

**COURSE SYLLABUS**

Course Title	Course Code	Semester	Course Hour/Week		Credit	ECTS
			Theory	Practice		
Vectorial Drawing	VCDE 211	III	2	2	3	5
Course Type	Compulsory Course	Department Elective	Faculty Elective	University Elective	CoHE (YÖK) Elective	Other
	YES	-	-	-	-	-
Level of Course	Associate Degree (Short Cycle)		Undergraduate (First Cycle)		Graduate/ Doctoral (Second /Third Cycle)	
	-		Yes		-	

<b>Language of Instruction</b>	English
--------------------------------	---------

<b>Course Instructor(s)</b>	Görkem Esengöl	E-mail : gorkem.esengol@arucad.edu.tr
		Office : ES OFF 04
<b>Course Objectives</b>	Students are introduced to vectorial drawing techniques in this course. The first part of the course teaches students how to draw simple geometric shapes using a variety of vector shape-making tools. Students will be required to either redraw or develop original graphic design elements such as patterns, icons, symbols, emblems, logos, perspective drawings, and even vector character designs as they progress through the course and learn to produce increasingly complicated forms. Producing cutting edge vector graphics is this course's primary goal.	
Course Learning Outcomes	Students will able to:	Evaluation Methods
	Students will identify and define key terms and tools used in vectorial drawing, list the steps involved in creating vector	Teaching Methods Demonstration and Direct instruction technique

	<p>shapes and compositions, recall basic techniques and functions within vector-based software, choose appropriate tools and methods for specific design tasks, and describe the process of building clean, scalable illustrations through anchor points and paths.</p>		<p>criteria in design expecting to be met, criteria exam is design quality, efficiency with tools and overall document management</p>
	<p>Students will apply vector drawing techniques to create digital illustrations, plan and design compositions using layers and grids, calculate dimensions and alignments to ensure precision in layout, explain their design process by showing step-by-step progress and illustrating tool use, and organize vector elements systematically for efficient editing and scalability.</p>	<p>Demonstration and Direct instruction technique</p>	<p>Project submission with certain criteria in design expecting to be met, criteria exam is design quality, efficiency with tools and overall document management</p>
	<p>Students will decompose complex vector illustrations into fundamental shapes and layers, classify drawing tools and techniques according to their functions and outcomes, examine the structure and alignment of vector elements for consistency and efficiency, criticise vector artwork using established design principles and software proficiency, and establish cause-and-effect relationships between tool usage, design choices, and the overall effectiveness of the composition.</p>	<p>Demonstration and Direct instruction technique</p>	<p>Project submission with certain criteria in design expecting to be met, criteria exam is design quality, efficiency with tools and overall document management</p>
	<p>Students will produce and design original vector illustration work tailored to specific themes or briefs, develop hypotheses about how certain design choices impact visual communication, plan and structure vector compositions</p>	<p>Demonstration and Direct instruction technique</p>	<p>Project submission with certain criteria in design expecting to</p>

<b>Course Content</b>	<p>through wireframes or sketches, synthesise shapes, colours, and typography into cohesive designs, and bring innovation to their work by inventing unique styles or creating alternative visual solutions using vector tools.</p>		<p>be met, criteria exam is design quality, efficiency with tools and overall document management</p>
	<p>Students will criticise vector illustrations based on visual design principles and technical execution, compare different vector styles and techniques to highlight strengths and weaknesses, support their design choices with clear explanations and references to design theory, make informed decisions regarding layout, colour, and tool use in their compositions, and evaluate the effectiveness of their vector designs by analysing outcomes and interpreting user or instructor feedback.</p>	<p>Demonstration and Direct instruction technique</p>	<p>Project submission with certain criteria in design expecting to be met, criteria exam is design quality, efficiency with tools and overall document management</p>
	<ul style="list-style-type: none"> <li>• Introduction to vectorial drawing ideas and techniques using Adobe Illustrator</li> <li>• Using Transform and Pathfinder menus and related capabilities to create complicated forms, symbols, and emblems from simple shapes</li> <li>• Applying colour palettes, gradients, transparencies, colouring tools, and other elements to vector graphic colouring</li> <li>• Utilising powerful drawing tools for producing intricate vector graphics</li> <li>• Creating texts and titles with type tools. Simple digital typography.</li> <li>• Making use of both vector and raster graphics.</li> <li>• Producing sophisticated vector graphics</li> </ul>		

