



ECTS COURSE INFORMATION FORM

School/Faculty/Institute	Faculty of Arts, Design and Architecture	
Program	B.Sc. in Interior Design	Required

Course Code	INT 321
Course Title in English	Communication In Interior Design
Course Title in Turkish	İç Mekan Tasarımında İletişim
Language of Instruction	English
Type of Course	Lecture
Level of Course	Undergraduate
Semester	Fall
Contact Hours per Week	Lecture: 3 Recitation: Lab: Studio:
Estimated Student Workload	<u>130 hours per semester.</u>
Number of Credits	5 ECTS
Grading Mode	Standard Letter Grade
Pre-requisites	None
Expected Prior Knowledge	None
Co-requisites	None
Registration Restrictions	Only Undergraduate Students
Overall Educational Objective	To learn the presentation outputs and visual communication techniques.
Course Description	The student begins the course by examining the current visualization tools, hardwares and softwares. They advert to the importance of digital modeling/visualization which is the most helpful method for a designer to address his/her thoughts to the other party. They search and try the methods to find out how each works better. They mention the ways to improve architectural and interior visualization. The course gives clues about the post production process and how it contributes to the project. It put emphasis on the open/close ratio of the composition's proportions during the phase of presentation to the other party.
Course Description in Turkish	Mevcut görselleştirme araçlarını, donanım ve yazılımlarını inceleyerek başlar. Tasarımcının fikirlerini karşı tarafa anlatabilme sürecinde en çok faydası olan dijital maket/görselleştirme yönteminin öneminden bahseder. Bu yöntemlerin nasıl daha iyi sonuç vereceğini tecrübe ederek araştırır. Mimari ve içmekan görselleştirmelerini daha iyi hale getirme yollarından bahseder. Post production sürecinde projeye katkı sağlayan pratik ipuçlarını verir. Projenin karşı tarafa sunulması aşamasında kompozisyonun, proporsiyonun, dolu/boş ilişkilerinin önemini vurgular.
Course Learning Outcomes and Competences	Upon successful completion of the course, the learner is expected to be able to: <ol style="list-style-type: none">1. understand presentation techniques.2. use post production tools in Photoshop.3. understand the importance of visual communication.

Relation to Program Outcomes and Competences: N=None S=Supportive H=Highly Related

Program Outcomes and Competences	Level N/S/H	Assessed by Exam, HW, Seminar.
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1- Ability to read, write and speak effectively in Turkish and English, equivalent to a B2 European Language Passport Level in English.	S	Discussions in class
2- Ability to use information and understanding of the perceptive, experiential and behavioral aspects of human – space relationship as an input of interior design.	H	Readings, assignments, seminars, studio work
3- Ability to re-interpret the Interior Design profession under the light of rapidly changing theories and approaches.	S	Assignments, studio work
4- Ability to develop a personal and critical perspective towards the design of spaces.	H	Assignments, studio work
5- Ability to effectively implement interdisciplinary design and research principles into the solution of problems in her / his field.	S	studio work
6- Ability to bring together her / his knowledge and insight obtained from various sources into the design of interior design problems in a creative way.	S	
7- Ability to use the ethical methodology necessary to develop sustainable interior design approaches with the perspective of social responsibility.	N	
8- Ability to access and use knowledge towards the development of interior spaces using materials and products within the scope of sustainability.	S	Readings
9- Ability to use entrepreneurship, creative thinking and leadership skills towards developing innovative interior design approaches.	S	Discussions in class
10- Ability to find solutions to interior design problems by developing interdisciplinary approaches and within the context of local, national and global networks.	S	Discussions in class
11- Ability to present design ideas in visual, verbal and written media as well as ability to share ideas using analog and digital techniques in national and international professional circles.	H	Discussions in class, readings, assignments, studio work
12- Ability to develop sensitive and sustainable design approaches respecting needs of various users, local and regional values, natural and cultural heritage.	S	
13- Ability to design interiors in an integral fashion with building systems.	S	
14- Ability to determine individual learning needs in order to become an intellectual professional and the ability to connect with national and international professionals as well as groups.	S	
15- Ability to develop interior design proposals that are suitable for national and international standards, professional etiquette, regulations and legal procedures.	S	
16- Ability to keep track of contemporary research, inventions, approaches and technologies in order to develop new ways of thinking and creating.	H	Readings, assignments, workshops, studio work
17- Ability to create a difference through design solutions by defining and evaluating social and spatial problems, ability to make those available to the society.	S	
Prepared by and Date	Buğra Bilgen, 19.02.2020	

