Üsküdar University

Faculty of Communication

CARTOON AND ANIMATION

Course Contents

1st TERM (1st Grade, Fall Term)

İLET 111 Introduction to Communication

Development of communication sciences, basic concepts of communication, the role and importance of communication in human's and social life, types of communication, communication takes place in which levels, effective communication and body language.

RPSI 209 Positive Psychology and Communication Skills

This is an approach that enable individuals realize their own resources and values to be happy, peaceful, successful and highly satisfied with their lives. Usage of these resources and values creatively and appropriately allow individual to exert their personal and cultural potential with a conscious choice. In this course, students will evaluate researches and concept studies on different subjects and theoretical approaches (meaningful life, feeling of thankfulness, happiness, hope, optimism, positive emotions, port-traumatic personal growth, endurance, self-perception, strength, time perception). Students will learn how to use methods such as brain mapping, signature strengths, gratitude journal, seven ways increase happiness (learned optimism, thankfulness).

SBU 157 Political Sciences

Development of political sciences, basic concepts, political systems, the emergence and development of democratic system, parliamentary systems and processes, development and process of democracy in Turkey. Institutions and politics of democratic systems, philosophers and administrators led political sciences.

İLET109 Introduction to Law

The basic concepts of law. Basic principles and institutions of Turkish law. Law and democracy. Roman law and its effects on the development of Turkish legal system. Basic foundations of constitutional law.

İNG 101 English I

Basic concepts of English. Reading texts and exercises. Listening exercises. Translation exercises. Writing essay. Speaking exercises, conversations.

TURK 101 Turkish Language-I

The objective of this course is to examine the main movements in Turkish literature and bring a fresh perspective on the works of authors that a graduate of Faculty of Communications is expected to have an awareness of. The lessons will include case studies and practices.

ATA101 Principles of Atatürk and History of Revolution- I

The events that have taken place in the recent Turkish history; especially the occurrences surrounding the collapse of the Ottoman Empire, War of Salvation, formation of Turkish Republic, the initial years of the Republic rule, the Second World War and the transformation from the single party period will be examined during this course. Lessons consist of lectures and seminars including those by guest speakers.

RKUL101 University Culture I

In this course considering the agenda of society, country and university, the topics are discussed with the students by experts within or outside the university. Sharing knowledge and experiences of communication professionals working several parts of communication sector with the students.

2ⁿᵈ TERM (1ˢᵗ Grade, Spring Term)

CFA104 Introduction to Basic Animation and Design

In this course, students will be able to interpret light, shade, line, dot, spot and texture which are the base of all design disciplines. They will also be able to search natural and artificial textures and analyze basic principles like balance, rhythm, contrast and perspective. Comments on balance and rhythm, perspective concept and rules and also distinguishes natural and artificial objects while interpreting on 3D.

SOS126 General Sociology

Basic concepts of sociology. Development process of sociology as a scientific discipline. Concepts, theories and approaches ruling classical and modern sociology. Phases of sociological thought. The points where sociology and communication sciences cross and feed each other.

İLET106 Introduction to Economics

Basic concepts of economics. Development phases of economical thought. Microeconomics and macroeconomics. Basic information concerning international economics. Economic policies and practices in Turkey. Liberal thought and economics. Open market and rivalry. Development and underdevelopment concepts. Capitalism and globalization.

FEL109 Basic Concepts in Philosophy

Emergence and development of philosophy. Basic concepts, theories, approaches. Paradigms of philosophical thought. First Age philosophers. Philosophical thought in Medieval Age. Eastern and South Eastern philosophy. Philosophy and communication relation.

İNG102 English II

Basic concepts of English. Reading texts and exercises. Listening exercises. Translation exercises. Writing essay. Speaking exercises, conversations.

TURK102 Turkish Language- II

The objective of this course is to examine the main movements in Turkish literature and bring a fresh perspective on the works of authors that a graduate of Faculty of Communications is expected to have an awareness of. The lessons will include case studies and practices.

ATA102 Principles of Atatürk and History of Revolution - II

The events that have taken place in the recent Turkish history; especially the occurrences surrounding the collapse of the Ottoman Empire, War of Salvation, formation of Turkish Republic, the initial years of the Republic rule, the Second World War and the transformation from the single party period will be examined during this course. Lessons consist of lectures and seminars including those by guest speakers.