**COURSE OUTLINE/SCHEDULE**

<b>Week</b>	<b>Topic</b>	<b>Implementation (theory/practice)</b>	<b>Required Reading, Preliminary preparation</b>
1	Introduction to Vectorial Drawing via Adobe Illustrator and what is a vector. Print preparation and output.	T/P	<a href="https://helpx.adobe.com/illustrator/using/default-keyboard-shortcuts.html">https://helpx.adobe.com/illustrator/using/default-keyboard-shortcuts.html</a>

			Vector Basic Training: A Systematic Creative Process for Building Precision Vector Artwork by Von Glitschka
2	Stoke and fill for vectoral drawing, Creating basic shapes, pathfinding and transform menus, re-sizing graphics.	T/P	<a href="https://helpx.adobe.com/illustrator/using/default-keyboard-shortcuts.html">https://helpx.adobe.com/illustrator/using/default-keyboard-shortcuts.html</a>  Vector Basic Training: A Systematic Creative Process for Building Precision Vector Artwork by Von Glitschka
3	Importing raster images, using layers and artboards. Drawing and re-drawing symbols, emblems and logos.	T/P	<a href="https://helpx.adobe.com/illustrator/using/default-keyboard-shortcuts.html">https://helpx.adobe.com/illustrator/using/default-keyboard-shortcuts.html</a>  Vector Basic Training: A Systematic Creative Process for Building Precision Vector Artwork by Von Glitschka
4	Pen tools and related menus. Advanced transform menus. Drawing and re-drawing symbols, emblems and logos.	T/P	<a href="https://helpx.adobe.com/illustrator/using/default-keyboard-shortcuts.html">https://helpx.adobe.com/illustrator/using/default-keyboard-shortcuts.html</a>  Vector Basic Training: A Systematic Creative Process for Building Precision Vector Artwork by Von Glitschka
5	Appearance and transparency menus + Effect menu introduction. Masking. Drawing infinite vector shapes.	T/P	<a href="https://helpx.adobe.com/illustrator/using/default-keyboard-shortcuts.html">https://helpx.adobe.com/illustrator/using/default-keyboard-shortcuts.html</a>  Vector Basic Training: A Systematic Creative Process for Building Precision Vector Artwork by Von Glitschka
6	Color swatches, color guide and gradients. Live Paint techniques.	T/P	<a href="https://helpx.adobe.com/illustrator/using/default-keyboard-shortcuts.html">https://helpx.adobe.com/illustrator/using/default-keyboard-shortcuts.html</a>  Vector Basic Training: A Systematic Creative Process for Building Precision Vector Artwork by Von Glitschka
7	<b>Midterm Project</b>	<b>MIDTERM</b>	<a href="https://helpx.adobe.com/illustrator/using/default-keyboard-shortcuts.html">https://helpx.adobe.com/illustrator/using/default-keyboard-shortcuts.html</a>  Vector Basic Training: A Systematic Creative Process for Building Precision Vector Artwork by Von Glitschka
8	Color wheel and basic Color Theory in Digital.	T/P	
9	Type tools and related tools. Open type. Graphic styles. Digital Typography.	T/P	<a href="https://helpx.adobe.com/illustrator/using/default-keyboard-shortcuts.html">https://helpx.adobe.com/illustrator/using/default-keyboard-shortcuts.html</a>

