

COURSE SYLLABUS

Course Title	Course Code	Semester	Course Hour/Week		Credit	ECTS
Projection Mapping	VCDE418	4	Theory 2	Practice 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		-	

Language of Instruction	English
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Course Instructor(s)	Rihards Vitols	E-mail : rihards.vitols@arucad.edu.tr Office : TI OFF 07
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Course Objectives	<p>This course introduces students to the creative and technical foundations of projection mapping using Resolume Arena and its built-in Advanced Output mapping system. Students will develop an understanding of spatial design, digital composition, and visual storytelling as they learn to project animated content onto physical surfaces. Through hands-on exercises students will gain practical skills in media preparation, geometric alignment, surface slicing, and visual timing. By the end of the course, students will be able to conceptualize, design, and execute a fully mapped projection project that thoughtfully integrates digital imagery with physical form.</p>
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Course Learning Outcomes	Students will able to:	Teaching Methods	Evaluation Methods
	Students will be able to Navigate and operate Resolume Arena, including its Advanced Output mapping tools.	Direct instruction technique	Class Discussions
	Students will explain the basic principles of projection mapping as a spatial media practice.	Class Discussions	Class Discussions

Course Content	Students will create and manipulate slices, screens, and masks for accurate geometric alignment.	Design Projects	Midterm: Project work
	Students will apply layering, blending modes, effects, and basic audio synchronization within a live visual environment.	Class Discussions	Class Discussions
	Students will develop a conceptual framework for a projection-mapped installation and present and critique projection mapping work using appropriate visual and technical vocabulary.	Capstone Project	Final: Final project
	Students will work primarily in Resolume Arena, learning to create, manipulate, and map digital content onto flat and three-dimensional surfaces using its built-in Advanced Output tools. Course content includes media preparation, geometric alignment, slicing and masking, multi-surface mapping, animation for physical forms, layering and effects, basic audio synchronization, and installation setup. Through guided exercises, critiques, and project-based learning, students will progressively develop from simple shape mapping to a fully realized object-mapped final project that integrates concept, technical precision, and visual coherence.		

COURSE OUTLINE/SCHEDULE			
Week	Topic	Implementation (theory/practice)	Required Reading, Preliminary preparation
1	Introduction to Course	T/P	
2	Introduction to Projection Mapping	T/P	After Effects Apprentice real-world skills for the aspiring motion graphics artist
3	Resolume Areana	T/P	After Effects Apprentice real-world skills for the aspiring motion graphics artist
4	Content Creation For Mapping	T/P	After Effects Apprentice real-world skills for the aspiring motion graphics artist
5	Introducing to Mapping Tools	T/P	After Effects Apprentice real-world skills for the aspiring motion graphics artist
6	Geometry & shape Mapping	T/P	After Effects Apprentice real-world skills for the aspiring motion graphics artist
7	Per review	T/P	Teacher instructions and guidance

8	Midterm Week	T/P	Student Presentations
9	Introduction to Object Mapping	T	After Effects Apprentice real-world skills for the aspiring motion graphics artist
10	Student Presentation	T/P	After Effects Apprentice real-world skills for the aspiring motion graphics artist
11	Animation and Motion Mapping	T/P	After Effects Apprentice real-world skills for the aspiring motion graphics artist
12	Interactivity and Sensors	T/P	After Effects Apprentice real-world skills for the aspiring motion graphics artist
13	Student Presentations	T/P	After Effects Apprentice real-world skills for the aspiring motion graphics artist
14	Final Project Work I	T/P	After Effects Apprentice real-world skills for the aspiring motion graphics artist
15	Final project Work II	T	Teacher instructions and guidance
16	Final Exam Week		Student Presentations

Required Course Material(s) / Reading(s) / Text Book(s)	Library Catalogue number: After Effects Apprentice real-world skills for the aspiring motion graphics artist REF TR 858 .M48965 2016
Recommended Course Material(s) / Reading(s) / Other	


ASSESSMENT		
Learning Activities	NUMBER	WEIGHT in %
Mid-Term	1	40
Quiz		
Assignment		










Project		
Field Study		
Presentation / Seminar		
Studio Practice		
Other	1	60
Contribution of Final Examination/Final Project/ Dissertation to the Final Grade		
TOTAL		100

CONTRIBUTION OF COURSE LEARNING OUTCOMES TO PROGRAMME LEARNING OUTCOMES						
	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 and research methods.			X		
2	Knows the principles and elements of basic design.		X			
3	Knows the history, theories and theorists of visual communication.		X			
4	Knows advanced practical skills in various commercial and creative contexts, including graphic and audiovisual multimedia design.			X		
5	Knows national and international ethical rules, standards and legal documents on communication and visual communication design.	X				
6	Able to use the tools, methods and techniques and computer software required for visual communication design applications.				X	
7	Able to produce innovative and original works that reflect abstract and concrete concepts by emphasizing creativity				X	
8	Has the knowledge and skills to transform creative and innovative ideas into graphic, photographic, typographic, illustrative, 2 and 3-dimensional, animated and interactive visual expressions.				X	
9	Applies visual communication design techniques with design technologies in developing and changing media environments.				X	
10	Has the competence to create visuals with designs that emphasize aesthetics in design processes.				X	
11	Has the competence to define the problem, solve the problem, plan, manage the project and present in the design-based project development process.			X		
12	Has the ability to use research methods and techniques in the field of Visual Communication.		X			

13	Has the competence to research, plan, implement and report during the project phase.		X		
14	Has the competence to establish the connection between design and aesthetic values.			X	
15	Has the competence to interpret universal visual culture and associate the ties of symbols with universal visual culture.			X	
16	Has the competence to analyze, understand and interpret projects in the field of visual communication design with a critical and independent approach.		X		
17	Knows how to integrate and use digital technologies and artificial intelligence based/supported design tools creatively and innovatively in visual communication design and production stages.			X	
18	Knows how to integrate and use digital technologies and artificial intelligence-based/ supported design tools creatively and innovatively in visual communication design and production stages.	X			
19	Evaluates artificial intelligence applications in design 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		2	30
Mid-Term	1		15	15
Quiz				
Assignment				
Project				
Field Study				
Presentation / Seminar				
Studio Practice				
Final Examination/ Final Project/ Dissertation	1		30	30
Other				
TOTAL WORKLOAD				135
TOTAL WORKLOAD / 25				5,4
ECTS				5

	SDG 1: No Poverty	
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	SDG 2: Zero Hunger	
	SDG 3: Good Health and Well-Being	
	SDG 4: Quality Education	X
	SDG 5: Gender Equality	X
	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	
	SDG 10: Reduced Inequalities	X
	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	

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.

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.

PREPARED BY	Dr. Rihards Vitols
UPDATED	15.02.2026
APPROVED	Asst. Prof. Dr. Hakan Karahasan