RKUL102 University Culture II

In this course considering the agenda of society, country and university, the topics are discussed with the students by experts within or outside the university. Sharing knowledge and experiences of communication professionals working several parts of com

3rd TERM (2nd Grade, Fall Term)

İLET219 Communication Research Methods

Emergence and development of epistemology. Developmental stages of methodology. Philosophical traditions that formed a basis for methodology. Relation between social sciences and methodology. Methods and technics used on social science studies. Empirical methodological tradition. Critical methodological tradition. Questionnaire technique, content analysis. Hermeneutic analysis technics Communication sector with the students.

İLET203 Communications Law

Basic concepts of communications law. Development of communications law in several countries. Communications law in Turkey. Press freedom and first juristic practices. Censorship and law. Juridical regulation on press. Juridical regulation on radio and television. Cinema and law.

İLET205 History of Communication

History of humanity and communication. Communication in first ages. Communication in ancient times. Development of communication technologies. Emergence and development of mass communication. Development of mass media in Turkey. Development of journalism. Development of radio. Emergence and development of agency journalism. Television era. Digital publishing and broadcasting. Internet media

İLET217 Professional English I

Development of ability to use of English on communication. Ability to use of English on professional field of communication. Use of English on printed media journalism. Use of English on radio and television. Use of English on cinema.

İLET209 Social Psychology

Emergence and development of social psychology as a scientific discipline. Basic concepts and theories of social psychology. Individual and society relation. Group and group dynamics. Group and society relation. Family. Attitude and perception. Attitude scales. Balance theories. Social psychology and communication.

İLET211 Basic Photography

Basic concepts of photography. Photography techniques, types of photography, art photography, photojournalism, documentary photography. Enframing at photography, depth of field, perspective and colour settings

CFA205 Visual Narrative and Design

Students experience visualizing works and get to know designtools, also they explore digital narrative and methods through different design softwares. Achieved visual narrative predictionsn on paper ground transform into video or printing form by digital production elements' support and restrictions.

CFA207 Drawing for Animation

Students transform transmission methods in their drawings to 3D technical expression such as; laying, measuring, ratio and proportion, light and shade, colour and grain. They learn how to apply their drawings by using different materials with the right approaches in different forms.

4TH TERM (2ndGrade, Spring Term

İLET202 Turkish Media History

Emergence and development of press in Turkey. Press in Ottoman period. First Turkish newspaper. Press in republican period. Juridical regulation on press. Emergence and development of radio in Turkey. Television broadcasting in Turkey. Expansion of Internet media. Media holdings.

İLET204 Political Communication

Relation between politics and communication. Political systems and communication systems. Political structures and structuring of mass communication. Democracy and communication. Propaganda and persuasion techniques. Rhetoric. Political advertisement. Image and perception management.

İLET214 Professional English II

Effective use of English on communication field. Development of ability to use of English on news writing. Ability to read media texts in English. Development of ability to prepare media content in English.

CFA206 Stage Design and Cinematography

Elements of a film and their relations. Institution of sense through understanding the importance of aesthetic, functional, formal and spatial aspects of stage design. Technical expression methods in stage design in animated cartoon projects. Story-oriented character improving. Stage design for characters. Frame, light, colour.

CFA208 Character Development and 2D

Character design methods with literary and linear methods. Design and animation principles for cartoon production with traditional methods and differences and limitations observed in computer environment through colour, form, movement, effects, audio and synchronization. 2D computer animation styles and practices.

RGPK104 Entrepreneurship and Project Culture

Students will gain for literature search, data collecting and analyzing ability in this course.

CFA210 Cartoon Techniques

Cartoon techniques and their general rules. Defining cinema knowledge. Cartoon production process in classical and digital environments. Planning movement and timing relationship. Designing movement. Motion timing and testing their work. Solves, corrects and edits movement and timing, which is part of the project.

5TH TERM (3rd Grade, Fall Term)

Core Courses

İLET303 Theories of Communication

Emergence and development of communication sciences. Liberal and critical paradigms on communication sciences. Models theories and approaches within these two paradigms. The effects of mass media. Political economy of communication, cultural studies. Media and interactivity.