			Vector Basic Training: A Systematic Creative Process for Building Precision Vector Artwork by Von Glitschka
10	Digital Typography and Tracing images.	T/P	<a href="https://helpx.adobe.com/illustrator/using/default-keyboard-shortcuts.html">https://helpx.adobe.com/illustrator/using/default-keyboard-shortcuts.html</a>  Vector Basic Training: A Systematic Creative Process for Building Precision Vector Artwork by Von Glitschka
11	Perspective drawing tools, patterns, symbols, brushes.	T/P	<a href="https://helpx.adobe.com/illustrator/using/default-keyboard-shortcuts.html">https://helpx.adobe.com/illustrator/using/default-keyboard-shortcuts.html</a>  Vector Basic Training: A Systematic Creative Process for Building Precision Vector Artwork by Von Glitschka
12	Effects on both vector and raster graphics.  Advanced vector illustrations: 3D applications in Illustrator.	T/P	<a href="https://helpx.adobe.com/illustrator/using/default-keyboard-shortcuts.html">https://helpx.adobe.com/illustrator/using/default-keyboard-shortcuts.html</a>  Vector Basic Training: A Systematic Creative Process for Building Precision Vector Artwork by Von Glitschka
13	Portfolio Preparation	T/P	<a href="https://helpx.adobe.com/illustrator/using/default-keyboard-shortcuts.html">https://helpx.adobe.com/illustrator/using/default-keyboard-shortcuts.html</a>  Vector Basic Training: A Systematic Creative Process for Building Precision Vector Artwork by Von Glitschka
14	<b>Final Project Preparation</b>	T/P	<a href="https://helpx.adobe.com/illustrator/using/default-keyboard-shortcuts.html">https://helpx.adobe.com/illustrator/using/default-keyboard-shortcuts.html</a>  Vector Basic Training: A Systematic Creative Process for Building Precision Vector Artwork by Von Glitschka
15	<b>Final Project Week</b>	<b>FINAL</b>	

<p><b>Required Course Material(s) / Reading(s)/ Text Book(s)</b></p>	<ul style="list-style-type: none"> <li>• <b><u>Library Catalogue number:</u></b></li> <li>• <b><u>Materials:</u></b> USB or HDD (Hard Disk)</li> <li>• <b><u>Optional:</u></b> Laptop with Adobe software installed. (Adobe Illustrator)</li> <li>• <b><u>Reading Material:</u></b></li> </ul> <p>Zeegen, L. (2005). The fundamentals of illustration. AVA Publishing; Thames &amp; Hudson. NC997 .Z444</p>
--	---

	<p>Houston, G. (2016). Illustration that works: Professional techniques for artistic and commercial success. Monacelli Press. Library Catalogue Number: NC1000 .H679</p>
<p><b>Recommended Course Material(s)/ Reading(s) /Other</b></p>	<p><b><u>Recommended Sites:</u></b></p> <p>Adobe Illustrator Shortcuts: <a href="https://helpx.adobe.com/illustrator/using/default-keyboard-shortcuts.html">https://helpx.adobe.com/illustrator/using/default-keyboard-shortcuts.html</a></p> <p><b><u>Books:</u></b></p> <p>Zeegen, L. (2005). The fundamentals of illustration. AVA Publishing; Thames &amp; Hudson. Library Catalogue Number: NC997 .Z444</p> <p>Houston, G. (2016). Illustration that works: Professional techniques for artistic and commercial success. Monacelli Press. NC1000 .H679</p>

<b>ASSESSMENT</b>		
<b>Learning Activities</b>	<b>NUMBER</b>	<b>WEIGHT in %</b>
Mid-Term	1	30
Quiz	-	-
Assignment	2	15
Project	-	-
Field Study	-	-
Presentation / Seminar	-	-
Studio Practice	-	-
Other	-	-
<b>Contribution of Final Examination/Final Project/ Dissertation to the Final Grade</b>	1	55
<b>TOTAL</b>		100

