107-2 Full Curriculum of Da-Yeh University

Information			
Title	Advanced Particle Effect Practice	Serial No./ID	0774 /MDI4013
Required/Credit	Optinal /2	Time/Place	(Wed)34 /PX302
Language	English	Grade Type	Number
Lecturer /Full- or Part-time	/Full-time	Graduate Class	Graduating Class
School System /Dept /Class, Grade	Bachelor /Bachelor Program for Multimedia Digital Content /Class 1, Grade 4		
Office Hour / Place	(Mon) 12:00~13:20, (Mon) 17:10~18:00, (Tue) 12:00~13:20, (Wed) 12:00~13:20, (Wed) 13:20~14:10, (Thu) 12:00~13:20, (Thu) 13:20~14:10 / px301		
Lecturer	n.a.		

Introduction

Introduction: advanced special effects production
Objective: To enable students to learn the effects of film animation industry production methods

Outline

1.Maya particle
2.Advanced Maya particle
3.particle Comp

Prerequisite

Maya particle
COMP

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

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	Final Exam: 30% Homework Assignment: 30% Course Participation: 10% Record on Experiment: 30%	Total: 100	20
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	Final Exam: 30% Homework Assignment: 30% Record on Experiment: 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	Final Exam: 30% Course Participation: 10% Homework Assignment: 30% Record on Experiment: 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 analyzing and organizing complex multimedia design problems Cultivate the capability of solving and practicing complex multimedia design systems	Lecturing Practical Operation (Experiment, Machine Operation Special Report	Final Exam: 30% Homework Assignment: 30% Record on Experiment: 30% Course Participation: 10%	Total: 100	10
Acquire the capability of creative thinking and innovational design	20	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: 10% Record on Experiment: 30%	Total: 100	20
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	Lecturing Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Record on Experiment: 30% Course Participation: 10%	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 Special Report	Final Exam: 30% Homework Assignment: 30% Course Participation: 10% Record on Experiment: 30%	Total: 100	10

Grade Auditing

Homework Assignment: 30%
Final Exam: 30%
Record on Experiment: 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
Instructor-compiled	本人自編	李中魁

Lesson Plan

Weeks	Content	Teaching Methods
1	An introduction to the basic principles of advanced molecular effects animation & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda	Lecturing
2	Maya Particle system basic interface introduction	Lecturing
3	Film (Golden Compass Golden Compass) in the use of special effects	Lecturing
4	Particle Expression tutorial -1	Lecturing
5	Particle Expression tutorial -2	Lecturing
6	Cloth simulation -1	Lecturing
7	Cloth simulation -2	Lecturing
8	Cloth simulation -3	Lecturing
9	Midterm exam	Lecturing

10	Fume FX plug-in to use the introduction -1	Lecturing
11	Fume FX plug-in to use the introduction -2	Lecturing
12	Fume FX plug-in to use the introduction -3	Lecturing
13	Pulldownit plug-in software to explain -1	Lecturing
14	Pulldownit plug-in software to explain -2	Lecturing
15	Pulldownit plug-in software to explain -3	Lecturing
16	Pulldownit plug-in software to explain -4	Lecturing
17	Rendering & Composite	Lecturing
18	Final exam	Lecturing