Course Syllabus

Code - Course Title	**DOT210 - Motion Design**
Course Type	IV. SEMESTER
Laboratory + Practice	2+2
ECTS	**5.0**
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 in-game applications of 2D animation	
Week - 2		Animation principles and timing rules	
Week - 3		Character drawing and basic movement cycles	
Week - 4		Walk and run animations	
Week - 5		Jumping and landing sequences	
Week - 6		Creating movement with frame-by-frame animation	
Week - 7		Rig-based animation systems	
Week - 8		User interface (UI) animations	
Week - 9		VFX and micro-interaction animations	
Week - 10		Sprite sheet creation and optimization	
Week - 11		Animation integration into the game engine	
Week - 12		Layered animation and interaction design	
Week - 13		Project implementation: in-game animation development	

Course Syllabus

Weeks	Learning Outcomes	Topics	Teaching Methods
Week - 14		Presentation and evaluation of animation projects	

Learning Outcomes

#	Learning Outcome
1	Explain and apply the basic principles of in-game 2D animation
2	Use appropriate techniques to produce character and environmental animations
3	Design UI and effect animations and integrate them into game engines
4	Optimize animations and make them suitable for performance
5	Develop applicable 2D animations within the scope of a game project

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.