance with the principles of composition.
8	Effectively position figures and objects in line with the narrative.

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.