ALANYA UNIVERSITY

# DEPARTMENT OF CARTOON AND ANIMATION

# COURSE CATALOG

## Year 1 / Semester 1 (Fall)

| Course Code | Course Title | ECTS |
|---|---|---|
| CFA 101 | Basic Design | 6 |
| CFA 103 | Basic Art Education | 5 |
| CFA 105 | Introduction to Cinema | 5 |
| CFA 107 | Photography | 5 |
| SEC 101 | University Elective | 5 |
| ING 111 | English I | 2 |
| TKL 101 | Turkish Language I | 2 |

## Year 1 / Semester 2 (Spring)

| Course Code | Course Title | ECTS |
|---|---|---|
| CFA 102 | Graphics | 6 |
| CFA 104 | Dramaturgy | 5 |
| CFA 106 | Introduction to Cartoon and Animation | 5 |
| CFA 108 | Optics and Lighting | 5 |
| SEC 102 | University Elective | 5 |
| ING 112 | English II | 2 |
| TKL 102 | Turkish Language II | 2 |

## Year 2 / Semester 3 (Fall)

| Course Code | Course Title | ECTS |
|---|---|---|
| CFA 201 | Drawing | 4 |
| CFA 203 | Character Design and Anatomy I | 5 |
| CFA 205 | Cinematography | 4 |

| Course Code | Course Title | ECTS |
|---|---|---|
| CFA 207 | Two-Dimensional Animation I | 5 |
| CFA 209 | Three-Dimensional Modeling I | 5 |
| HIST 201 | Atatürk's Principles and History of the Turkish Revolution I | 2 |
| SEC 201 | Departmental Elective | 5 |

## Year 2 / Semester 4 (Spring)

| Course Code | Course Title | ECTS |
|---|---|---|
| CFA 202 | Drawing for Animation | 4 |
| CFA 204 | Character Design and Anatomy II | 5 |
| CFA 206 | Editing Techniques | 4 |
| CFA 208 | Two-Dimensional Animation II | 5 |
| CFA 210 | Three-Dimensional Modeling II | 5 |
| HIST 202 | Atatürk's Principles and History of the Turkish Revolution II | 2 |
| SEC 202 | Departmental Elective | 5 |

## Year 3 / Semester 5 (Fall)

| Course Code | Course Title | ECTS |
|---|---|---|
| CFA 301 | Illustration | 5 |
| CFA 303 | Perspective and Technical Drawing | 5 |
| CFA 305 | Three-Dimensional Animation I | 5 |
| CFA 307 | Scene Design | 5 |
| SEC 301 | University Elective | 5 |
| SEC 303 | Departmental Elective | 5 |

## Year 3 / Semester 6 (Spring)

| Course Code | Course Title | ECTS |
|---|---|---|
| CFA 302 | Typography | 5 |
| CFA 304 | Visual Effects | 5 |

| Course Code | Course Title | ECTS |
|---|---|---|
| CFA 306 | Three-Dimensional Animation II | 5 |
| CFA 308 | Sound Design | 5 |
| SEC 302 | University Elective | 5 |
| SEC 304 | Departmental Elective | 5 |

## Year 4 / Semester 7 (Fall)

| Course Code | Course Title | ECTS |
|---|---|---|
| CFA 401 | Advanced Drawing Techniques I | 4 |
| CFA 403 | Graduation Project I | 6 |
| SEC 401 | University Elective | 5 |
| SEC 403 | Departmental Elective | 5 |
| SEC 405 | Departmental Elective | 5 |
| SEC 407 | Departmental Elective | 5 |

## Year 4 / Semester 8 (Spring)

| Course Code | Course Title | ECTS |
|---|---|---|
| CFA 402 | Advanced Drawing Techniques II | 4 |
| CFA 404 | Graduation Project II | 6 |
| SEC 402 | University Elective | 5 |
| SEC 404 | Departmental Elective | 5 |
| SEC 406 | Departmental Elective | 5 |
| SEC 408 | Departmental Elective | 5 |

