

| ECTS Course Description Form | | | | | | | |
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| PART I (Senate Approval) | | | | | | | |
| Offering School | Antalya Bilim University-Faculty of Fine Arts and Architecture | | | | | | |
| Offering Department | Architecture | | | | | | |
| Program(s) Offered to | Architecture | | | | | | Area Elective |
| Course Code | ARC 4152 | | | | | | |
| Course Name | Architectural Animation | | | | | | |
| Language of Instruction | English | | | | | | |
| Type of Course | Theory | | | | | | |
| Level of Course | Undergraduate | | | | | | |
| Hours per Week | Lecture: 3 | Laboratory: | Recitation: | Practical: | Studio: | Other: | |
| ECTS Credit | 3 | | | | | | |
| Grading Mode | Letter Grade | | | | | | |
| Pre-requisites | None | | | | | | |
| Co-requisites | None | | | | | | |
| Registration Restriction | Students of Department of Architecture | | | | | | |
| Educational Objective | Students will investigate how the cinematic depiction of architecture can alter the character of the built environment and the way in which it is portrayed. This course aims to explore the relationship of architecture to lens, and screen to audience and apply it to architectural visualization in their works. | | | | | | |
| Course Description | This course reviews the representation of architecture in animated films through history, by looking at influential cinematic depictions of the built form. With light being such an important factor in both disciplines, the links between the two industries are explored, analyzing films from eastern and western cinema through animated films | | | | | | |
| Learning Outcomes | LO1 | A comprehensive understanding of the relationship of the camera to architecture | | | | | |
| | LO2 | An ability to demonstrate through writing and oral presentation a systematic knowledge of the histories and theories of architecture in and of film | | | | | |
| | LO3 | An ability to critically appraise and form considered judgements about the importance of the narrative, symbolism and aesthetic treatment of architecture in animated film | | | | | |
| | LO4 | An ability to deal with complex issues about the cultural context of architecture in the movie, making communicate conclusions to a specialist audience in both written and oral presentation | | | | | |
| | LO5 | An ability to continue to advance knowledge and understanding of the history and theory of architecture in animated movies | | | | | |
| PART II (Faculty Board Approval) | | | | | | | |
| Basic Outcomes (University-wide) | | Program Outcomes | LO1 | LO2 | LO3 | LO4 | LO5 |
| | PO1 | Ability to communicate effectively and write and present a report in Turkish and English. | X | | | | |
| | PO2 | Ability to work individually, and in intra-disciplinary and multi-disciplinary teams. | | | | | |
| | PO3 | Recognition of the need for life-long learning and ability to access information , follow developments in science and technology, and continually reinvent oneself. | X | X | X | X | |
| | PO4 | Knowledge of project management, risk management, innovation and change management, entrepreneurship, and sustainable development. | X | X | X | X | |
| | PO5 | Awareness of sectors and ability to prepare a business plan. | X | | | X | |
| Faculty Specific Outcomes | PO6 | Understanding of professional and ethical responsibility and demonstrating ethical behavior. | X | | | X | |
| | PO7 | Gain the ability of conceptualizing, applying, analyzing, synthesizing and evaluating information effectively (Critical Thinking) | X | X | X | X | |
| | PO8 | Produce innovative ideas and products with creativity (Creativeness). | X | X | X | X | |
| | PO9 | Gain the ability of leadership, entrepreneurship and self-leadership skills (Leadership and Entrepreneurship). | | X | X | X | |
| | PO10 | Care about the ethical values and principles; behave in accordance with these in professional and social life (Ethical Behavior). | X | | | | |
| | PO11 | Understand, define and reach the information that they need; use information effectively and share it with others (Information Literacy). | | X | X | X | |
| | PO12 | Use information effectively and communication technologies while learning, and can share their knowledge and experience with others using technology and visual means (Information and Communication Technology Literacy). | X | X | X | X | |

