

108-1 Full Curriculum of Da-Yeh University

Information			
Title	Illustration Book Design	Serial No./ID	0657 / MDI3013
Required/Credit	Optinal /2	Time/Place	(Tue)56 / H718
Language	Chinese	Grade Type	Number
Lecturer /Full- or Part-time	黃懷德 /Full-time	Graduate Class	Non-graduating Class
School System /Dept /Class, Grade	Bachelor /Bachelor Program for Multimedia Digital Content /Class 2, Grade 2		
Office Hour / Place	n.a.		
Lecturer	n.a.		

Introduction

Try to learn a variety of commercial-style illustrations, and learn to integrate the use of the complementary relationship between the color and material of the students in the process regardless of skill level, can identify their own c r e a t i v e methods.

Outline

PHOTOSHOP. PAINTER software such as learning
 The basic concepts of color and light and shade
 Portrait of depicting realistic style
 Romance style master
 Animation scene design performance
 Animals and birds illustration exercises
 Creation story picture books

Prerequisite

This course requires basic sketching ability, and hand-drawn animation of the concept of the human body, or have a good basis for Good drawing tutorials.

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 possessed of multimedia digital content professional knowledge, including animation, comic, game design, and so on Cultivate the capability of being familiar with multimedia digital content knowledge 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	Lecturing Practical Operation (Experiment, Machine Operation	Course Participation: 30% Homework Assignment: 30% Final Exam: 30% Experiment Operation: 10%	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 Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Course Participation: 30% Experiment Operation: 10%	Total: 100	20

Acquire the capability of finding out, analyzing and solving complex interdisciplinary multimedia design problems	10	Cultivate the capability of analyzing and organizing complex multimedia design problems Cultivate the capability of exploring complex multimedia design problems Cultivate the capability of solving and practicing complex multimedia design systems	Lecturing Practical Operation (Experiment, Machine Operation	Course Participation: 30% Homework Assignment: 30% Final Exam: 30% Experiment Operation: 10%	Total: 100	10
Acquire the capability of creative thinking and innovational design	30	Cultivate the capability of innovational design Cultivate the capability of creative thinking	Lecturing Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Course Participation: 30% Experiment Operation: 10%	Total: 100	30
Realize the industrial issues and understand the effects of multimedia design to industries, social ecology and economy, and worldwide	10	Cultivate the capability of understanding the effects of multimedia design to industries, societies, and worldwide Cultivate the capability of realizing the industrial issues of multimedia digital content 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 content	Lecturing Practical Operation (Experiment, Machine Operation	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 Practical Operation (Experiment, Machine Operation	Final Exam: 30% Course Participation: 30% Homework Assignment: 30% Experiment Operation: 10%	Total: 100	10

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
Reference Books	百年之家 The House	作者\路易斯 J. Patrick Lewis 繪者\英諾桑提 Roberto Innocenti

Lesson Plan

Weeks	Content	Teaching Methods
1	Course Description & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda	Lecturing、 Practical Operation (Experiment, Machine Operation
2	Basic picture book technique and application.	Lecturing、 Practical Operation (Experiment, Machine Operation
3	Pencil technique & Black pen technique.	Lecturing、 Practical Operation (Experiment, Machine Operation
4	Color pencil technique & Crayon technique.	Lecturing、 Practical Operation (Experiment, Machine Operation
5	Picture Book : Character Settings.	Lecturing、 Practical Operation (Experiment, Machine Operation
6	Character : Children's picture book & Commercial picture book.	Lecturing、 Practical Operation (Experiment, Machine Operation
7	Picture Book : Scene Settings.	Lecturing、 Practical Operation (Experiment, Machine Operation
8	Scene : Children's picture book & Commercial picture book.	Lecturing、 Practical Operation (Experiment, Machine Operation
9	Midterm Exam(30%)	Lecturing、 Practical Operation (Experiment, Machine Operation
10	Picture book : hand-painted + computer painting techniques.	Lecturing、 Practical Operation (Experiment, Machine Operation

11	Picture book : Imagination extension & story writing.	Lecturing、 Practical Operation (Experiment, Machine Operation
12	Picture book : storyboard.	Lecturing、 Practical Operation (Experiment, Machine Operation
13	Picture book : Illustrations and text.	Lecturing、 Practical Operation (Experiment, Machine Operation
14	Traditional picture book.	Lecturing、 Practical Operation (Experiment, Machine Operation
15	Subversion picture book.	Lecturing、 Practical Operation (Experiment, Machine Operation
16	Creative picture book.	Lecturing、 Practical Operation (Experiment, Machine Operation
17	Comprehensive picture book.	Lecturing、 Practical Operation (Experiment, Machine Operation
18	Final Exam(30%)	Lecturing、 Practical Operation (Experiment, Machine Operation