## Departmental Elective Courses

| Course Code | Course Title | ECTS |
|---|---|---|
| CFA 211 | Visual Perception and Communication | 5 |
| CFA 213 | Screenwriting | 5 |
| CFA 215 | Developmental Psychology | 5 |

| Course Code | Course Title | ECTS |
|---|---|---|
| CFA 212 | Comics and Cartooning | 5 |
| CFA 214 | Storytelling and Storyboarding | 5 |
| CFA 216 | Advertising and Animation | 5 |
| CFA 309 | Digital Game Design I | 5 |
| CFA 311 | Turkish and World Mythology | 5 |
| CFA 313 | Social Psychology | 5 |
| CFA 310 | History of Cinema | 5 |
| CFA 312 | Digital Game Design II | 5 |
| CFA 314 | Contemporary Art History | 5 |
| CFA 405 | Cartoon and Animation Theories | 5 |
| CFA 407 | Cartoon and Animation Production Techniques | 5 |
| CFA 409 | Intellectual Property and Copyright | 5 |
| CFA 411 | Unreal/Twinmotion | 5 |
| CFA 406 | Stop Motion Animation | 5 |
| CFA 408 | Cartoon and Animation Analysis and Criticism | 5 |
| CFA 410 | Television Production and Directing | 5 |
| CFA 412 | History of Graphic Art | 5 |

# COURSE DESCRIPTIONS

### CFA 101 - Basic Design

Credits: 3 | ECTS: 6

Students learn the fundamental elements and principles of design, including line, point, texture, form, color, rhythm, balance, and composition. Through theoretical and practical work, they develop visual thinking, creative problem-solving, and aesthetic evaluation skills. The course provides essential design knowledge for cartoon and animation production.

### CFA 103 - Basic Art Education

Credits: 2 | ECTS: 5

Students study the basic elements and principles of visual arts, including line, form, color, texture, rhythm, balance, and composition. Theoretical and practical activities develop visual perception, aesthetic judgment, and creative thinking. The course establishes a foundation in art required for cartoon and animation production.

### CFA 105 - Introduction to Cinema

Credits: 3 | ECTS: 5

The course introduces the historical development, key concepts, and modes of expression of cinema. It examines the emergence of cinema, major periods and movements, and the elements of cinematic language. Students develop a basic understanding of the technical and aesthetic dimensions of film.

### CFA 107 - Photography

Credits: 2 | ECTS: 5

Students acquire fundamental photography knowledge through theoretical and practical study of camera technology, framing, composition, lighting, and digital imaging. By the end of the course, they are expected to develop visual storytelling skills and produce original photographic work.

### CFA 102 - Graphics

Credits: 3 | ECTS: 6

Students learn fundamental principles of graphic design and digital design tools. Composition, color, typography, and visual communication are explored through theoretical and practical activities. Students acquire basic graphic design skills applicable to cartoon and animation projects.

### CFA 104 - Dramaturgy

Credits: 2 | ECTS: 5

Students examine dramatic structure, narrative forms, and character creation. Dramaturgical elements such as conflict, time, setting, and plot are analyzed through works of art. Students learn to analyze the structure of visual narratives and apply theoretical knowledge in creative production.

### CFA 106 - Introduction to Cartoon and Animation

Credits: 2 | ECTS: 5

The course introduces the historical development, key concepts, and production processes of cartoons and animation. Traditional and digital techniques and core animation principles are addressed through theory and practice. Students understand the stages of animation production and complete basic exercises.

### CFA 108 - Optics and Lighting

Credits: 2 | ECTS: 5

Students study image formation, lighting, and optical systems. The relationships among camera, light, color, shadow, and composition are examined through theory and practice. Students develop technical and aesthetic skills in the use of lighting for visual storytelling.

