## Course Syllabus

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|---|---|
| **Code - Course Title** | **GRA537 - Digital Illustration** |
| **Course Type** | II. SEMESTER |
| **Laboratory + Practice** | 3+0 |
| **ECTS** | **6.0** |
| **Language of Instruction** | Türkçe |
| **Course Type** | Elective Courses |
| **Course Instructor(s)** | PROFESÖR YAŞAR USLU |

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| **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** | Kolektif (2012), Illustration (Boxed 2 Volume Set), İlke Press PublishingPeter Gray (2015), Creative Drawing and Illustration, Trans. Merve Namlı, Profil PublishingKolektif (2020), Cartoon and Illustration Handbook, Trans. Başak Çolak, Hayalperest Publishing HouseSteven Heller, Gail Anderson (2023), Illustration Ideas Book, Ketebe Publishing House |
| **Work Placement** | This is not appropriate for the course. |

## Course Syllabus

| Weeks | Learning Outcomes | Topics | Teaching Methods |
|---|---|---|---|
| **Week - 1** | | The importance of illustration course, the development of illustration, the relationship between technology and illustration. | |
| **Week - 2** | | Making samples in various programs and preliminary sketches in any program regarding digital illustration | |
| **Week - 3** | | Digital model work | |
| **Week - 4** | | Portrait work and deformation on tablet or computer | |
| **Week - 5** | | Photorealistic applications with digital drawing | |
| **Week - 6** | | Finalizing a hand-drawn work with different digital techniques | |
| **Week - 7** | | Workshop with an expert in digital illustration | |
| **Week - 8** | | Digital Product illustration work | |
| **Week - 9** | | Examining examples of scientific illustration and providing technical information on the subject | |
| **Week - 10** | | Scientific illustration work | |
| **Week - 11** | | Storyboard (commercial film preliminary drawing) work | |
| **Week - 12** | | Character designs for use in computer games | |

## Course Syllabus

| Weeks | Learning Outcomes | Topics | Teaching Methods |
|---|---|---|---|
| Week - 13 | | Background designs for use in computer games | |
| Week - 14 | | Finalization of digital illustration visualization | |

## Learning Outcomes

| # | Learning Outcome |
|---|---|
| 1 | Ability to produce original works of art |
| 2 | Ability to research, analyze and evaluate in the field of digital illustration |
| 3 | Ability to competently use current technological tools in the field of digital illustration |
| 4 | Ability to express oneself in the field of digital illustration |
| 5 | Ability to effectively present work in the field of digital illustration |

## 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 | 3.00 | 14 | 42 |
| Sınıf Dışı Çalışma (Ön Hazırlık & Pekiştirme Amaçlı) | 3.00 | 14 | 42 |
| Ödevler | 10.00 | 3 | 30 |
| Proje - Rapor - Sunum Hazırlama | 0.00 | 0 | 0 |
| Ara Sınav Hazırlığı (sınav süresi dahil) | 16.00 | 1 | 16 |
| Final Sınavı Hazırlığı (sınav süresi dahil) | 20.00 | 1 | 20 |
| Uygulama (Laboratuvar, Müzik/Enstrüman Uygulaması, Atölye/Saha Çalışması vb.) | 0.00 | 0 | 0 |
| Staj Uygulaması | 0.00 | 0 | 0 |
| | | **Calculated ECTS** | **6.0** |

## Assessment Method and Passing Requirements

*No content has been provided.*