

108-1 Full Curriculum of Da-Yeh University

Information			
Title	2D Animation	Serial No./ID	0653 /MDI3019
Required/Credit	Optinal /3	Time/Place	(Wed)234 /PX304
Language	Chinese	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 1, Grade 2		
Office Hour / Place	(Tue) 13:20~14:10, (Tue) 14:20~15:10, (Wed) 15:20~16:10, (Wed) 16:20~17:10, (Fri) 12:00~13:20 / PX301		
Lecturer	n.a.		

Introduction

This course focuses on 2D animation techniques to develop, such as character set, and other scenes, original paintings and hand-drawn animation software or allow students to concepts and performance factors lens, integrated in the performance of the technique.






Outline

- 1: Animation principles and concepts
- 2: Sketch and dynamic human skeleton practice
- 3: The composition and perspective
- 4: The use of light and color science
- 5: Performance and Practice

Prerequisite


Students are required to have the design drawings, and hand-drawn animation of human learning courses for basic skills.

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 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 Cultivate the capability of realizing multimedia digital content theory	Practical Operation (Experiment, Machine Operation Case Study Lecturing Film Appreciation	Course Participation: 20% Homework Assignment: 30% Final Exam: 30% Experiment Operation: 20%	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 Case Study Practical Operation (Experiment, Machine Operation Film Appreciation	Final Exam: 30% Homework Assignment: 30% Course Participation: 20% Experiment Operation: 20%	Total: 100	20

Acquire the capability of integrating multimedia digital content knowledge and technologies	15	Cultivate the capability of integrating theoretical knowledge and practical technology Cultivate the capability of integrating visual communication, information technology and content management knowledge	Practical Operation (Experiment, Machine Operation Group Discussion Lecturing Film Appreciation	Course Participation: 20% Homework Assignment: 30% Final Exam: 30% Experiment Operation: 20%	Total: 100	15
Acquire the capability of creative thinking and innovational design	15	Cultivate the capability of creative thinking Cultivate the capability of innovational design	Lecturing Case Study Practical Operation (Experiment, Machine Operation Film Appreciation	Final Exam: 30% Homework Assignment: 30% Course Participation: 20% Experiment Operation: 20%	Total: 100	15
Acquire the capability of managing project, communicating each other, respecting different viewpoints and cooperating within the team	20	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 Case Study Film Appreciation Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Experiment Operation: 20% Course Participation: 20%	Total: 100	20
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 Practical Operation (Experiment, Machine Operation Case Study Film Appreciation	Final Exam: 30% Course Participation: 20% Homework Assignment: 30% Experiment Operation: 20%	Total: 100	10

Grade Auditing

Homework Assignment: 30%

Final Exam: 30%

Experiment Operation: 20%

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
Instructor-compiled	自編教材	陳志隆

Lesson Plan

Weeks	Content	Teaching Methods
1	The first week course introduces & 智財權宣導(含告知學生應使用正版教科書)	Lecturing
2	The second week of animation process - pre-production - production - post-production	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
3	The third week of animation software to learn -1	Lecturing、 Practical Operation (Experiment, Machine Operation
4	The fourth week animation software to learn -2	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
5	Fifth week of animation software to learn -3	Lecturing、 Group Discussion、 Case Study 、 Practical Operation (Experiment, Machine Operation
6	Sixth Week principles of animation - Simple Object Exercises	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
7	Seventh week storyboard presentation	Lecturing、 Group Discussion、 Case Study 、 Practical Operation (Experiment, Machine Operation
8	Composition and camera angles eighth week	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
9	Interim Report of the ninth week of work	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation

10	Table law tenth week	Lecturing、 Practical Operation (Experiment, Machine Operation
11	Week 11 of the original painting design and background	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
12	The end of the twelfth week of animation - the idea of the system before	Lecturing、 Group Discussion、 Case Study 、 Practical Operation (Experiment, Machine Operation
13	Week 13 Final animation -1	Lecturing、 Group Discussion、 Case Study 、 Practical Operation (Experiment, Machine Operation
14	Tenth four weeks ending animation -2	Lecturing、 Practical Operation (Experiment, Machine Operation
15	Week 15 Final animation -3	Lecturing、 Practical Operation (Experiment, Machine Operation
16	Sixteenth week ending animation -4	Lecturing、 Practical Operation (Experiment, Machine Operation
17	Week 17 Final animation -5	Lecturing、 Practical Operation (Experiment, Machine Operation
18	Eighteenth-week final exam - Animation published	Lecturing、 Group Discussion、 Case Study 、 Practical Operation (Experiment, Machine Operation