

Year

GRF210 GRAPHICS AND ANIMATION						
Course Code	Course Name	Teorical	Practice	Laboratory	Credits	ECTS
GRF210	GRAPHICS AND ANIMATION	2.00	0.00	0.00	2.00	3.00
Course Detail						
Course Language	: Turkish					
Qualification Degree	: PreBachelor					
Course Type	: Compulsory					
Preconditions	: Not					
Objectives of the Course	: To provide students with the skills to create graphics and animation programs that can work on the internet.					
Course Contents	: To learn the basics of animation, to perform text and graphics apps. To acquire animation techniques, to perform audio and video apps. To perform animation arrangements.					
Recommended or Required Reading	: Computer, projector Adobe. (n.d.). Adobe Animate user guide. https://helpx.adobe.com/tr/animate/user-guide.html					
Planned Learning Activities and Teaching Methods	: Oral presentation, laboratory, practice, discussion, problem solving, research, project					
Recommended Optional Programme Components	: Increase visual perception					
Instructors	: Inst. Pınar Güngür					
Instructor's Assistants	: Instr.					
Presentation Of Course	: Face to Face					
Update Date	: 1/28/2026 7:08:09 PM					
Dosya İndirilme Tarihi	: 2/5/2026					

Course Outcomes	
Upon the completion of this course a student :	
1	Can make graphics and animations by using computer.
2	Can prepare drawing objects required for animation
3	Can integrate audio and video into animations.

Pre / Side Conditions						
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Weekly Contents						
	Teorical	Practice	Laboratory	Preparation Info	Teaching Methods	Course Learning Outcomes
1.Week	*Introducing design tools.Theoretical presentation.		*Introducing design tools.Theoretical presentation.	*Performance Project / https://helpx.adobe.com/animate/using/basic-tools.html	*Oral and visual expression, laboratory practices, homework, presentation	Ö.Ç.1 Ö.Ç.1
2.Week	*Graphics, text operations.Theoretical presentation, assignment given to students, research week.		*Graphics, text operations.Theoretical presentation, assignment given to students, research week.	*Performance Project / https://helpx.adobe.com/animate/using/basic-tools.html https://www.youtube.com/watch?v=YHGITc9yE8E	*Oral and visual expression, laboratory practices, homework, presentation	Ö.Ç.1 Ö.Ç.2 Ö.Ç.1 Ö.Ç.2
3.Week	*Text procedures, symbols.Problem-solving related to the execution and development of practical design work, fostering students' ideas regarding the assignments, and supporting the implementation of those ideas.		*Text procedures, symbols.Problem-solving related to the execution and development of practical design work, fostering students' ideas regarding the assignments, and supporting the implementation of those ideas.	*Performance Project / https://helpx.adobe.com/animate/using/basic-tools.html https://www.youtube.com/watch?v=YHGITc9yE8E	*Oral and visual expression, laboratory practices, homework, presentation	Ö.Ç.1 Ö.Ç.2 Ö.Ç.1 Ö.Ç.2
4.Week	*Adjusting keyframes in the Graph Editor.Theoretical presentation, assignment given to students, research week.		*Adjusting keyframes in the Graph Editor.Theoretical presentation, assignment given to students, research week.	*Performance Project / https://www.adobe.com/tr/learn/animate/ Chun, R. (2020). https://helpx.adobe.com/tr/animate/using/timeline.html	*Oral and visual expression, laboratory practices, homework, presentation	Ö.Ç.1 Ö.Ç.1
5.Week	*Adjusting keyframes in the Graph Editor.Problem-solving related to the execution and development of practical design work, fostering students' ideas regarding the assignments, and supporting the implementation of those ideas.		*Adjusting keyframes in the Graph Editor.Problem-solving related to the execution and development of practical design work, fostering students' ideas regarding the assignments, and supporting the implementation of those ideas.	*Performance Project / https://www.adobe.com/tr/learn/animate/ Chun, R. (2020). https://helpx.adobe.com/tr/animate/using/timeline.html	*Oral and visual expression, laboratory practices, homework, presentation	Ö.Ç.1