### CFA 201 - Drawing

Credits: 2 | ECTS: 4

Students develop basic drawing techniques, proportion, perspective, and observational drawing. Exercises depicting objects, people, and environments strengthen visual perception and expression. The course builds foundational drawing skills for cartoon and animation production.

### CFA 203 - Character Design and Anatomy I

Credits: 2 | ECTS: 5

Students study the basic structures of human and animal anatomy and apply this knowledge to character design. Proportion, movement, gesture, facial expression, and silhouette are explored through theory and practice. Students design original characters and accurately represent anatomical structures.

### CFA 205 - Cinematography

Credits: 2 | ECTS: 4

Students learn cinematography, camera operation, and visual storytelling techniques. Camera angles, shot sizes, movement, lighting, and composition are explored in practical exercises. Students develop an understanding of cinematic expression and apply it in visual production.

### CFA 207 - Two-Dimensional Animation I

Credits: 2 | ECTS: 5

Students learn the fundamental principles of two-dimensional animation. Timing, movement, squash and stretch, anticipation, and follow-through are explored in theoretical and practical activities. Students produce short animation exercises using two-dimensional techniques.

### CFA 209 - Three-Dimensional Modeling I

Credits: 2 | ECTS: 5

Students learn three-dimensional modeling processes and digital production tools. Polygonal modeling, digital sculpting, surface creation, and texturing are explored through practice. Students create basic 3D models and manage digital design workflows.

### CFA 202 - Drawing for Animation

Credits: 2 | ECTS: 4

Students develop drawing techniques and visual storytelling methods used in animation production. Moving-figure drawing, sequential drawing, perspective, and composition are practiced through theoretical and applied activities. Students improve drawing and visual expression skills for animation projects.

### CFA 204 - Character Design and Anatomy II

Credits: 2 | ECTS: 5

Students advance their knowledge and skills in character design and anatomy. Human and animal anatomy is examined in relation to movement, gesture, facial expression, and the visual expression of character personality. Students design original characters and adapt them to different narrative media.

### CFA 206 - Editing Techniques

Credits: 2 | ECTS: 4

Students learn editing workflows, digital editing software, and visual storytelling techniques. Image and sound editing, rhythm, continuity, and montage are addressed through theory and practice. Students manage editing workflows and produce edits that support visual narratives.

### CFA 208 - Two-Dimensional Animation II

Credits: 2 | ECTS: 5

Students advance their skills in two-dimensional animation through practical work on movement, timing, character animation, and scene design. By the end of the course, students create original short animation projects using two-dimensional techniques.

### CFA 210 - Three-Dimensional Modeling II

Credits: 2 | ECTS: 5

Students develop advanced three-dimensional modeling skills. Modeling, texturing, rigging, lighting, and rendering are addressed through theory and practice. Students produce detailed digital models for three-dimensional animation projects.

### CFA 301 - Illustration

Credits: 2 | ECTS: 5

Students learn key concepts, techniques, and applications of illustration. Traditional and digital drawing methods support visual storytelling, character design, and composition exercises. Students develop creative thinking and produce original illustrations.

### CFA 303 - Perspective and Technical Drawing

Credits: 2 | ECTS: 5

Students study perspective rules, technical drawing methods, and spatial design. One-point, two-point, and multi-point perspective, scale, proportion, and composition are addressed through theory and practice. Students gain technical drawing skills for animation and visual design projects.

### CFA 305 - Three-Dimensional Animation I

Credits: 2 | ECTS: 5

Students learn fundamental principles of three-dimensional animation and digital animation tools. Object, character, and camera movements are examined alongside timing, weight, and continuity. Students create introductory projects using 3D animation techniques.

### CFA 307 - Scene Design

Credits: 2 | ECTS: 5

Students study principles of scene design for animation and visual storytelling. Spatial arrangement, set design, color, lighting, and environmental storytelling are explored through theory and practice. Students develop scene and environment designs suitable for animation projects.