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| Discipline Specific Outcomes (program) | PO13 | Learns the concepts of architectural design and theories of architecture as well as the intellectual, historical and cultural background to evaluate them from a critical perspective and use them in developing design solutions. One can express one's solutions verbally and in written form. (Knowledge and Ability) | X | X | X | X | |
| | PO14 | Knows to express each stage of the design process formally by using hand drawings together with the European Computer Driving Licence and other software technologies. (Knowledge and Communication Competence) | X | X | X | X | |
| | PO15 | Designing space (environment, construction, building) on different scales that are sensitive to the natural and built environment within the framework of basic design and architectural principles. One also knows research methods. (Knowledge and Ability) | | | | | |
| | PO16 | Speak at least one foreign language at B1 General Level of European Language Portfolio to express oneself and to follow developments in the field of architecture. (Knowledge and Communication Competence) | X | X | X | X | |
| | PO17 | Executes an independent project or to take responsibility in multidisciplinary studies, to communicate effectively and share knowledge and competency during the design process. (Competency to work independently and take responsibility) | X | | | | |
| | PO18 | To knowledge and understanding to analyze building design and systems regarding architectural practice (from prehistoric times to the present). (Knowledge) | | | | | |
| | PO19 | Develops a design that respectable to cultural heritage and sustainable by recognizing historical and cultural assets and understanding the importance of these values. (Knowledge and Ability) | | | | | |
| | PO20 | The necessary knowledge and ability about contemporary restoration theories and preparation of restoration project by using research, documentation and different measurement methods in the process of documenting the current state of historic buildings and environments. (Knowledge and Ability) | | | | | |
| | PO21 | Produces sustainable solutions to current problems by following the developments and technologies in the field of production. (Ability) | | | | | |
| | PO22 | Knows to develop designs about environmental and social sustainability principles, the issues related to disasters and accessible designs that meet community needs. (Knowledge and Ability) | | | | | |
| | PO23 | Gains the ability to use modern technologies in building and environmental design, to develop and produce innovative solutions; learns necessary information about building materials, techniques and structural behaviors, the laws, regulations and standards and includes them in the design process. (Knowledge and Ability) | | | | | |
| | PO24 | To gain the basic knowledge of lighting, acoustics, air conditioning and energy use in the design of environmental systems. (Knowledge) | | | | | |
| | PO25 | Knows the historical development of structural systems, types of structural elements such as foundation, wall, flooring, stairs, roof, design, and construction techniques of these elements and applies this information in the projects. (Knowledge and Ability) | | | | | |
| | PO26 | Has competence in project management, organization, planning, and leadership for the realization of professional practice and informs individuals and institutions on issues related to a field and shares one's suggestions for solutions to the experts or non-experts in verbally and written form. To produce collaborations and projects with the awareness of social responsibility (Competence to take responsibility and social and Ability) | | | | | |
| PO27 | Aware of lifelong learning and identifying the necessary needs for professional development and self-development. (Learning Competence) | X | X | X | X | | |

