ÇAN 101 Basic Design I

Credit: 2 ECTS: 6

Basic Design is a unique, important and compulsory course for all disciplines dealing with design. During this course, students learn the basic concepts of their field and grasp the design elements and principles through applied studies.

ÇAN 103 Graphics

Credit: 2 ECTS: 6

In this course, students learn the basic programs required for 2D animation shooting. These programs are used in 2D animated film projects shot in digital environment, web animation and digital game designs.

ÇAN 105 Career Planning

Credit: 3 ECTS: 6

With the Career Planning Course students; get to know Career Centers and their activities, learn relevant concepts, increase self-awareness, discover career options and activities that will contribute to career planning, get to know different sectors and fields of work, discover international exchange programs.

ÇAN 107 Introduction to Cinema

Credit: 3 ECTS: 2

All processes that lead to the development of cinema will be tried to be understood in this course. On the basis of the contributions of art movements to the history of cinema, information will be obtained about the technical developments that form the essence of cinema.

ÇAN 109 Photography

Credit: 2 ECTS: 3

This course aims to give basic photography information. In addition to weekly presentations and practice assignments, problems and ethical issues faced by photographers will also be discussed. Students will prepare a photography project throughout the semester and will gain the ability to create new forms of expression with photography by using light and to create the photographic frame with the awareness of new ways of seeing.

ÇAN 102 Basic Design II

Credit: 2 ECTS: 6

Basic Design is a unique, important and compulsory course for all disciplines dealing with design. During this course, students learn the basic concepts of their field and grasp the design elements and principles through applied studies. This course is a continuation of the Basic Design I course.

ÇAN 104 Dramaturgy

Credit: 2 ECTS: 5

At the end of this course, any student must learn the distinctive features of narrative types in works of art. In the theoretical context, understanding the concept of dramaturgy, learning the history of dramaturgy, while providing the theoretical equipment to do dramaturgy; In a practical context, it has a content that enables the use of theoretical data in practice by analyzing works.

ÇAN 106 Research Methods

Credit: 2 ECTS: 6

Science and basic concepts (fact, knowledge, absolute, true, false, universal knowledge, etc.), history of science, structure of scientific research, scientific methods, problem, research model, universe and sample, collection of data and data collection methods (quantitative and qualitative data collection techniques) is a course on recording, analyzing, interpreting and reporting data.

ÇAN 108 Introduction to Animation

Credit: 2 ECTS: 4

This lesson includes Animation Techniques, treatment of Basic Animation Principles, and introduction to 12 Animation Principles.

ÇAN 110 Optics and Light

Credit: 2 ECTS: 2

The aim of this course is; To give information about the basic elements that make up the image: camera, light, composition and continuity, to practice and to have students apply it. The student is expected to be able to distinguish the basic components of cinematography, learn the basic concepts, and explain how meaning is created in cinema.

ÇAN 201 Pattern I

Credit: 2 ECTS: 6

In this course, students learn the drawing techniques necessary to make animation applications. They establish a connection between the anatomical structure of the human body and the anatomical structure of the animated character. Thus, they gain knowledge about how and according to what requirements solid and organic objects are constructed for animation film shooting and what stages they must go through while editing.

ÇAN 203 Character Design I

Credit: 2 ECTS: 6

In this course, students explore character design techniques and basically learn to create the structure of characters. Students will learn character design knowledge; aging processes, caricature, posture, movement, expression, etc. They develop by going into details.

ÇAN 205 Cinematography

Credit: 2 ECTS: 5

The aim of this course is to give information about the basic elements that make up the image: camera, light, composition and continuity, to practice and to have students apply it. The student is expected to be able to distinguish the basic components of cinematography, learn the basic concepts, and explain how meaning is created in cinema. This course is a continuation of the optics and light course.

ÇAN 207 2-D Animation I

Credit: 2 ECTS: 5

In this course, students make 2D animation applications.

ÇAN 209 3-D Modelling I

Credit:2 ECTS: 3

In this course, students explore a variety of techniques such as polygonal modelling, digital sculpting, texture, surface materials and simple glazing. At the same time, students produce their own original works while learning advanced 3D digital design programs, the processes of working in this environment, gaining knowledge about idea generation and interpreting them.

ÇAN 202 Pattern II

Credit: 2 ECTS: 6

In this course, students learn the drawing techniques necessary to make animation applications. They establish a connection between the anatomical structure of the human body and the anatomical structure of the animated character. This course is a continuation of the Pattern I course.

ÇAN 204 Character Design II

Credit: 2 ECTS: 6

In this course, students explore character design techniques and basically learn to create the structure of characters. Students will learn character design knowledge; aging processes, caricature, posture, movement, expression, etc. They develop by going into details. This course is a continuation of the Character Design I course.