### CFA 302 - Typography

Credits: 2 | ECTS: 5

Students study the historical development, core concepts, and visual communication functions of typography. Typefaces, font size, line arrangement, hierarchy, and page design are explored. Students create original and functional visual layouts using typographic design principles.

### CFA 304 - Visual Effects

Credits: 2 | ECTS: 5

Students learn visual effects production and digital compositing techniques. Compositing, color correction, layering, motion tracking, and visual integration are examined through theory and practice. Students produce basic visual effects for animation and video projects.

### CFA 306 - Three-Dimensional Animation II

Credits: 2 | ECTS: 5

Students advance their three-dimensional animation skills through practical work in character animation, rigging, scene management, camera movement, and timing. Students develop original animation projects using 3D techniques.

### CFA 308 - Sound Design

Credits: 2 | ECTS: 5

Students learn fundamental sound design principles and their role in audiovisual storytelling. Sound recording, editing, effects, music, and the relationship between sound and image are studied through theory and practice. Students create sound designs for animation and visual media projects.

### CFA 401 - Advanced Drawing Techniques I

Credits: 2 | ECTS: 4

Students develop advanced drawing and visual storytelling skills. Different drawing techniques, concept development, light and shadow, and composition are explored through theory and practice. Students develop a distinctive drawing style and produce professional-level visual work.

### CFA 403 - Graduation Project I

Credits: 4 | ECTS: 6

Students apply the theoretical knowledge and practical skills gained throughout their studies to develop a substantial graduation project. Topic selection, literature and visual research, screenplay and concept development, production planning, and preproduction are undertaken. Students design an original project and complete the necessary production plans.

### CFA 402 - Advanced Drawing Techniques II

Credits: 2 | ECTS: 4

Students develop advanced drawing skills and establish an original visual language. Traditional and digital techniques, character design, and environment design are explored through theoretical and practical work. Students produce original portfolio-quality work.

### CFA 404 - Graduation Project II

Credits: 4 | ECTS: 6

Students complete the project planned in Graduation Project I. Animation production, editing, sound design, visual effects, and presentation are undertaken through theoretical and practical activities. Students finalize and present their original projects in accordance with academic and professional standards.

# DEPARTMENTAL ELECTIVE COURSE DESCRIPTIONS

### CFA 211 - Visual Perception and Communication

Credits: 3 | ECTS: 5

Students learn visual perception processes and communication theories. Perception, attention, color, form, and visual message creation are addressed through theory and practice. Students learn to use visual communication tools effectively and evaluate perceptual factors in design.

### CFA 212 - Comics and Cartooning

Credits: 3 | ECTS: 5

Students study the historical development, narrative techniques, and visual language of comics and cartooning. Character creation, humor, visual storytelling, and page layout are explored through theory and practice. Students produce original comics and cartoons.

### CFA 213 - Screenwriting

Credits: 3 | ECTS: 5

Students learn fundamental screenwriting principles. Character creation, dramatic structure, plot, dialogue writing, and scene construction are explored through theory and practice. Students develop screenplays for short films and animation projects.

### CFA 214 - Storytelling and Storyboarding

Credits: 3 | ECTS: 5

Students learn visual storytelling and storyboard preparation. Camera angles, scene transitions, framing, and narrative flow are addressed through theoretical and practical work. Students prepare storyboards for animation and visual media projects.

### CFA 215 - Developmental Psychology

Credits: 3 | ECTS: 5

Students study cognitive, emotional, and social development across the lifespan. Developmental characteristics of childhood, adolescence, and adulthood are examined through different theoretical approaches. Students analyze developmental processes and apply this knowledge in creative production.

### CFA 216 - Advertising and Animation

Credits: 3 | ECTS: 5

Students examine the relationship between advertising and animation. Commercial production, target audience analysis, creative strategies, and the use of animation techniques in advertising are addressed through theory and practice. Students develop animation-based advertising projects.