CFA303 3D Modelling and Covering

Hardware devices. Animate a character modelled in computer environment. 3D character equipment.

Elective Courses

CFA351 Drawing

In this course, students will be able to explain three-dimensional technical expression methods in their drawings. They define placement measurement, ratio-proportion methods. They recognize and use color and texture transfer methods in drawings. In addition, they select and apply the appropriate technique to the light-shadow areas on different forms. Students will be able to transfer their drawings using different drawing materials and present the resulting drawing appropriately.

CFA353 Traditional Character Modeling

In this course, students learn to model different types of animals as well as humans in different age ranges. They will be able to learn and apply topology editing in 3D modeling. They know and distinguish different production techniques that are widely used in the world in modelling.

CFA355 3D Organic Modelling

In this course, students will be able to model organic forms using 3D design software. They know different 3D modeling brush tools and applies them by texturing. They will be able to produce different 3D still life compositions and gain production practicality in organic modeling to be used in 3D designs.

CFA357 2D Television Graphics

The main aim of this course is to produce 2D graphic designs and to give them movement. Students will be able to know and distinguish 2D graphic design styles - trends that are accepted in television broadcasting in Turkey and in the world. They will be able to produce

various 2D television graphics such as generic, information and name tape, double, triple and multi-window used in television broadcasting, within the framework of design rules.

CFA359 History of Turkish Art

This course covers the development process of Turkish art from different perspectives. Students taking this course will be able to explain the formation and development processes of Turkish art by establishing a cause-effect relationship. They evaluate the works of art in terms of method and content and discusses the political, social, cultural, religious and economic situation of the relevant period. They question the effects of socio-cultural and political economy structures of different periods on the artists of these periods and the works produced by these artists. They will be able to interpret the change of Turkish art in the historical process, compare and discuss the works of art.

CFA361 3D Character Design

With this course, students see character design techniques with examples and distinguish them from each other. They will be able to know and apply different approaches such as stylization, deformation, reformation, realism, adaptation, which form the basic structure of 3D characters. They experience and develop different production processes such as posture, movement and expression in 3D character design with projects. They will be able to establish the relationship between lighting, coloring and placing the 3D character in the composition, as well.

CFA363 Visual Narration

The aim of the projects to be developed in this course is to develop students' ability to make small/large scale planning and design projects. It is planned that students will have the ability to develop and implement designs for every environment with projects that focus on advanced systems and experiences interacting with social media.

CFA367 Computer Aided Design

This course explains the representation tools for 2D and 3D visualization of computer aided design programs. With this course, students will be able to get to know a large number of different design software used on computers and examine production examples. They will be able to make sample applications with common design software preferred in the world. With this course, students can visualize, present and evaluate their creative ideas.

CFA369 Motion Graphics

In this course, students will be able to learn the concepts of motion and time and use them on visual arrangements. They produce studies using basic approaches in the creation of motion graphics and related design programs. They achieve knowledge of the usage areas of motion graphics.

6th TERM (3RD GRADE, SPRING TERM)

Core Courses

CFA302 Advanced Animation Practices

Students practices advanced animation techniques.

CFA304 3D Animated Cartoons

3D motion methods. Designing feature movements for 3D character animation. Game techniques. Recording motions in computer environment

Elective Courses

CFA352 Advanced Computer Aided Design

This course aims to teach computer aided design tools at an advanced level. It enables to reach the result by using different computer softwares in which production can take place in design. In this course, students will be able to transfer and exhibit their original designs using different computer software. Students have information about computer software used in design productions in the world, see examples and distinguish usage tools.

CFA354 Comic Strips

Students taking this course will be able to define the methods and types of cartoon storytelling. They recognize examples of comics in the world. They will be able to transfer line stories using different drawing materials. In this course, students also place their line stories with the appropriate page layout, identify the panels, and decide on the drawing technique that best emphasizes their story. They will be able to choose the appropriate technique for the resulting comic and present their comic.

CFA356 Visual Effects

In this course, students discuss the concepts and techniques of visual effects in two- and three-dimensional designs. They will be able to know and apply the types and techniques of visual effects in 2D and 3D animations. Besides the stand-by effects, they see the original effects samples. Experiences the examples of visual effects produced in the world by practicing.

