

107-1 Full Curriculum of Da-Yeh University

Information			
Title	Animation-Style Researching	Serial No./ID	0753 /MDI1019
Required/Credit	Optimal /2	Time/Place	(Mon)56 / H606
Language	English	Grade Type	Number
Lecturer /Full- or Part-time	/Part-time	Graduate Class	Non-graduating Class
School System /Dept /Class, Grade	Bachelor /Bachelor Program for Multimedia Digital Content /Class 1, Grade 1		
Office Hour / Place	n.a.		
Lecturer	n.a.		

Introduction
<p>1. Strengthen the ability of students in the creation of 3D visual</p> <p>2. Strengthen students' ability to operate on a project</p> <p>3. enhance the professional integration of technology with other programs</p>

Outline
<p>focuses on how to make use of computer animation in maya. Enable to use software in the future System to make a rich and interesting animated images in 3D computer . Students will begin to learn how to make Role modeling techniques , textures , actions and outputs into a movie.</p>

Prerequisite
<p>1. 2D design concepts 3D basic concepts</p>

The Relationship Between Courses and Departmental Core Competencies and Basic Skills



Acquire professional knowledge of multimedia digital content design

Acquire the technologies, skills and the capability of using modern tools for practicing multimedia digital content design

Acquire the capability of integrating multimedia digital content knowledge and technologies



Acquire the capability of finding out, analyzing and solving complex interdisciplinary multimedia design problems



Acquire the capability of creative thinking and innovational design

Acquire the capability of managing project, communicating each other, respecting different viewpoints and cooperating within the team



Realize the industrial issues and understand the effects of multimedia design to industries, social ecology and economy, and worldwide



Acquire the capability of lifetime learning

Acquire professional working ethics and society responsibility

Teaching Plan						
Core Capability	Weight(%) 【A】	Ability index(Performance Indicators)	Teaching Methods	Assessment and Weight	Core Competency Learning Outcomes 【B】	Final Exam Grades 【C=B*A】
Acquire professional knowledge of multimedia digital content design	20	Cultivate the capability of realizing multimedia digital content theory Cultivate the capability of being familiar with multimedia digital content knowledge Cultivate the capability of being possessed of multimedia digital content professional knowledge, including animation, comic, game design, and so on Cultivate the capability of being possessed of multimedia digital content design quality and accomplishment, including cultural creativity, art, esthetics, and so on	Group Work Film Appreciation Special Report	Group Report: 40% Final Exam: 40% Course Participation: 10% Product Manufacturing: 10%	Total: 100	20
Acquire the capability of finding out, analyzing and solving complex interdisciplinary multimedia design problems	10	Cultivate the capability of exploring complex multimedia design problems Cultivate the capability of analyzing and organizing complex multimedia design problems Cultivate the capability of solving and practicing complex multimedia design systems	Group Work Film Appreciation Special Report	Group Report: 40% Final Exam: 40% Course Participation: 10% Product Manufacturing: 10%	Total: 100	10

Acquire the capability of creative thinking and innovational design	40	Cultivate the capability of creative thinking Cultivate the capability of innovational design	Group Work Film Appreciation Special Report	Group Report: 40% Final Exam: 40% Product Manufacturing: 10% Course Participation: 10%	Total: 100	40
Realize the industrial issues and understand the effects of multimedia design to industries, social ecology and economy, and worldwide	20	Cultivate the capability of realizing the industrial issues of multimedia digital content Cultivate the capability of understanding the effects of multimedia design to industries, societies, and worldwide Cultivate the capability of great foresight and international view Cultivate working proficiency in career of multimedia digital content Cultivate the capability of solving industry actual problem	Group Work Film Appreciation Special Report	Group Report: 40% Final Exam: 40% Course Participation: 10% Product Manufacturing: 10%	Total: 100	20
Acquire the capability of lifetime learning	10	Cultivate the capability of lifetime learning by different ways	Group Work Film Appreciation Special Report	Group Report: 40% Course Participation: 10% Final Exam: 40% Product Manufacturing: 10%	Total: 100	10

Grade Auditing

Final Exam: 40%

Group Report: 40%

Product Manufacturing: 10%

Course Participation: 10%

Book Type (Respect intellectual property rights. Please use official textbooks and do not illegally photocopy others' works.)

Book Type	Book name	Author
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Reference Books 動畫導論：美學與實務 張晏榕

Lesson Plan

Weeks	Content	Teaching Methods
1	Introduction to teaching content, group operation & intellectual property rights promotion (including inform students to use genuine textbooks) & traffic safety promotion team cooperation editor & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda	Group Work
2	Introduction to animation style (1)	Special Report
3	Introduction to animation style (2)	Special Report
4	Introduction to animation style (3)	Special Report
5	group report (1)	Group Work
6	group report (2)	Group Work
7	group Report (3)	Group Work
8	Group Report (4)	Group Work
9	Animation Appreciation (1)	Film Appreciation
10	Animation Appreciation (2)	Film Appreciation
11	Animation Appreciation (3)	Film Appreciation
12	Group Sharing Analysis (1)	Group Work
13	Group Sharing Analysis (2)	Group Work
14	Group Sharing Analysis (3)	Group Work
15	Group Sharing Analysis (4)	Group Work
16	Group Sharing Analysis (5)	Group Work
17	Group Sharing Analysis (6)	Group Work
18	final exam report	Special Report