Semester	Fall 2019-2020	
Name of Instructor	Buğra Bilgen	
Course Contents	Week	Topic
	1.	HELLO: Meeting. Conversation about traditional/digital visualization tools and popular softwares. New render motors "Corona vs Vray". Compilation of encountered topics. Essential materials.
	2.	WARM-UP 1: Starting on sketch studies according to the subject of the project. Location of the project, relationship with the environment, direction of the natural light and research about other physical factors by working on sketches.
	3.	WARM-UP 2: Transferring the project to the solid model with the close environment. Sketch study about <i>ClayRender</i> . Pencil drawing, charcoal.
	4.	MOOD&CONCEPT: Analyzing different methods in order to prepare concept board. Looking some moodboard examples in order to learn some different ideas. Analyzing sufficient and insufficient boards and customer briefs. The importance of determining design decisions.
	5.	ArcMAT 1: Creating some materials in digital environment. Creating the architectural materials which are used the most such as wood, glass, metal and concrete) Vray
	6.	ArcMAT 2: Creating some materials in digital environment. Mapping models in a realistic way by using special materials. Making the mapped material seamless. Looking for the logic of bump map, reflection map and displace map. Intervention on brightness and reflection values.
	7.	WORKSHOP: Guest illustrator. TRADIGITAL 1: From traditional to digital. Approaching design problems, 3 weeks process to contribute to create a concept. 1. Collecting concrete / abstract, old / new, figurative, design, interior visuals depending on the project idea. (from magazines, newspapers, fabrics and print outs which are taken from digital etc.) Creating new collages by trying some compositions with these jigsaw pieces.
	8.	TRADIGITAL 2: Sketch studies with different techniques by putting sketch paper on the created collage. (Watercolor, marker, lavi, rapido, charcoal)
	9.	TRADIGITAL 3: Transferring these sketch studies to the digital. Improving the visuals in digital environment. Adding infographic elements to a material that can be used in presentation.
	10.	RE-INTERPRETATION 1: Reinterpreting the space according to the current to be selected. Sketch studies.
	11.	RE-INTERPRETATION 2: Transferring these sketch studies which are

		drawn in the previous lesson, modeling and rendering.
	12.	PRO-TIPS: Visualization tips on spaces that are designed depending on the project course. VR 360 Rendering. Light layouts, camera layouts, effective framing. (Render Homework)
	13.	POST-PRODUCTION: Post production works on the rendered images. Improving raw renders by using photoshop software. Looking into render elements.
	14.	FINAL Tweaking: Making the image ready for presentation. Digital painting on render.
	15.	Final Assignment Period
	16.	Final Assignment Period
Required/Recommended Readings	Sources: Betty Edwards (2004). Color – A course in mastering the art of mixing colors. Alex Roman (2013). The Third & The Seventh: From Bits to the Lens. Jose M. Parramon (1991). Human Figure / Human Anatomy.	
Teaching Methods	Flipped classroom, in-class studies, discussions.	
Homework and Projects	1 final project, 1 assignment	
Laboratory Work	-	
Computer Use	Yes	
Other Activities	Research work, video screening	
Assessment Methods	Attendance and Participation: % 20 Assignments: % 20 Final Assignment: % 60	
Course Administration	Office: Adjunct Faculty Office, Block A, Floor5, Email: bilgenbu@mef.edu.tr Students are required to attend % 80 of the classes in theoretical courses. Consequently, absenteeism exceeding 3 weeks (classes) will result in failure. Academic Dishonesty and Plagiarism: YOK Disciplinary Regulation	

**ECTS
Student
Workload
Estimation**

Activity	No/Weeks	Hours			Calculation	Explanation
	No/Weeks per Semester (A)	Preparing for the Activity (B)	Spent in the Activity Itself (C)	Completing the Activity Requirements (D)		
Lecture	14	2	3	1	84	$A*(B+C+D)$
Lab etc.					0	
Midterm(s)	2	8	2		20	$A*(B+C+D)$
Assingment, Project, Presentation	1	8			8	$A*(B+C+D)$
Final Examination	1	16	2		18	$A*(B+C+D)$
Total Workload					130	
Total Workload/25					5,2	
ECTS					5	