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| | PO28 | Has an awareness of professional and ethical behavior; collects data considering social, environmental, and ethical results. One is responsible for the environment, the professional problems and provides professional services like occupational health and safety within the legal frameworks. (Field Specific Competence) | X | | | | | |
| PART III (Department Board Approval) | | | | | | | | |
| Course Subjects, Contribution of Course Subjects to Learning Outcomes, and Methods for Assessing Learning of Course Subjects | Subject | Week | Subject Explanation | LO1 | LO2 | LO3 | LO4 | LO5 |
| | S1 | 1 | Introduction of Course | | | | | |
| | S2 | 2 | Architecture on Films and Animation | X | | X | | |
| | S3 | 3 | Architectural Animation and Cinematic Interpretation | X | X | X | X | |
| | S4 | 4 | History of Animated Movies | X | | X | | |
| | S5 | 5 | Western Animations | X | X | X | X | |
| | S6 | 6 | Eastern Animations | X | X | X | X | |
| | S7 | 7 | The Role of Architecture and Places in Animated Worlds | X | X | X | X | |
| | S8 | 8 | Midterm | | | | | |
| | S9 | 9 | An Introduction to Architectural Animation | X | X | X | X | |
| | S10 | 10 | 5 Movies from the Master Storytellers of Architecture | X | X | X | X | |
| | S11 | 11 | Cinematographic Techniques in Architectural Animations | X | X | X | X | |
| | S12 | 12 | How to make an Architectural Animation | X | X | X | X | |
| | S13 | 13 | Workshop I | X | X | X | X | |
| | S14 | 14 | Workshop II | X | X | X | X | |
| Assessment Methods, Weight in Course Grade, Implementation and Make- Up Rules | No | Type | Weight | Implementation Rule | | Make-Up Rule | | |
| | A1 | Exam | 40% | | | | | |
| | A2 | Quiz | 30% | | | | | |
| | A3 | Homework | 20% | | | | | |
| | A4 | Project | | | | | | |
| | A5 | Report | | | | | | |
| | A6 | Presentation | | | | | | |
| | A7 | Attendance/Interaction | 10% | | | | | |
| | A8 | Class/Lab./ Field Work | | | | | | |
| | A9 | Others | | | | | | |
| TOTAL | | | | | | | | |
| Evidence of Achievement of Learning Outcomes | Students will demonstrate learning outcomes through class activities, debates and project assignments. These activities reflect a transdisciplinary approach, asking the student to make connections between different topics. Generally every topic is tested with at least one exam question. | | | | | | | |
| Method for Determining Letter Grade | Upon successful completion of all assessment methods, the total scores will be averaged and converted into a final letter grade using the following percentages and grading criteria. | | | | | | | |
| | ASSESSMENT METHOD | EFFECT ON GRADING | GRADE | MARKS | VALUE | GRADE | MARKS | VALUE |
| | Attendance and Participation | 10% | A+ | 100 | 4,00 | C+ | 60-64 | 2,40 |
| | Assignments | 20% | A | 95-100 | 4,00 | C | 55-59 | 2,20 |
| | Midterm | 30% | A- | 85-94 | 3,70 | C- | 50-54 | 2,00 |
| | Final | 40% | B+ | 80-84 | 3,30 | D+ | 45-49 | 1,70 |
| | | | B | 75-79 | 3,00 | D | 40-44 | 1,50 |
| | | B- | 65-74 | 2,70 | F | 0-39 | 0,00 | |
| | No | Method | Explanation | | | | Hours | |
| | Time applied by Instructor | | | | | | | |
| | 1 | Lecture | | | | | | 36 |

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| Teaching Methods, Estimated Student Load | 2 | Interactive Lecture | | 14 |
| | 3 | Recitation | | |
| | 4 | Laboratory | | |
| | 5 | Practical | | |
| | 6 | Field Work | | |
| | Time expected to be allocated by student | | | |
| | 7 | Project | | 36 |
| | 8 | Homework | | 14 |
| | 9 | Pre-class Learning of Course Material | | 10 |
| | 10 | Review of Course Material | | 15 |
| | 11 | Final Jury | | |
| | 12 | Office Hour | | |
| TOTAL | | | 75 | |

| IV. PART | | |
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| Instructor | Name | |
| | E-mail | |
| | Phone Number | |
| | Office Number | . |
| | Office Hours | Tuesday : 9:00-13:00, Thursday 16:30-17:30, Friday 16:30-17:30 |
| Course Materials | Mandatory | |
| | Recommended | Al-Saati, M. Z., Botta, D., Woodbury, R., Architects on Architectural Film and Animation Ürtekin, Ö., Geçmişten Günümüze Animasyon Filmlerinde Mekan Kullanım Analizi Swathika, A., Yoon So-Yeon, Architectural Animation and Cinematic Interpretation Okur Tulum, H., Gezer Çatalbaş, Z. C., 1960 Yılından Günümüze Animasyon Filmlerde Mimarlık, Kent ve Mekan : Gelecek Görüldü Alvarado, R. G., Filmic Development of Architectural Animations |
| Other | Scholastic Honesty | Violations of scholastic honesty include, but are not limited to cheating, plagiarizing, fabricating information or citations, facilitating acts of dishonesty by others, having unauthorized possession of examinations, submitting work of another person or work previously used without informing the instructor, or tampering with the academic work of other students. Any form of scholastic dishonesty is a serious academic violation and will result in a disciplinary action. |
| | Students with Disabilities | Reasonable accommodations will be made for students with verifiable disabilities. |
| | Safety Issues | |
| | Flexibility | Circumstances may arise during the course that prevents the instructor from fulfilling each and every component of this syllabus; therefore, the syllabus is subject to change. Students will be notified prior to any changes. |

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