ÇAN 206 Editing

Credit: 2 ECTS: 5

Throughout the course, knowledge of technical editing and the production of videos that will create a semantic and aesthetic integrity by using images, sounds, graphics, text and effects through a computer software are demonstrated. These practices and applications are supported by theoretical and technical information such as the development of editing in the history of cinema, basic editing types, concepts, methods and principles.

ÇAN 208 2-D Animation II

Credit: 2 ECTS: 5

In this course, students make 2-D animation applications. The course is a continuation of the 2D Animation I course.

ÇAN 210 3-D Modelling II

Credit: 2 ECTS: 3

In this course, students explore a variety of techniques such as polygonal modelling, digital sculpting, texture, surface materials and simple glazing. This course is a continuation of the 3D Modeling I course.

ALANYA UNIVERSITY
DEPARTMENT OF CARTOONS AND ANIMATION
COURSE CONTENTS

ÇAN 301 Illustration

Credit: 2 ECTS: 6

This course aims to develop students' creative visual storytelling and technical application skills by teaching illustration techniques and showing national and international successful illustration examples.

ÇAN 303 Perspective I

Credit: 2 ECTS: 5

Within the scope of this course, students are given technical information regarding the transfer of plan language such as line quality, writing style, scale, sheet layout, section and perspective.

ÇAN 305 Stage Design I

Credit: 2 ECTS: 5

It is aimed to enable students taking the course to think and imagine in more detail during the design process, as well as to gain knowledge about set and decor design, which is one of the sectors of product design. Students gain information about the history of stage design and decor, and learn the criteria and ergonomic conditions regarding stage design.

ÇAN 307 3-D Animation I

Credit: 2 ECTS: 5

In this course, students make 3D animation applications.

ÇAN 309 Sound Design I

Credit: 2 ECTS: 3

The aim of this course is to ensure that students have general knowledge, skills and sensory characteristics about sound design and its combination with visuals. They acquire basic information about sound design on video and animation, sound editing, harmony and balance of sound with visuals, and the programs used for sound production.

ÇAN 302 Typography

Credit: 2 ECTS: 6

In this course, students gain knowledge about the history of typography, basic terms, basic typefaces, and learn typographic design criteria in the light of applied projects.

ÇAN 304 Perspective II

Credit: 2 ECTS: 5

Within the scope of this course, students are given technical information regarding the transfer of plan language such as line quality, writing style, scale, sheet layout, section and perspective. It is a continuation of the Perspective and Technical Drawing I course.

ÇAN 306 Stage Design II

Credit: 2 ECTS: 5

It is aimed to enable students taking the course to think and imagine in more detail during the design process, as well as to gain knowledge about set and decor design, which is one of the sectors of product design. Students gain information about the history of stage design and decor, and learn the criteria and ergonomic conditions regarding stage design. It is a continuation of the Stage Design I course.

ÇAN 308 3-D Animation II

Credit: 2 ECTS: 5

In this course, students make 3D animation applications. The course is a continuation of the 3D Animation I course.

ÇAN 310 Sound Design II

Credit: 2 ECTS: 3

The aim of this course is to ensure that students have general knowledge, skills and sensory characteristics about sound design and its combination with visuals. They acquire basic information about sound design on video and animation, sound editing, harmony and balance of sound with visuals, and the programs used for sound production. It is a continuation of the Sound Design I course.

ÇAN 401 Drawing Techniques I

Credit: 2 ECTS: 6

In this course, students learn applications that can make advanced drawings on cartoon and animation applications.

ÇAN 403 Visual Effects I

Credit: 2 ECTS: 5

The aim of the Visual Effects I course is to enable students to create visual projects with visual effects techniques and digital effects applications.

ÇAN 405 Graduation Project I

Credit: 2 ECTS: 5

Within the scope of this course, students will develop their knowledge and skills in initiating, executing and terminating a project by transforming the knowledge and skills they have acquired throughout their education life into practice.

ÇAN 407 Unreal/Twinmotion I

Credit: 2 ECTS: 5

Within the scope of this course, students learn to use Unreal Engine and Twinmotion applications.

ÇAN 402 Drawing Techniques II

Credit: 2 ECTS: 6

In this course, students learn applications that can make advanced drawings on cartoon and animation applications. It is a continuation of Drawing Techniques I course.

ÇAN 404 Visual Effects II

Credit: 2 ECTS: 5

The aim of the Visual Effects II course is to enable students to create visual projects with visual effects techniques and digital effects applications. It is a continuation of the Visual Effects I course.

ÇAN 406 Graduation Project II

Credit: 2 ECTS: 5

Within the scope of this course, students will develop their knowledge and skills in initiating, executing and terminating a project by transforming the knowledge and skills they have acquired throughout their education life into practice. It is a continuation of the Graduation Project I course.

ÇAN 408 Unreal/Twinmotion II

Credit: 2 ECTS: 5

Within the scope of this course, students learn to use Unreal Engine and Twinmotion applications. It is a continuation of the Unreal/Twinmotion I course.