



ESOGU Faculty of Art and Design
Visual Communication Design Department
COURSE INFORMATION FORM

SEMESTER	Fall
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COURSE CODE	141317014	COURSE NAME	Stop-motion
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SEMESTER	WEEKLY COURSE PERIOD			COURSE OF			
	Theory	Practice	Laboratory	Credit	ECTS	Type	Language
7	2	2	0	3	5	COMPULSORY () ELECTIVE (X)	Turkish

COURSE CATEGORY				
Basic Education	Art	Design	Visual Communication	Social Science
	1	2	2	

ASSESSMENT CRITERIA			
	Evaluation Type	Quantity	%
MID-TERM	1st Mid-Term		
	2nd Mid-Term		
	Quiz		
	Homework		
	Project	1	40
	Report		
	Others (.....)		
FINAL EXAM	Project	1	60

PREREQUIEITE(S)	
COURSE DESCRIPTION	Brief information on stop-motion history; introduction of basic cinematographic tools, animation principles, different stop-motion shooting methods; project work after test shots.
COURSE OBJECTIVES	<input type="checkbox"/> Comprehension of cinematographic tools and animation principles <input type="checkbox"/> Production of short stop-motion film projects with different production methods.
ADDITIVE OF COURSE TO APPLY PROFESSIONAL EDUCATION	<input type="checkbox"/> Ability to establish and conceive the basic concepts, principles and the history of communication and visual communication design and relate to other disciplines. <input type="checkbox"/> Understanding of the diversity, aesthetic sensitivity and the visual language of art and design and to reflect it into design. <input type="checkbox"/> Ability to understand and practice the design process, its steps, and production techniques.
COURSE OUTCOMES	<input type="checkbox"/> Define basic cinematographic tools and animation principles <input type="checkbox"/> Discover different stop-motion production techniques <input type="checkbox"/> Can produce short stop-motion film projects
TEXTBOOK	Lord, P. & Sibley, B. (2010). Cracking Animation, Thames & Hudson
OTHER REFERENCES	Purves, B. (2010). Stop-motion, Ava Publishing
TOOLS AND EQUIPMENTS REQUIRED	

WEEKLY COURSE SYLLABUS

WEEK	TOPICS
1	Georges Méliès and short history of stop-motion
2	Digital cinematography, lightning and composition
3	Introducing Dragonframe program
4	Basic animation principles
5	Test shots
6	Test shots
7	Puppet, clay animation examples
8	MIDTERM EXAMS
9	Cut-out and object animation examples
10	Timing design, acting in animation, camera controls
11	Script work for the project
12	Storyboard work for the project
13	Animatic work for the project
14	Project work
15	Project evaluation
16	FINAL EXAM
17	FINAL EXAM

NO	PROGRAM OUTCOMES	Contribution Level		
		3	2	1
1	The ability to comprehend the basic concepts and principles of visual communication design and to establish their relationship with other disciplines			x
2	The ability to comprehend the design culture and ethics, the rights and responsibilities of designers	x		
3	The ability to grasp the visual language and aesthetic sensitivity of the design and reflect these on designs			x
4	The ability to analyze by thinking critically, to reflect this on their designs, and to offer appropriate solutions to problems		x	
5	The ability to recognize design technique and technology, to comprehend application areas and methods		x	
6	The ability to comprehend and apply the design process and production techniques			x
7	The ability to update design knowledge in line with the requirements of the age and technological developments		x	
8	Comprehending local and universal values; the ability to develop an understanding of design from local to universal	x		
9	The ability to comprehend the importance of sustainable design in the protection of nature and the environment	x		
10	The ability to gain sensitivity to the current problems of the society and to develop solutions to these problems	x		

1: None. 2: Partially contribution. 3: Completely contribution.

Instructor(s): Öğr. Gör. Tunçemre Doğramacı

Signature:

Date: