



"CDICAE - Collaboration to Design an Innovative Curriculum for Animation Education - 2017-1-TR01-KA203-046117 " project carried out by Republic of Turkey Ministry of EU Affairs, Education and Youth Programs Center Presidency and Erciyes University Faculty of Fine Arts, Visual Communication Design Department within the scope of the Collaboration for Innovation and Exchange of Good Practices within the framework of Strategic Partnerships for ERASMUS+ Program KA2 Higher Education Programs.



Animation Curriculum

(O2. An Academic Curriculum Design for Higher Education Institutions)

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"Erasmus+ Programı kapsamında Avrupa Komisyonu tarafından desteklenmektedir. Ancak burada yer alan görüşlerden Avrupa Komisyonu ve Türkiye Ulusal Ajansı sorumlu tutulamaz."

YEAR 1: AUTUMN SEMESTER (1st)

N	Code	Course Name	T	P	ECTS	Type
1	ANIM101	Major Project (Basic Design I)	4	4	8	Core
2	ANIM103	History of Animation	2	0	3	Core
3	ANIM105	Color Theory and Applications	1	1	2	Core
4	ANIM107	Drawing Objects and Space	2	4	4	Core
5	ANIM109	Introduction to Computer Arts	2	2	3	Core
6	ANIM111	Fundamentals of Animation	2	2	3	Core
7	ATDE101	Turkish Language I	2	0	2	Mandatory
8	AYBD101	Foreign Language I	4	0	2	Mandatory
9	ATRH101	History of Turkish Republic I	3	0	2	Mandatory
10	ANIM113	Orientation	0	0	1	Mandatory
Total			22	13	30	

YEAR 1: SPRING SEMESTER (2nd)

N	Code	Course Name	T	P	ECTS	Type
1	ANIM102	Major Project (Basic Design II)	4	4	8	Core
2	ANIM104	Mythology & Iconography	2	0	3	Core
3	ANIM106	Introduction to Visual Culture	2	0	3	Core
4	ANIM108	Drawing Natural Forms and The Human Figure	2	4	4	Core
5	ANIM110	Perspective and Technical Drawing	1	3	4	Core
6	ANIM112	Image and Time	1	3	3	Core
7	ATDE102	Turkish Language II	2	0	2	Mandatory
8	AYBD102	Foreign Language II	4	0	2	Mandatory
9	ATRH102	History of Turkish Republic II	2	0	1	Mandatory
Total			20	14	30	

YEAR 2: AUTUMN SEMESTER (3rd)

N	Code	Course Name	T	P	ECTS	Type
1	ANIM201	Major Project (Animation Film Practice I)	4	4	8	Core
2	ANIM203	2D Character Animation (Cel Animation)	2	4	4	Core
3	ANIM205	Art of Stop-Motion Animation	2	2	3	Core
4	ANIM207	Drawing Natural Forms and the Animal Figure	2	4	4	Core
5	ANIM209	Storytelling for Digital Artists	2	0	2	Core
6	ANIM211.x		1	2	3	Elective
7	ANIM211.x	Select <u>three</u> of the elective courses listed below.	1	2	3	Elective
8	ANIM211.x		1	2	3	Elective

DIRECTOR Profile

- ANIM211.1. Introduction to Production Tools

ART PROFILE

- ANIM211.2. Water Colour Techniques
- ANIM211.3. Gesture Drawing

ANIMATION Profile

- ANIM211.4. Stop-Motion Studio Practice
- ANIM211.5. Storyboard and Animatic

MODEL Profile

- ANIM211.6. 3D Low Poly Modeling (for Games)
- ANIM211.7. Character Modeling and Texture Mapping

RIG Profile

- ANIM211.8. Fundamentals of RIGGING

Game Profile

- ANIM211.9. Fundamentals of Game Art

Total 15 20 30

YEAR 2: SPRING SEMESTER (4th)

N	Code	Course Name	T	P	ECTS	Type
1	ANIM202	Major Project (Animation Film Practice II)	4	4	8	Core
2	ANIM204	2D ComputerAnimation	2	2	3	Core
3	ANIM206	Drawing Creature and Mechanic Figures	2	4	4	Core
4	ANIM208	Sketching Techniques for Animation	1	2	3	Core
5	ANIM210.x	Select <u>four</u> of the elective courses listed below.	1	2	3	Elective
6	ANIM210.x		1	2	3	Elective
7	ANIM210.x		1	2	3	Elective
8	ANIM210.x		1	2	3	Elective
<div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;"> <p>DIRECTOR Profile</p> <ul style="list-style-type: none"> ▪ ANIM210.1. Production / Pipeline Management ▪ ANIM210.2. Script Writing for Animated Film </div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;"> <p>ART PROFILE</p> <ul style="list-style-type: none"> ▪ ANIM210.3. Pre-visualization for Animation ▪ ANIM210.4. Digital Photography </div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;"> <p>ANIMATION Profile</p> <ul style="list-style-type: none"> ▪ ANIM210.5. Fundamentals of Facial Animation </div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;"> <p>MODEL Profile</p> <ul style="list-style-type: none"> ▪ ANIM210.6. 3D High PolyModeling (forAnimation) ▪ ANIM210.7. Clay Modeling </div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;"> <p>RIG Profile</p> <ul style="list-style-type: none"> ▪ ANIM210.8. Scripting Basics for RIGGING </div> <div style="border: 1px solid black; padding: 5px;"> <p>Game Profile</p> <ul style="list-style-type: none"> ▪ ANIM210.9. Introductionto Game Programming </div>						
Total			13	20	30	

