

107-1 Full Curriculum of Da-Yeh University

Information			
Title	Advanced Modeling	Serial No./ID	3654 /MDI3030
Required/Credit	Optinal /2	Time/Place	(Thu)78 /H718
Language	Chinese	Grade Type	Number
Lecturer /Full- or Part-time	江家慶 /Full-time	Graduate Class	Non-graduating Class
School System /Dept /Class, Grade	Bachelor /Bachelor Program for Multimedia Digital Content /Class 1, Grade 3		
Office Hour / Place	(Tue) 14:20~15:10, (Wed) 12:00~13:20, (Thu) 12:00~13:20, (Thu) 13:20~14:10, (Thu) 14:20~15:10, (Fri) 12:00~13:20 / PX-301		
Lecturer	n.a.		

Introduction

進階模型是初階模型的延續課程，所接觸的材料、技能會更多更雜。

所以要求進度更嚴格。

此課程目標是要求學生學期能完成一件自創的Q版角色作品，不同於初階模型的課堂臨摹。

此外必須開模翻製自己的作品。

需要用到美國土、AB模型土、木條、石粉紙粘土。

Outline

自創Q版角色三視圖、零件爆炸圖解說、作品分件拆解製作、開模翻製、噴筆、底漆。

Prerequisite

必須先修過初階模型，且表現優良，並有良好的立體造型概念.有耐心毅力者。

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

Acquire the capability of integrating multimedia digital content knowledge and technologies	40	Cultivate the capability of integrating theoretical knowledge and practical technology Cultivate the capability of integrating visual communication, information technology and content management knowledge	Case Study Film Appreciation Practical Operation (Experiment, Machine Operation	Final Exam: 20% Homework Assignment: 30% Course Participation: 20% Product Manufacturing: 30%	Total: 100	40
Acquire the capability of finding out, analyzing and solving complex interdisciplinary multimedia design problems	30	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	Case Study Practical Operation (Experiment, Machine Operation	Final Exam: 20% Homework Assignment: 30% Course Participation: 20% Product Manufacturing: 30%	Total: 100	30

Grade Auditing

Homework Assignment: 30%

Product Manufacturing: 28%

Final Exam: 22%

Course Participation: 20%

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

フィギュアの教科書 原型入門編

模型的王國

Lesson Plan

Weeks	Content	Teaching Methods
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1	Course content explanation. Use of materials. & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda	Film Appreciation
2	Check the design and the material	Case Study、 Practical Operation (Experiment, Machine Operation
3	The basic shape of the production	Practical Operation (Experiment, Machine Operation
4	The role of face production	Practical Operation (Experiment, Machine Operation
5	Basic demolition and mini grinding	Practical Operation (Experiment, Machine Operation
6	The use of the mortar	Practical Operation (Experiment, Machine Operation
7	The production of various parts	Practical Operation (Experiment, Machine Operation
8	Parts of the production	Practical Operation (Experiment, Machine Operation
9	Details of the Ministry of the production	Practical Operation (Experiment, Machine Operation
10	Details of the Ministry of the production	Practical Operation (Experiment, Machine Operation
11	Production of the role of the scene	Practical Operation (Experiment, Machine Operation
12	The final details of the inspection & parts of the degree of inspection	Practical Operation (Experiment, Machine Operation
13	Turn the mold to explain & Die material custom	Practical Operation (Experiment, Machine Operation
14	Production of external mold. Fixed objects	Practical Operation (Experiment, Machine Operation
15	Production of external mold. Fixed objects	Practical Operation (Experiment, Machine Operation
16	Demoulding & drafting	Practical Operation (Experiment, Machine Operation
17	Patch repair works. Patch repair techniques	Practical Operation (Experiment, Machine Operation
18	Final assignments	Case Study