

107-2 Full Curriculum of Da-Yeh University

Information			
Title	Handmade Anime Comic	Serial No./ID	0736 / MDI2017
Required/Credit	Required /3	Time/Place	(Wed)9AB / H718
Language	English	Grade Type	Number
Lecturer /Full- or Part-time	/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	(Tue) 12:00~13:20, (Wed) 12:00~13:20, (Wed) 15:20~16:10, (Wed) 16:20~17:10, (Fri) 12:00~13:20 / PX301		
Lecturer	n.a.		

Introduction

This course will study human anatomy , muscle anatomy , and human dynamic performance , and added through a structure for the secondary school , so that students learn to lay a good foundation in the animation -related courses.

Outline

A : facial features two structures : the head of various Perspective III: the proportion of muscle Four: dynamic performance V: expression interpretation Six: structure learning perspective VII: hand-painted scenarios

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	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	Lecturing Group Discussion Case Study Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Course Participation: 30% Experiment Operation: 10%	Total: 100	20
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 Group Discussion Practical Operation (Experiment, Machine Operation Case Study	Final Exam: 30% Homework Assignment: 30% Experiment Operation: 10% Course Participation: 30%	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 Group Discussion Practical Operation (Experiment, Machine Operation	Final Exam: 30% Course Participation: 30% Homework Assignment: 30% Experiment Operation: 10%	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	Lecturing Group Discussion Practical Operation (Experiment, Machine Operation Case Study	Final Exam: 30% Homework Assignment: 30% Experiment Operation: 10% Course Participation: 30%	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 Group Discussion Case Study Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Course Participation: 30% Experiment Operation: 10%	Total: 100	10
Acquire the capability of lifetime learning	10	Cultivate the capability of lifetime learning by different ways	Lecturing Group Discussion Practical Operation (Experiment, Machine Operation Case Study	Final Exam: 30% Homework Assignment: 30% Experiment Operation: 10% Course Participation: 30%	Total: 100	10

Acquire professional working ethics and society responsibility	10	Cultivate the accomplishment of being possessed of well human relationship and career ethics Cultivate the accomplishment of being possessed of society responsibility in professional field	Lecturing Group Discussion Case Study Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Course Participation: 30% Experiment Operation: 10%	Total: 100	10
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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
Instructor-compiled	手繪動漫人體	陳志隆

Lesson Plan

Weeks	Content	Teaching Methods
1	課程介紹與學習方向 & 智財權宣導(含告知學生應使用 正版教科書) & 交通安全宣導 & Traffic safety Propaganda safety Propaganda	Lecturing、 Practical Operation (Experiment, Machine Operation
2	The proportion of people face and facial features concept eyes, ears, nose, mouth [Western realism and Japanese manga difference]	Lecturing、 Practical Operation (Experiment, Machine Operation
3	Perspective angle drill head -1	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
4	Perspective angle drill head -2	Lecturing、 Practical Operation (Experiment, Machine Operation
5	Changes in the expression	Lecturing、 Practical Operation (Experiment, Machine Operation

6	Male body proportion	Lecturing、 Practical Operation (Experiment, Machine Operation
7	The proportion of female body	Lecturing、 Practical Operation (Experiment, Machine Operation
8	Body movements induction training -1	Lecturing、 Practical Operation (Experiment, Machine Operation
9	Body movements induction training -2	Lecturing、 Practical Operation (Experiment, Machine Operation
10	Expressions and body language show -1	Lecturing、 Practical Operation (Experiment, Machine Operation
11	Expressions and body language show -2	Lecturing、 Practical Operation (Experiment, Machine Operation
12	Expressions and body language show -3	Lecturing、 Practical Operation (Experiment, Machine Operation
13	Space and character point perspective -1	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
14	Space and character point perspective -2	Lecturing、 Practical Operation (Experiment, Machine Operation
15	Space and character two-point perspective -1	Lecturing、 Practical Operation (Experiment, Machine Operation
16	Space and character two-point perspective -2	Lecturing、 Practical Operation (Experiment, Machine Operation
17	Situational exam	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
18	Submit the final job: to review the overall experience to share with	Lecturing