<p>CONTRIBUTION OF COURSE LEARNING OUTCOMES TO PROGRAMME LEARNING OUTCOMES</p>
--

No	PROGRAMME LEARNING OUTCOMES	Level of Contribution (1- lowest/ 5- highest)				
		1	2	3	4	5
1	Knows the historical development of the field of communication, basic concepts, theories.		X			
2	Knows the basic concepts and terminology related to the field of game design.			X		
3	Has knowledge about the history of computer and video games and developments in this field.				X	
4	Knows game design processes and related applications.					X
5	Has the ability to utilize various disciplines such as communication, art, music, psychology, mythology, cinema, etc. in the game design process.					X
6	Has the ability to analyse analog and digital game genres.				X	
7	Has the ability to use contemporary game engines and problem solving skills.			X		
8	Has the knowledge of questioning the game designs with an analytic and critical perspective.			X		
9	Has knowledge about media literacy.			X		
10	Has the competence to prepare projects based on ethical principles in game development processes.					X
11	Has the competence to evaluate games as an art form.				X	
12	Has the competence to use game design concepts and methods in related fields such as design, software development and media.				X	
13	Has the competence to take part and responsibility in game development teams.					X
14	Has the competence to collect, analyze and interpret analytical data about games and players.			X		
15	Has the competence to develop and present a digital game project by using game design practices effectively.				X	

16	Evaluates artificial intelligence applications in their studies with a critical approach in terms of aesthetics and originality, and uses them in accordance with ethical rules.				X		
----	--	--	--	--	---	--	--




ECTS / STUDENT WORKLOAD				
ACTIVITIES	NUMBER	UNIT	HOUR	TOTAL (WORKLOAD)
Course Teaching Hour (X weeks * total course hours)	15		4	60
Preliminary Preparation and self- study	15		1	15
Mid-Term	1		15	15
Quiz	-		-	-
Assignment	2		12	24
Project	-		-	-
Field Study	-		-	-
Presentation / Seminar	-		-	-
Studio Practice	-		-	-
Final Examination/ Final Project/ Dissertation	1		25	25
Other	-		-	-
<b>TOTAL WORKLOAD</b>	-		-	134
<b>TOTAL WORKLOAD / 25</b>				5.36
<b>ECTS</b>				5

### ETHICAL RULES WITH REGARD TO THE COURSE

#### Plagiarism Disclaimer

Detected and undetected plagiarism is a serious offence at any time and it could have devastating effects on your degree result and future professional life.

Plagiarism is easy to avoid if you make sure you thoroughly identify and recognize your sources and do not copy from visual examples, designs or notes taken directly from your sources word for word. The maximum citation limit cannot exceed 20%. Artificial intelligence citations are also considered within this scope. If proven otherwise, the student will fail the course.

	SDG 1: No Poverty	
	SDG 2: Zero Hunger	
	SDG 3: Good Health and Well-Being	
	SDG 4: Quality Education	
	SDG 5: Gender Equality	
	SDG 6: Clean Water and Sanitation	
	SDG 7: Affordable and Clean Energy	
	SDG 8: Decent Work and Economic Growth	
	SDG 9: Industry, Innovation and Infrastructure	X
	SDG 10: Reduced Inequalities	
	SDG 11: Sustainable Cities and Communities	
	SDG 12: Responsible Consumption and Production	
	SDG 13: Climate Action	
	SDG 14: Life Below Water	
	SDG 15: Life on Land	
	SDG 16: Peace, Justice and Strong Institutions	
	SDG 17: Partnership for the Goals	

**ASSESSMENT DETAILS AND EVALUATION CRITERIA:**

Final Grades will be determined according to the Course Learning Activities and Final Examination/ Project/ Dissertation Assessment Details as below, and comply with the Education and Examination Regulation set forth by the University.

Throughout the course, students will learn the theoretical base of the topic and they will be able to equip themselves with the practical know-how skills of Advertisement production. Also, students are expected to design a creative advertisement piece with the knowledge they have gained in the course.

During the class sessions, participation is a very important input for the learning process for the students. It is also vital to understand the effect of creativity input on the production process of advertisement.

70% attendance to courses is compulsory. Health reports belong to 30% absenteeism right.

<b>PREPARED BY</b>	Görkem Esengöl
<b>UPDATED</b>	07.10.2025
<b>APPROVED</b>	