CFA358 Digital Design Tools

Within the scope of this course, students learn 2D or 3D technical drawing and visualization programs in computer environment and develop new techniques in professional expression.

CFA360 Animation Cinema

The history and development of animation, from cave drawings to modern day animation, is shared with students. In addition, the history of cinema and the history of animated cinema and related examples are watched and discussed in the course.

CFA362 3D Character Animation

In this course, students learn the 12 basic principles of animation and see examples. They will be able to make basic animations using 12 basic principles of animation on different 3D character designs. With this course, students will be able to notice errors in animations of animate and inanimate characters and develop different solution techniques.

CFA364 Digital Drawing

Students will be able to explains three-dimensional technical expression methods in drawings. They apply three-dimensional expression methods in digital environment. Students will be able to define placement measurement, ratio-proportion methods. They also define color and texture transfer methods in their drawings. They choose the appropriate technique for the light-shadow areas on different forms. Students apply their chosen technique in digital environment. They will be able to digitize their drawings using different drawing materials and presents the resulting drawing appropriately.

CFA366 Web Animation

With this course, students learn basic design principles and rules. They will be able to produce 2D and 3D animation productions that can be published on websites, blogs and social media channels broadcasting on the Internet, within the basic design principles and rules.

CFA368 Modelling

The main purpose of this course is to develop 3D perception by observing and to gain

problem solving skills by making 3D applications. In this course, students will be able to learn the sense of form and volume by shaping clay and comprehend geometric forms in three dimensions. They develop abstract thinking skills by reflecting different forms on clay.

Core Courses

CFA491 Graduation Project I

Deciding about cartoons techniques, finding and developing ideas. Putting ideas into practice and performing animation. Stage design, film technique and motion. Testing motion, background and timing editing. Testing by coloring motion, time and background match of the film.

İLET401 Communication and Ethics

The roots and thought of ethics. The importance of the fields of communication. The ethics of communication in Turkey. Ethical approaches to press, television and Internet broadcasting.

ELECTIVE COURSES

CFA451 Experimental Animation

Students will be able to define original animation film creation methods, storyboard visualization and original animation technique. They can properly broadcast the movie created using the original animation technique methods. They will be able to select the appropriate presentation format of the film (35 mm, video, computer) and present it.

CFA453 Digital Game Design

With the Digital Game Design course, students will be able to evaluate the concept of game as an interactive communication process that works according to the rules and internalize it as a language in which the targeted messages are transmitted through an interactive process. The game designer is actively involved in the process from the first idea to the launch of the product. At the end of this course, it is aimed that the students, who are expected to carry out player experience-oriented design studies, will be able to have knowledge about the game development process.

CFA455 3D Stage Design and Lightning

In this course, students will be able to learn material knowledge, form, geometry, scale and human, perspective and basic design rules. They know and applies the production of television decor, window design, furniture design, fair design, environment, stage and decor design using 3D design software. In addition, students can produce original and creative virtual studio decor.

CFA457 History of Animation

Students learn about Camera Lucida and Camera Obscura. They have an idea about the parallel development process of animation and cinema history. They learn the first animation experiments, construction techniques and contents. They will be able to recognize the first animators in history. They evaluate the clarification and development

process of genres in animation within the history of animation.

CFA459 Visual Perception and Cartoon Analysis

Students will be able to understand and interpret the relationship between visuality and perception. They evaluate the effect of light on vision. In addition, they will be able to explain the ways of seeing with the human eye and other living things. They evaluate the social and cultural factors affecting visual perception. They connect perception with color, form and balance. Students use what they have learned about visual perception to make sense of and interpret the nature of cartoons.

CFA461 Augmented Reality Practices

With this course, students learn about the definition of augmented reality, its history, application areas and software programs. By seeing augmented reality application examples in Turkey and in the world, they will be able to distinguish the online and offline software differences in practice. They can decide on different augmented reality applications for different productions. They can experience their productions by transferring them to the augmented reality environment.

CFA463 2D Advertisement Design

This course defines the concept of 2D advertising. It explains with examples how 2D design skill is used in advertisement and leads to create original 2D advertising idea. With this course, students will be able to understand how 2D design skills are used in advertising production by practicing. They will be able to produce 2D advertisement design for traditional television broadcasting, website and social media.

