

Dr. Ersin ERTAN

Lecturer

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Faculty of Fine Arts, Design and Architecture

Department of Fine Arts and Elective Courses

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PERSONAL

Date of Birth	02/09/1984
Place of Birth	Edirne, TÜRKİYE

EDUCATION

2022	Tomas Bata University, Visual Arts Ph.D.
2016	Başkent University, Interior Design MA.
2007	Hacettepe University, Graphic Design BA.

ACADEMIC POSITIONS

2024- Parttime	Lecturer, Atılım University
2021- Parttime	Lecturer, Başkent University
2021- Parttime	Lecturer, TOBB ETU

PROFESSIONAL SERVICE & PROJECTS

2015	3D and Graphic Design Instructor / Bilişim Eğitim Merkezi
2013	3D and Graphic Design Instructor / Bilge Adam
2011	3D and Graphic Design Instructor / MİMTEK

HONORS&AWARDS

2022	Lift-Off Filmmaker Sessions by Lift-Off Global Network/ First-Time Filmmaker, Pinewood Studios, Short Film, (Official Selection Award)
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CONFERENCE PRESENTATIONS

2021	Artistic Music Visualization Technologies in the Age of Video Games, (2021), “International Bratislava Visual Effects and Game Design Conference (online)” VSMU, Slovakia.
2014	Workshop: 3ds Max 2015 New Features, (2014), Eurasia International Computer Graphics, Animation and Game Technologies Conference, Hacettepe University, Ankara.

PUBLICATIONS

2023	ERTAN, E. (2023). The History and Problems of Experimental Digital Pinball and Developing a Pinball Video Game Concept Based on Music. Etkileşim (11), 421-431. https://doi.org/10.32739/etkilesim.2023.6.11.203
2021	ERTAN, E. (2021). Visualization of Music in Soviet Animations and Reading Kotyonochkin’s Works. İstanbul Arel Üniversitesi İletişim Çalışmaları Dergisi, 9(19), 120-165.
2021	ERTAN, E. (2021). The Use of Baroque Music in Films and De Wit’s “The Monk and The Fish”. Etkileşim (7), 86-96. https://doi.org/10.32739/etkilesim.2021.7.119

RESEARCH & ART ACTIVITIES

2022	Figurative Drawing Exhibition, (2022) Başkent University Gallery Art, Ankara, Türkiye. (Solo Exhibition)
2022	Graphic Design and Illustration Exhibition, (2022) TOBB ETU Technology Center Foyer Area, Ankara, Türkiye. (Solo Exhibition)

COURSES GIVEN

2022- Present	3D Animation, Motion Graphics, Visual Effects, 3D Modeling, Video Editing, Film Analysis, Figure Drawing
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RESEARCH INTERESTS

1	Film Analysis
2	Music Visualization
3	Video Games