### CFA 309 - Digital Game Design I

Credits: 3 | ECTS: 5

Students learn fundamental concepts and production processes in digital game design. Game mechanics, user experience, game-world design, and interactive narrative are examined through theory and practice. Students develop basic digital game designs.

### CFA 310 - History of Cinema

Credits: 3 | ECTS: 5

Students study the history of world cinema, major movements, and important directors. From silent cinema to the present, film history is examined through aesthetic and technological transformations. Students develop a critical understanding of cinema history.

### CFA 311 - Turkish and World Mythology

Credits: 3 | ECTS: 5

Students learn major narratives, characters, and symbols in Turkish and world mythologies. The role of mythological narratives in cultural production and their influence on contemporary visual arts are examined theoretically. Students apply mythological elements in creative work.

### CFA 312 - Digital Game Design II

Credits: 3 | ECTS: 5

Students advance their digital game design skills. Game mechanics, level design, user experience, and prototyping are addressed through theory and practice. Students develop comprehensive digital game projects.

### CFA 313 - Social Psychology

Credits: 3 | ECTS: 5

Students examine relationships between individuals and society. Group dynamics, social perception, attitudes, identity, communication, and social behavior are studied through different theoretical approaches. Students analyze social processes and apply this knowledge to creative work.

### CFA 314 - Contemporary Art History

Credits: 3 | ECTS: 5

Students learn about modern and contemporary art movements. Artistic transformations from the twentieth century to the present, influential artists, and current art practices are examined theoretically. Students critically assess contemporary artistic production in historical context.

### CFA 405 - Cartoon and Animation Theories

Credits: 3 | ECTS: 5

Students study cartoon and animation theories, aesthetic approaches, and the historical development of animation. Different techniques, narrative forms, and theoretical debates are examined through selected works. Students evaluate animation productions within a theoretical framework.

### CFA 406 - Stop Motion Animation

Credits: 3 | ECTS: 5

Students learn the principles and production processes of stop-motion animation. Puppet design, set construction, lighting, and frame-by-frame production are examined through theory and practice. Students produce short stop-motion animation projects.

### CFA 407 - Cartoon and Animation Production Techniques

Credits: 3 | ECTS: 5

Students learn the planning, production, and distribution processes of animation projects. Project development, team management, budgeting, and production organization are examined through theory and practice. Students develop skills for managing professional animation productions.

### CFA 408 - Cartoon Animation Analysis and Criticism

Credits: 3 | ECTS: 5

Students analyze cartoons and animation works from aesthetic, technical, and narrative perspectives. Analytical methods are applied to examples from different periods and genres, strengthening critical thinking and interpretation. Students develop academic and critical evaluations of animation.

### CFA 409 - Intellectual Property and Copyright

Credits: 3 | ECTS: 5

Students learn about intellectual property, copyright, and legal regulations governing media production. Authorship, licensing, copyright protection, and legal issues in digital content production are studied. Students learn to assess legal matters they may encounter in professional practice.

### CFA 410 - Television Production and Directing

Credits: 3 | ECTS: 5

Students study television program production and directing. Program planning, shoot organization, team management, and broadcasting processes are explored through theory and practice. Students develop a comprehensive understanding of television production workflows.

### CFA 411 - Unreal/Twinmotion

Credits: 3 | ECTS: 5

Students learn the fundamental applications of Unreal Engine and Twinmotion. Three-dimensional modeling, real-time visualization, scene creation, and virtual production are examined through theory and practice. Students create basic digital projects using these tools.

### CFA 412 - History of Graphic Art

Credits: 3 | ECTS: 5

Students study the historical development of graphic art, major movements, and influential designers. Transformations in graphic design across different periods, aesthetic approaches, and visual communication tools are examined theoretically. Students evaluate graphic art from historical and critical perspectives.