YEAR 3: AUTUMN SEMESTER (5th)

N	Code	Course Name	T	P	ECTS	Type
1	ANIM301	Major Project (Animation Film Practice III)	4	4	8	Core
2	ANIM303	3D Computer Animation - I	1	3	4	Core
3	ANIM305	3D Character Animation	1	3	3	Core
4	ANIM307	Introduction to Film / Video Production Techniques	1	2	3	Core
5	ANIM311.x		1	2	3	Elective
6	ANIM311.x	Select <u>four</u> of the elective courses listed below.	1	2	3	Elective
7	ANIM311.x		1	2	3	Elective
8	ANIM311.x		1	2	3	Elective
<div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;"> <p>DIRECTOR Profile</p> <ul style="list-style-type: none"> ▪ ANIM311.1. Freelance Animation </div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;"> <p>ART PROFILE</p> <ul style="list-style-type: none"> ▪ ANIM311.2. Introduction to Matte Painting ▪ ANIM311.3. Digital Painting </div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;"> <p>ANIMATION Profile</p> <ul style="list-style-type: none"> ▪ ANIM311.4. Digital Facial Animation </div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;"> <p>MODEL Profile</p> <ul style="list-style-type: none"> ▪ ANIM311.5. Acquisition and Processing of 3D Geometry </div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;"> <p>RIG Profile</p> <ul style="list-style-type: none"> ▪ ANIM311.6. Advanced RIGGING Techniques </div> <div style="border: 1px solid black; padding: 5px;"> <p>GAME Profile</p> <ul style="list-style-type: none"> ▪ ANIM311.7. Animation for Video Games </div>						
Total			11	20	30	

YEAR 3: SPRING SEMESTER (6th)

N	Code	Course Name	T	P	ECTS	Type
1	ANIM302	Major Project (Animation Film Practice IV)	4	4	8	Core
2	ANIM304	3D ComputerAnimation - II	1	3	5	Core
3	ANIM306	Cinematography & Visual Design	1	1	3	Core
4	ANIM308	Creative Research Methods and Professional Ethics	2	0	2	Core
5	ANIM310.x	Select four of the elective courses listed below.	1	3	3	Elective
6	ANIM310.x		1	3	3	Elective
7	ANIM310.x		1	3	3	Elective
8	ANIM310.x		1	3	3	Elective
<div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;"> <p>DIRECTOR Profile</p> <ul style="list-style-type: none"> ▪ ANIM310.1. Sound forAnimation </div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;"> <p>ART PROFILE</p> <ul style="list-style-type: none"> ▪ ANIM310.2. Fantasy Figure Drawing </div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;"> <p>ANIMATION Profile</p> <ul style="list-style-type: none"> ▪ ANIM310.3. Animation in VR ▪ ANIM310.4. Hybrid Animation </div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;"> <p>MODEL Profile</p> <ul style="list-style-type: none"> ▪ ANIM310.5. 3D Modeling in VR ▪ ANIM310.6. Digital Sculpting </div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;"> <p>RIG Profile</p> <ul style="list-style-type: none"> ▪ ANIM310.7. Advanced Scripting for RIG </div> <div style="border: 1px solid black; padding: 5px;"> <p>GAME Profile</p> <ul style="list-style-type: none"> ▪ ANIM310.8. Advanced Game Programming </div>						
Total			12	20	30	

YEAR 4: AUTUMN SEMESTER (7th)

N	Code	Course Name	T	P	ECTS	Type	
1	ANIM401	Major Project (Animation Film Practice V)	4	4	8	Core	
2	ANIM403	Research Project Preparation	2	0	3	Core	
3	ANIM405	GraduationProject - I	2	4	7	Core	
4	ANIM407.x	Select <u>four</u> of the elective courses listed below.	1	3	3	Elective	
5	ANIM407.x		1	3	3	Elective	
6	ANIM407.x		1	3	3	Elective	
7	ANIM407.x		1	3	3	Elective	
<div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;"> <p>DIRECTOR Profile</p> <ul style="list-style-type: none"> ▪ ANIM407.1. Music and Sound Effect in Animated Film ▪ ANIM407.2. Advanced Film / Video Production Techniques </div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;"> <p>ART PROFILE</p> <ul style="list-style-type: none"> ▪ ANIM407.3. Oil Painting </div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;"> <p>ANIMATION Profile</p> <ul style="list-style-type: none"> ▪ ANIM407.4. Motion Capture and Editing </div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;"> <p>MODEL Profile</p> <ul style="list-style-type: none"> ▪ ANIM407.5. Advanced Digital Character Creation </div> <div style="border: 1px solid black; padding: 5px; margin-bottom: 10px;"> <p>RIG</p> <ul style="list-style-type: none"> ▪ ANIM407.6. Facial RIGGING Techniques ▪ ANIM407.7. Visual Effects for Animation </div> <div style="border: 1px solid black; padding: 5px;"> <p>GAME Profile</p> <ul style="list-style-type: none"> ▪ ANIM407.8. Game Production ▪ ANIM407.9. Augmented Reality Applications </div>			Total	12	20	30	

YEAR 4 - SPRING SEMESTER (8th)

N	Code	Course Name	T	P	ECTS	Type
1	ANIM402	Major Project (Animation Film Practice VI)	4	4	8	Core
2	ANIM404	Creative Enterprise & Employment Portfolio	2	0	3	Core
3	ANIM406	Game Project	2	4	8	Core
4	ANIM408	Advanced Simulation	2	2	3	Core
5	ANIM410	GraduationProject - II	2	4	8	Core
Total			14	16	30	