Course Syllabus

Code - Course Title	**ANİ327 - 2D Computer Animation I**
Course Type	V. SEMESTER
Laboratory + Practice	2+2
ECTS	**4.5**
Language of Instruction	Türkçe
Course Type	Required Courses
Course Instructor(s)	ÖĞR. GÖR. GÜRHAN TURAN

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	Toonboom Harmony Documents and Video Tutorials
Work Placement	N/A

Course Syllabus

Weeks	Learning Outcomes	Topics	Teaching Methods
Week - 1		Drawing methods, bitmap and vectorel drawing.	
Week - 2		Colour and painting methods and shadow effects.	
Week - 3		Clean-Up	
Week - 4		Paperless traditional animation	
Week - 5		Timing in 2D computer animation	
Week - 6		Character hierarchy types	
Week - 7		Cut-out animation	
Week - 8		Character Rigging	
Week - 9		Deformation types	
Week - 10		Kinematic systems.	
Week - 11		Camera and perspectives	
Week - 12		Adding effects	
Week - 13		Creating pose with character.	
Week - 14		Simple character rigging and animation. (Demo Reel)	

Learning Outcomes

#	Learning Outcome
1	Defines the principles of design and animation for animation production.
2	Applies 2-D computer animation techniques.
3	Publishes realized application.

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.