

107-1 Full Curriculum of Da-Yeh University

Information			
Title	Computer Animation (1)	Serial No./ID	0766 / MDI2011
Required/Credit	Required /3	Time/Place	(Thu)1234 /PX302
Language	Chinese	Grade Type	Number
Lecturer /Full- or Part-time	tuffkid wu /Full-time	Graduate Class	Non-graduating Class
School System /Dept /Class, Grade	Bachelor /Bachelor Program for Multimedia Digital Content /Class 1, Grade 2		
Office Hour / Place	(Mon) 12:00~13:20, (Tue) 12:00~13:20, (Tue) 13:20~14:10, (Tue) 14:20~15:10, (Wed) 12:00~13:20, (Wed) 15:20~16:10, (Wed) 16:20~17:10, (Thu) 12:00~13:20 / PX301		
Lecturer	n.a.		

Introduction
This course is to help students understand the concepts and MAYA computer animation design. The specific course objectives are as follows: 1 to enable students to understand the current development of computer animation 2 students with computer animation design 3 equip students with the practical ability to design computer-based animation

Outline
1.MAYA computer animations 2.MAYA computer animation design, implementation

Prerequisite
none

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	30	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	Lecturing Case Study Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Product Manufacturing: 30% Record on Experiment: 10%	Total: 100	30
Acquire the technologies, skills and the capability of using modern tools for practicing multimedia digital content design	30	Cultivate the capability of being possessed of and applying multimedia digital content professional design technologies and skills Cultivate the capability of using modern multimedia software and hardware tools Cultivate the capability of implementing multimedia digital content system	Lecturing Case Study Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Product Manufacturing: 30% Record on Experiment: 10%	Total: 100	30

Acquire the capability of integrating multimedia digital content knowledge and technologies	10	Cultivate the capability of integrating theoretical knowledge and practical technology Cultivate the capability of integrating visual communication, information technology and content management knowledge	Lecturing Case Study Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Record on Experiment: 10% Product Manufacturing: 30%	Total: 100	10
Acquire the capability of creative thinking and innovational design	20	Cultivate the capability of creative thinking Cultivate the capability of innovational design	Lecturing Case Study Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Product Manufacturing: 30% Record on Experiment: 10%	Total: 100	20
Acquire the capability of lifetime learning	10	Cultivate the capability of lifetime learning by different ways	Lecturing Case Study Practical Operation (Experiment, Machine Operation	Final Exam: 30% Product Manufacturing: 30% Homework Assignment: 30% Record on Experiment: 10%	Total: 100	10

Grade Auditing

Homework Assignment: 30%

Product Manufacturing: 30%

Final Exam: 30%

Record on Experiment: 10%

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

Book Type	Book name	Author
Instructor-compiled	Maya卡通角色建模案例	吳旻書

Material

Lesson Plan

Weeks	Content	Teaching Methods
1	Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
2	MAYA Basic Features	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
3	Geometric Modeling 1	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
4	Geometric Modeling 2	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
5	Geometric Modeling 3	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
6	Geometric Modeling 4	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
7	Geometric Modeling 5	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
8	Geometric Modeling 6	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
9	Midterm	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
10	Biological Modeling 1	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
11	Biological Modeling 2	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
12	Biological Modeling 3	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
13	Biological Modeling 4	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
14	Biological Modeling 5	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
15	Biological Modeling 6	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
16	Biological Modeling 7	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation

17	Biological Modeling 8	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
18	Final exam	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation