

107-2 Full Curriculum of Da-Yeh University

Information			
Title	Plastic Art Fundamentals	Serial No./ID	0731 /MDI1012
Required/Credit	Required /3	Time/Place	(Thu)5678 /H718
Language	English	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 2, Grade 1		
Office Hour / Place	(Wed) 12:00~13:20, (Thu) 12:00~13:20, (Fri) 12:00~13:20 / Px-301		
Lecturer	n.a.		

Introduction

Design shape emotional and rational basis for the use of a method, system, the research in the field of art and design modeling problems co-existing stages, professional learning for students in the future, to establish a good and solid foundation.

Outline

Shape does not refer to the primary basis for the design of a professional status, but the design of the co-existence of professional modeling problem, namely a combination of frame shape, color, texture, formal beauty law, modeling, teaching and creative thinking, etc. research, is "three constitute" constitute the integrated use of space and design of these four basic elements.

Prerequisite

- 1.Photo Shop
- 2.Illustrator

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: 40% Product Manufacturing: 60%	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	Homework Assignment: 60% Course Participation: 40%	Total: 100	20

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 Practical Operation (Experiment, Machine Operation	Homework Assignment: 60% Course Participation: 40%	Total: 100	10
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	Practical Operation (Experiment, Machine Operation Group Work	Homework Assignment: 60% Course Participation: 40%	Total: 100	10
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	Homework Assignment: 60% Course Participation: 40%	Total: 100	10
Acquire the capability of managing project, communicating each other, respecting different viewpoints and cooperating within the team	10	Cultivate the capability of project planning, execution and management Cultivate the capability of communication, coordination, and team cooperation Cultivate the capability of respecting different viewpoints	Practical Operation (Experiment, Machine Operation Group Work	Homework Assignment: 60% Assessment on Teamwork: 40%	Total: 100	10

Acquire the capability of lifetime learning	10	Cultivate the capability of lifetime learning by different ways	Practical Operation (Experiment, Machine Operation	Homework Assignment: 60% Course Participation: 40%	Total: 100	10
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Grade Auditing

Homework Assignment: 42%

Course Participation: 36%

Product Manufacturing: 18%

Assessment on Teamwork: 4%

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

Book Type	Book name	Author
Textbook	基礎設計	林崇宏

Lesson Plan

Weeks	Content	Teaching Methods
1	Course Description and Assignment Specification. Customized Materials & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda	Lecturing
2	The Theoretical Basis of Form Constitution	Lecturing
3	Class painting practice	Practical Operation (Experiment, Machine Operation
4	Class painting practice	Practical Operation (Experiment, Machine Operation
5	Basic structure to explain	Lecturing
6	Class painting practice	Practical Operation (Experiment, Machine Operation
7	Class painting practice	Practical Operation (Experiment, Machine Operation
8	Mid-term operations	Practical Operation (Experiment, Machine Operation
9	Image composition	Lecturing

10	Class painting practice	Practical Operation (Experiment, Machine Operation)
11	Class painting practice	Practical Operation (Experiment, Machine Operation)
12	Texture composition and technique development	Lecturing
13	Class painting practice	Practical Operation (Experiment, Machine Operation)
14	Class painting practice	Practical Operation (Experiment, Machine Operation)
15	Gold ratio	Lecturing
16	Class painting practice	Practical Operation (Experiment, Machine Operation)
17	Class painting practice	Practical Operation (Experiment, Machine Operation)
18	Final results	Lecturing