CFA465 3D Television Graphics

The main aim of this course is to produce animated 3D television graphics by students. Students will be able to know and distinguish 3D television graphic design styles - trends that are accepted in television broadcasting in Turkey and in the world. They will be able to produce various 3D television graphics such as generic, information and name tape, double, triple and multi-window used in television broadcasting, within the framework of design rules.

CFA467 Concept Design in Animation

With this course, students discuss concept design, color, space and light. They will be able to tol know and apply space arrangement techniques for animations according to a specific theme. They know different types of indoor and outdoor lighting and applies them in 3D designs. They will be able to achieve knowledge of color and applies it in concept design in animation.

8TH TERM (4TH GRADE SPRING TERM)

CFA492 Graduation Project II

Decides on cartoons techniques, finds ideas, shares and improves. Makes animation real by performing the idea. Stage design, film technique, proper animation. Tests motion, background, and timing editing. Presents film in appropriate media environment. Tests the movement by coloring the time and background harmony.

CFA402 Internship

The purpose of this course is students to have experience and improve their employment opportunities according to their interests.

ISG490 Occupational Health and Safety in Communications

Aim and importance of occupational health and safety in the field of communication, its historical development; basic concepts in occupational health and safety, practices and legislative measures based on examples in Turkey. In the case of stress, discrimination and oppression in film sets, natural disaster situations, war correspondence, filming and making news in terrorism zones, and in busy working hours in advertising agencies; risks in computer, laboratory and studio use and employer responsibilities. International conventions on occupational health and safety for communications employees, joint decisions of the European Union

ELECTIVE COURSES

CFA452 Mythology and Iconography

Students will be able to comprehend the importance of traditional and historical sources in the analysis of works of art. They achieve knowledge about the basic figures and concepts of mythology and the subjects of iconography. Students will be able to comprehend the meaning analysis techniques used in the analysis of works of art in which ancient stories are covered in the course. They have an idea about the place and importance of mythology and iconography in art.

CFA454 Stop Motion Film Production

Students learn about the history of stop motion animation film. They will be able to practice animation by learning animation techniques and contents. They achieve an idea about the historical development stages of animation and the first animators. They can produce stop motion animation.

CFA456 Render Techniques

This course aims to teach different rendering engines of designs produced in different 3D computer software in the curriculum of the cartoon and animation department. Students will be able to use stage lighting, different screen sizes in different 3D design software and finalize their production as single frame and video with different rendering engines.

CFA458 Virtual Reality Practices

With this course, students will be able to learn about the definition of virtual reality, its history, application areas and software programs. They see examples of virtual reality applications in Turkey and in the world, distinguishes software differences in practice. They will be able to decide on different virtual reality applications for different productions. They experience their productions by transferring them to the virtual reality environment.

CFA460 Digital Illustration Practices

In this course, students learn the history of illustration, techniques and the importance of digital illustration. They discuss examples of digital illustration in Turkey and the world. They will be able to learn and apply the use of computer software and graphic tablet. In addition to digital illustration productions used in social media channels, they will be able to make sample applications for different fields such as book illustrations and artistic illustrations.

CFA462 Advertising Design

This course defines the concept of 3D advertising. It explains how the 3D design skill is used in advertising with examples. It leads to create original 3D advertising idea. With this course, students will be able to understand how 3D design skills are used in advertising production by practicing. They can produce 3D advertisement design for traditional television broadcasting, website and social media.

CFA464 Digital Portfolio Design

Within the scope of this course, students will be able to learn print and digital presentation formats for promotion, display and preservation. They can create original portfolio designs and apply to the field of study they are interested in with the portfolio they've prepared. Students will be able to improve the ability of self-expression. Knows how effective resume design should be. They can classify the projects they've done during their education.

CFA466 Advanced Game Design

With this course, students will be able to create a method in game design. They recognize and distinguish game mechanics and game strategies. They will be able to analyze algorithms and learn and apply game flowcharts. They know and experience different game engines. They will be able to learn the codes in game design and uses them at the basic level.

CFA468 3D Character Modelling for Games

Teaching the construction stages of 3D character models used in game designs and performing sample applications constitute the main purpose of this course. In this course, students will be able to generate various 3D character models with low polygon counts and suitable for animation.