



COURSE SYLLABUS

Course Title	Course Code	Semester	Course Hour/Week		Credit	ECTS
Animation Studio	ANIM462	4	Theory 0	Practice 6	3	5
Course Type	Compulsory Courses	Department Elective	Faculty Elective	University Elective	CoHE (YÖK) Compulsory	Other
		X				
Level of Course	Associate Degree (Short Cycle)		Undergraduate (First Cycle)		Graduate/ Doctoral (Second /Third Cycle)	
			X			

Language of Instruction	English
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Course Instructor(s)	Arvin Medghalchi	E-mail : arvin.medghalchi@arucad.edu.tr Office : Animation Studio
Course Objectives	This course is a good start for students who are interested in all kind of animation techniques. They will also experience the pre-production, production and post-production in animation and will get familiar with all the positions and roles in the industry.	

Course Learning Outcomes	<p>On the completion of the course students will be able to create basic animations using various techniques. They will also go through all 12 principles of animation.</p> <p>Students will practice both traditional and computer-based animation using the digital tools.</p> <p>Students will be able to create a short animated video at the end by writing the script, drawing and animate a character along with dialogue and sound.</p>
Course Content	<ul style="list-style-type: none"> • Understanding the 12 principles of animation • General knowledge about production in animation. • Basics of 2D computer based animation. • 2D animation software lessons (Adobe Animate CC) • Develop skills in basic drawing and animation • Story writing in animation.

COURSE OUTLINE/SCHEDULE			
Week	Topic	Implementation (theory/practice)	Required Reading, Preliminary preparation
1	<p>Introduction to the course. What can be done with Adobe After effects? Course syllabus review. Explaining the course workflow and the aim. Production process in animation.</p>	T	
2	<p>Getting to know the software. Work space and tools. Key frames and timeline. Get to know the motion tween.</p>	P	

3	Frame-By-Frame Animation Brush and pencil tool. Getting to know the library. Symbols.	P	Stephen Brooks (2017) Tradigital animate CC : 12 principles of animation in Adobe animate
4	Animate a bouncing ball.	P	https://www.youtube.com/watch?v=8CBvgBARve0 Stephen Brooks (2017) Tradigital animate CC : 12 principles of animation in Adobe animate
5	Drawing objects and characters. Switch between software. Managing colour in a document.	P	https://helpx.adobe.com/cy_en/animate/how-to/managing-color-in-a-document.html?playlist=/services/playlist.helpx/products:SG_ANIMATE/learn-path:key-techniques/playlist:topic/set-header:get-started-more-more/en_CY.json&ref=helpx.adobe.com
6	Animate a walk cycle.	P	https://www.youtube.com/watch?v=UY7zbbA4pjQ&feature=emb_title Stephen Brooks (2017) Tradigital animate CC : 12 principles of animation in Adobe animate
7	Facial expressions, lip sync and sound.	P	https://www.youtube.com/watch?v=ErSU7PqAi40
8	MIDTERM WEEK	Midterm	
9	Students should come up with a 60 second story idea. Storyboard for animation. Planning the production.	P	https://www.yansmedia.com/blog/animation-production-process/
10	Students will present their storyboards in class and get feedback.	P	Script, storyboard and character sketches should be ready to present.
11	Start to draw the characters,	P	https://www.youtube.com/watch?v=GmBHeSZwHIg

12	Objects and the background.	P	https://kotaku.com/tips-for-drawing-backgrounds-1759168924
13	Sound design and record. Editing. Prepare the projects for the final.	P	https://www.youtube.com/watch?v=DY9SLPLBIO4
14	FINAL EXAM WEEK		

Required Course Material(s) / Reading(s)/ Text Book(s)	Materials: External hard drive. *Optional: Laptop with Adobe software installed.
Recommended Course Material(s)/ Reading(s) /Other	Recommended Readings: The Animator's Survival Kit, Richard Williams, Faber and Faber, New York, 2001 Expanded Edition. Cartoon Animation Preston Blair Walter Foster Publishing, CA, 1994. Timing for Animation, Harold Whitaker, Focal Press, CA, 2009. The Illusion of Life: Disney Animation, Ollie Johnston, Frank Thomas, Disney Editions, CA, 1995 Stephen Brooks (2017) Tradigital animate CC : 12 principles of animation in Adobe animate/ CRC Press, Taylor & Francis Group, A Focal Press Book

ASSESSMENT		
Learning Activities	NUMBER	WEIGHT in %

Mid-Term	1	20
Quiz		
Assignment	5	30
Project		
Field Study		
Presentation / Seminar		
Studio Practice	14	30
Other		
Contribution of Final Examination/Final Project/ Dissertation to the Final Grade	1	20
TOTAL		100

CONTRIBUTION OF COURSE LEARNING OUTCOMES TO PROGRAMME LEARNING OUTCOMES						
No	PROGRAMME LEARNING OUTCOMES	Level of Contribution (1- lowest/ 5- highest)				
		1	2	3	4	5
1	Enable students to develop knowledgeable, critical and creative approaches to understanding the principles of visual communication in contemporary culture.		X			
2	Develop an understanding of the distinct qualities of the discipline and its major assumptions, debates and theoretical models.			X		
3	Develop advanced practical skills in a range of commercial and creative contexts including graphic and audiovisual multimedia design.					X
4	Create an understanding of the impact and importance of visual culture in its diverse global forms.		X			
5	Offer the opportunity to take rigorous practice-based courses in graphic design, interactive media, including web design and video production, along side the theoretical analysis of visual representation in its social context).			X		
6	Promote intellectual curiosity and the use of evidence-based argument and discussion, both orally and written.		X			
7	Encourage students to develop as reflective, critical, independent thinkers who will go on to actively and enthusiastically engage with the wider world.				X	
8	Have an understanding of different eras of visual communication and its historical development.	X				

9	Work as a professional, maintaining high standards of practice and adapt to a rapidly changing environments and gain the ability to work in a team.		X
10	Understand visual cultures within a variety of past societies and contemporary and future design trends.	X	
11	Develop the knowledge of below and above the line visual design in a commercial context.	X	
12	Understand the terminology and methodology of critical visual analysis.	X	

ECTS / STUDENT WORKLOAD				
ACTIVITIES	NUMBER	UNIT	HOUR	TOTAL (WORKLOAD)
Course Teaching Hour (X weeks * total course hours)	14		3	42
Preliminary Preparation and self- study				
Mid-Term	1		10	10
Quiz				
Assignment	10		5	50
Project				
Field Study				
Presentation / Seminar				
Studio Practice				
Final Examination/ Final Project/ Dissertation	1		23	23
Other				
TOTAL WORKLOAD				125
TOTAL WORKLOAD / 25				5
ECTS				5

ETHICAL RULES WITH REGARD TO THE COURSE
<p>Plagiarism Disclaimer</p> <p>Detected and undetected plagiarism is a serious offence at any time and it could have devastating effects on your degree result and future professional lives.</p> <p>Plagiarism is easy to avoid if you make sure to identify and acknowledge your sources thoroughly and do not copy directly from visual examples, designs, or notes that have in turn been taken word for word from your sources.</p>

ASSESSMENT DETAILS AND EVALUATION CRITERIA:	
<p>Final Grades will be determined according to the Course Learning Activities and Studio practice combined with assignments with a numeric value of both, and comply by the Education and Examination Regulation set forth by the University.</p>	
PREPARED BY	Arvin Medghalchi
UPDATED	
APPROVED	