	Teorical	Practice	Laboratory	Preparation Info	Teaching Methods	Course Learning Outcomes
6.Week	*Animation techniques, audio and video applications. Problem-solving related to the execution and development of practical design work.		*Animation techniques, audio and video applications. Problem-solving related to the execution and development of practical design work.	*Performance Project / https://helpx.adobe.com/tr/animate/using/create-video-files.html https://helpx.adobe.com/tr/animate/using/using-sounds.html	*Oral and visual expression, laboratory practices, homework, presentation	Ö.Ç.1 Ö.Ç.3 Ö.Ç.1 Ö.Ç.3 Ö.Ç.1 Ö.Ç.3 Ö.Ç.3
7.Week	*Audio and video applications, screens. Problem-solving related to the execution and development of practical design work.		*Audio and video applications, screens. Problem-solving related to the execution and development of practical design work.	*Performance Project / https://helpx.adobe.com/tr/animate/using/using-sounds.html https://helpx.adobe.com/tr/animate/using/create-video-files.html	*Oral and visual expression, laboratory practices, homework, presentation	Ö.Ç.1 Ö.Ç.3 Ö.Ç.1 Ö.Ç.3 Ö.Ç.1 Ö.Ç.3 Ö.Ç.3
8.Week	*mid-term exam		*mid-term exam	*Performance Project	*Performance Project	
9.Week	*Can gain the ability to create animated banners.Draft studies, and analysis of sample works.		*Can gain the ability to create animated banners.Draft studies, and analysis of sample works.	*Performance Project / https://www.youtube.com/watch?v=_x57_YpWHfc	*Oral and visual expression, laboratory practices, homework, presentation	Ö.Ç.1 Ö.Ç.2 Ö.Ç.3 Ö.Ç.1 Ö.Ç.2 Ö.Ç.3
10.Week	*Can gain the ability to create animated banners.Draft studies, and analysis of sample works.		*Can gain the ability to create animated banners.Draft studies, and analysis of sample works.	*Performance Project / https://www.youtube.com/watch?v=_x57_YpWHfc	*Oral and visual expression, laboratory practices, homework, presentation	Ö.Ç.1 Ö.Ç.2 Ö.Ç.3 Ö.Ç.1 Ö.Ç.2 Ö.Ç.3
11.Week	*Creating motion graphics.Theoretical presentation, assignment given to students, research week.		*Creating motion graphics. Teorik anlatım, öğrencilere ödev verilışı, araştırma haftası.	*Performance Project / https://www.adobe.com/tr/learn/animate https://www.adobe.com/tr/learn/animate/web/add-sync-soundtrack https://www.adobe.com/tr/learn/animate/web/adobe-stock-images https://www.adobe.com/tr/learn/animate/web/animate-movie-clip-symbols https://www.adobe.com/tr/learn/animate/web/asset-warping https://www.adobe.com/tr/learn/animate/web/auto-lip-sync *Performance Project / https://www.youtube.com/watch?v=_x57_YpWHfc	*Oral and visual expression, laboratory practices, homework, presentation	Ö.Ç.1 Ö.Ç.3 Ö.Ç.2 Ö.Ç.1 Ö.Ç.3 Ö.Ç.2
12.Week	*Creating motion graphics.Problem-solving related to the execution and development of practical design work, fostering students' ideas regarding the assignments, and supporting the implementation of those ideas.		*Creating motion graphics.Problem-solving related to the execution and development of practical design work, fostering students' ideas regarding the assignments, and supporting the implementation of those ideas.	*Performance Project / https://www.adobe.com/tr/learn/animate https://www.adobe.com/tr/learn/animate/web/add-sync-soundtrack https://www.adobe.com/tr/learn/animate/web/adobe-stock-images https://www.adobe.com/tr/learn/animate/web/animate-movie-clip-symbols https://www.adobe.com/tr/learn/animate/web/asset-warping https://www.adobe.com/tr/learn/animate/web/auto-lip-sync *Performance Project / https://www.youtube.com/watch?v=_x57_YpWHfc	*Oral and visual expression, laboratory practices, homework, presentation	Ö.Ç.1 Ö.Ç.2 Ö.Ç.3
13.Week	*Creating motion graphics.Problem-solving related to the execution and development of practical design work, fostering students' ideas regarding the assignments, and supporting the implementation of those ideas.		*Creating motion graphics.Problem-solving related to the execution and development of practical design work, fostering students' ideas regarding the assignments, and supporting the implementation of those ideas.	*Performance Project / https://www.adobe.com/tr/learn/animate https://www.adobe.com/tr/learn/animate/web/add-sync-soundtrack https://www.adobe.com/tr/learn/animate/web/adobe-stock-images https://www.adobe.com/tr/learn/animate/web/animate-movie-clip-symbols https://www.adobe.com/tr/learn/animate/web/asset-warping https://www.adobe.com/tr/learn/animate/web/auto-lip-sync *Performance Project / https://www.youtube.com/watch?v=_x57_YpWHfc	*Oral and visual expression, laboratory practices, homework, presentation	Ö.Ç.1 Ö.Ç.2 Ö.Ç.3

	Teorical	Practice	Laboratory	Preparation Info	Teaching Methods	Course Learning Outcomes
14.Week	*Creating motion graphics.Problem-solving related to the execution and development of practical design work, fostering students' ideas regarding the assignments, and supporting the implementation of those ideas.		*Creating motion graphics.Problem-solving related to the execution and development of practical design work, fostering students' ideas regarding the assignments, and supporting the implementation of those ideas.	*Performance Project / https://www.adobe.com/tr/learn/animate https://www.adobe.com/tr/learn/animate/web/add-sync-soundtrack https://www.adobe.com/tr/learn/animate/web/adobe-stock-images https://www.adobe.com/tr/learn/animate/web/animate-movie-clip-symbols https://www.adobe.com/tr/learn/animate/web/asset-warping https://www.adobe.com/tr/learn/animate/web/auto-lip-sync *Performance Project / https://www.youtube.com/watch?v=_x57_YpWHfc	*Oral and visual expression, laboratory practices, homework, presentation	Ö.Ç.1 Ö.Ç.2 Ö.Ç.3
15.Week	*Design control. Design Presentation: Students will implement their assignments, visualize their designs, prepare them for the presentation phase, and participate in critique sessions.		*Design control. Design Presentation: Students will implement their assignments, visualize their designs, prepare them for the presentation phase, and participate in critique sessions.	*Performance Project / https://www.adobe.com/tr/learn/animate https://www.adobe.com/tr/learn/animate/web/add-sync-soundtrack https://www.adobe.com/tr/learn/animate/web/adobe-stock-images https://www.adobe.com/tr/learn/animate/web/animate-movie-clip-symbols https://www.adobe.com/tr/learn/animate/web/asset-warping https://www.adobe.com/tr/learn/animate/web/auto-lip-sync *Performance Project / https://www.youtube.com/watch?v=_x57_YpWHfc	*Oral and visual expression, laboratory practices, homework, presentation	Ö.Ç.1 Ö.Ç.2 Ö.Ç.3

Assesment Methods %
3 Final : 60.000
4 Vize : 40.000

ECTS Workload			
Activities	Count	Time(Hour)	Sum of Workload
Ders Öncesi Bireysel Çalışma	2	2.00	4.00
Ders Sonrası Bireysel Çalışma	2	2.00	4.00
Ara Sınav Hazırlık	5	4.00	20.00
Vize	1	1.00	1.00
Final Sınavı Hazırlık	5	4.00	20.00
Final	1	1.00	1.00
Ödev	10	4.00	40.00
			Total : 90.00
			Sum of Workload / 30 (Hour) : 3
			ECTS : 3.00

Ders/Program Çıktıları İlişkisi

BEWARE OF PLAGIARISM! Please pay attention to proper academic citation rules and avoid plagiarism, an unethical and academically fraudulent behavior, when completing reports, assignments, or other academic works, and it is treated with the same disciplinary action as cheating in a classroom setting. It is imperative to refrain from presenting another person's ideas, language, expressions, or any other form of intellectual property as your own. Regardless of quality, your assignments/projects/research should reflect your original work. Perfection is not a requirement, and in case of any uncertainties regarding academic writing guidelines, you may seek clarification from your course instructor.

Engel Durumu/Uyarlama Talebi : Engel durumuna ilişkin herhangi bir uyarlama talebinde bulunmak isteyen öğrenciler, dersin öğretim elemanı ya da Nevşehir Engelli Öğrenci Birimi ile en kısa sürede iletişime geçmelidir.