107-2 Full Curriculum of Da-Yeh University

Information			
Title	3D Animation (2)	Serial No./ID	0754 /MDI3011
Required/Credit	Optinal /2	Time/Place	(Fri)56 /PX302
Language	Chinese	Grade Type	Number
Lecturer /Full- or Part-time	/Part-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	n.a.		
Lecturer	n.a.		

Introduction

1。Strengthen the ability of students in the creation of 3D animation2。Strengthen students’ ability to operate on a project3。enhance the professional integration of technology with other programs

Outline

focuses on how to make use of computer animation in maya。 Enable to use software in the future System to make a rich and interesting animated images in 3D computer 。Students will begin to learn how to key animation, lighting, and compose

Prerequisite

1。2D design concept 2。3D basic concepts

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

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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 Group Discussion Practical Operation (Experiment, Machine Operation Group Work	Final Exam: 30% Homework Assignment: 30% Course Participation: 10% Product Manufacturing: 30%	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 implementing multimedia digital content system Cultivate the capability of using modern multimedia software and hardware tools	Group Discussion Group Work	Final Exam: 30% Homework Assignment: 30% Product Manufacturing: 30% Course Participation: 10%	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 Group Discussion Group Work Practical Operation (Experiment, Machine Operation	Final Exam: 30% Course Participation: 10% Homework Assignment: 30% Product Manufacturing: 30%	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 solving and practicing complex multimedia design systems Cultivate the capability of analyzing and organizing complex multimedia design problems	Lecturing	Final Exam: 30% Homework Assignment: 30% Product Manufacturing: 30% Course Participation: 10%	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	Group Work	Final Exam: 30% Homework Assignment: 30% Course Participation: 10% Product Manufacturing: 30%	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 the capability of solving industry actual problem Cultivate working proficiency in career of multimedia digital	Practical Operation (Experiment, Machine Operation Group Work	Final Exam: 30% Homework Assignment: 30% Product Manufacturing: 30% Course Participation: 10%	Total: 100	10

Acquire the capability of lifetime learning	10	Cultivate the capability of lifetime learning by different ways	Practical Operation (Experiment, Machine Operation Group Work	Final Exam: 30% Homework Assignment: 30% Course Participation: 10% Product Manufacturing: 30%	Total: 100	10

Grade Auditing

Homework Assignment: 30%
Final Exam: 30%
Product Manufacturing: 30%
Course Participation: 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	MAYA 建模卡漫角色案例實錄	吳旻書

Lesson Plan

Weeks	Content	Teaching Methods
1	Course Description Group assignment & intellectual property rights advocacy (including informing students should use genuine textbooks) & Traffic Safety Propaganda & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation
2	Animation production process introduction	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Group Work
3	Story board	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Group Work
4	Motion board	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Group Work

5	3D Layout_1	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Group Work
6	3D Layout_2	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Group Work
7	3D Animation_1	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Group Work
8	3D Animation_2	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Group Work
9	Midterm test	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Group Work
10	Liting_1	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Group Work
11	Liting_2	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Group Work
12	Material_1	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Group Work
13	Material_2	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Group Work
14	Rander	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Group Work
15	VFX_1	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Group Work
16	VFX_2	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Group Work

17	Out put & editing	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Group Work
18	Final exam	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Group Work