

107-1 Full Curriculum of Da-Yeh University

Information			
Title	Game Art Design	Serial No./ID	2476 /MDI3010
Required/Credit	Optinal /2	Time/Place	(Thu)78 /PX302
Language	Chinese	Grade Type	Number
Lecturer /Full- or Part-time	黃懷德 /Full-time	Graduate Class	Non-graduating Class
School System /Dept /Class, Grade	Bachelor /Bachelor Program for Multimedia Digital Content /Class 2, Grade 3		
Office Hour / Place	n.a.		
Lecturer	n.a.		

Introduction

The different styles of game content Planning, complete design roles, scenes and all kinds of props, and thus complies with the industry market 2D art talent.

Outline

American and Japanese and Korean style of the master
 Game plan writing
 Male and female design
 Monster Design
 All kinds of weapons and props design
 Armor design
 Scene design

Prerequisite

This course is required to be familiar with PHOTOSHOP. PAINTER software such as learning
 And has the ability to both good sketches, concepts and hand-drawn animation of the human body

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 Practical Operation (Experiment, Machine Operation	Course Participation: 30% Homework Assignment: 30% Final Exam: 30% Experiment Operation: 10%	Total: 100	30
Acquire the technologies, skills and the capability of using modern tools for practicing multimedia digital content design	20	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 Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Course Participation: 30% Experiment Operation: 10%	Total: 100	20

Acquire the capability of integrating multimedia digital content knowledge and technologies	20	Cultivate the capability of integrating theoretical knowledge and practical technology Cultivate the capability of integrating visual communication, information technology and content management knowledge	Lecturing Practical Operation (Experiment, Machine Operation	Course Participation: 30% Homework Assignment: 30% Final Exam: 30% Experiment Operation: 10%	Total: 100	20
Acquire the capability of creative thinking and innovational design	10	Cultivate the capability of creative thinking Cultivate the capability of innovational design	Lecturing Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Course Participation: 30% Experiment Operation: 10%	Total: 100	10
Realize the industrial issues and understand the effects of multimedia design to industries, social ecology and economy, and worldwide	10	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	Lecturing Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Experiment Operation: 10% Course Participation: 30%	Total: 100	10
Acquire the capability of lifetime learning	10	Cultivate the capability of lifetime learning by different ways	Lecturing Practical Operation (Experiment, Machine Operation	Final Exam: 30% Course Participation: 30% Homework Assignment: 30% Experiment Operation: 10%	Total: 100	10

Grade Auditing

Homework Assignment: 30%

Course Participation: 30%

Final Exam: 30%

Experiment Operation: 10%

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

Book Type	Book name	Author
Reference Books	色彩與光線Color and Light: A Guide for the Realist Painter	詹姆士.葛爾尼 James Gurney

Lesson Plan

Weeks	Content	Teaching Methods
1	Course Description & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda	Lecturing、 Practical Operation (Experiment, Machine Operation
2	Art hand-painted basic skills and Primary Photoshop drawing course.	Lecturing、 Practical Operation (Experiment, Machine Operation
3	Advanced Photoshop drawing course : brush + layer.	Lecturing、 Practical Operation (Experiment, Machine Operation
4	Sketches & Line Art & Black Line Finishing & Color Finishing.	Lecturing、 Practical Operation (Experiment, Machine Operation
5	Basic atmosphere drawing : character & scene.	Lecturing、 Practical Operation (Experiment, Machine Operation
6	One-point perspective : character & scene.	Lecturing、 Practical Operation (Experiment, Machine Operation
7	Primary-level atmosphere drawing : character.	Lecturing、 Practical Operation (Experiment, Machine Operation
8	Primary-level atmosphere drawing : scene.	Lecturing、 Practical Operation (Experiment, Machine Operation
9	Midterm Exam(30%)	Lecturing、 Practical Operation (Experiment, Machine Operation
10	Two-point perspective : character & scene.	Lecturing、 Practical Operation (Experiment, Machine Operation

11	Middle-level atmosphere drawing : character.	Lecturing、 Practical Operation (Experiment, Machine Operation
12	Middle-level atmosphere drawing : scene.	Lecturing、 Practical Operation (Experiment, Machine Operation
13	Three-point perspective : character & scene.	Lecturing、 Practical Operation (Experiment, Machine Operation
14	High-level atmosphere drawing : character.	Lecturing、 Practical Operation (Experiment, Machine Operation
15	High-level atmosphere drawing : scene.	Lecturing、 Practical Operation (Experiment, Machine Operation
16	More-point perspective : character & scene.	Lecturing、 Practical Operation (Experiment, Machine Operation
17	Advanced Practical Drawing Course.	Lecturing、 Practical Operation (Experiment, Machine Operation
18	Final Exam(30%)	Lecturing、 Practical Operation (Experiment, Machine Operation