Content

Course Code	Course Name	Semester	Theory	Practice	Lab	Credit	ECTS
COM209	Introduction to Computer Graphics	3	1	1	0	2	6

Prerequisites	
Admission Requirements	

Admission Requirements	
Language of Instruction	English
Course Type	Compulsory
Course Level	Bachelor Degree
Objective	Today, different software is used together with traditional tools to develop printed, animated and interactive design products. In this course, which teaches how to visualize an idea and prepare it under appropriate production conditions, first of all, graphic design history will be transferred in order to gain analytical evaluation skills for graphic design products. Following this, two different software based on vector and pixel will be taught by developing up-to-date graphic design products.
Content	Week 1: Concepts. Graphic Design History: Art Movements and Graphic Design Preparing Modernism at the Turn of the Age Week 2: History of Graphic Design: -Modern Art Movements Directing European Art and Design at the Beginning of the 20th Century Adobe Illustrator
	Week 3: History of Graphic Design: -Graphic Design in the Environment of Modern Art Movements Adobe Illustrator
	Week 4: Graphic Design History: -Development of the Modern Movement in America -International Typographic Style Adobe Illustrator
	Week 5: Graphic Design History: -New York School -Corporate Identity and Visual Systems Adobe Illustrator
	Week 6: Graphic Design History: -Visual Expression of Concepts Adobe Illustrator
	Week 7: History of Graphic Design -International Era in Graphic Design Adobe Illustrator
	Week 8: Adobe Photoshop
	Week 9: Adobe Photoshop
	Week 10: Adobe Photoshop
	Week 11: Adobe Photoshop

Week 12: Adobe Photoshop

	Week 13: Adobe Photoshop
	Week 14: Adobe Photoshop
References	-Bektaş, D. (1992) Çağdaş Grafik Tasarımın Gelişimi. YKY, İstanbul.
	-Heller, S. ve Balance, G. (2001) Graphic Design History, Allworth Communications.
	-Adobe Creative Team (2010) Adobe Photoshop CS5 Classroom in a Book.
	-Adobe Creative Team (2010) Adobe Photoshop CS5 Classroom in a Book.

Theory Topics

Week	Weekly Contents			
1	Concepts: History of Graphic Design: Art Movements that Prepared Modernism at the Turn of the Age and Graphic Design			
2	Graphic Design History:Modern Art Movements That Shaped European Art and Design at the Beginning of the 20th Century, Adobe Illustrator			
3	Graphic Design History: Graphic Design in the Modern Art Movement Environment, Adobe Illustrator			
4	Graphic Design History: The Development of the Modern Movement in America, International Typographic Style, Adobe Illustrator			
5	Graphic Design History:New York School, Corporate Identity and Visual Systems, Adobe Illustrator			
6	Graphic Design History: Visual Expression of Concepts, Adobe Illustrator			
7	Graphic Design History: International Era in Graphic Design, Adobe Illustrator			
8	Adobe Photoshop			
9	Adobe Photoshop			
10	Adobe Photoshop			
11	Adobe Photoshop			
12	Adobe Photoshop			
13	Adobe Photoshop			
14	Adobe Photoshop			