

108-1 Full Curriculum of Da-Yeh University

Information			
Title	2D Animation	Serial No./ID	0658 /MDI3019
Required/Credit	Optinal /3	Time/Place	(Wed)9AB /PX304
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 2		
Office Hour / Place	(Mon) 12:00~13:20, (Tue) 12:00~13:20, (Wed) 12:00~13:20, (Thu) 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	Lecturing Case Study Practical Operation (Experiment, Machine Operation	Course Participation: 10% Homework Assignment: 20% Final Exam: 40% Product Manufacturing: 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 Case Study Film Appreciation	Final Exam: 40% Homework Assignment: 20% Course Participation: 10% Product Manufacturing: 30%	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	Lecturing Case Study Film Appreciation	Course Participation: 10% Homework Assignment: 20% Final Exam: 40% Product Manufacturing: 30%	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 Group Discussion Film Appreciation	Final Exam: 40% Homework Assignment: 20% Course Participation: 10% Product Manufacturing: 30%	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	Talk/Speech Film Appreciation Case Study Lecturing	Final Exam: 40% Homework Assignment: 20% Product Manufacturing: 30% Course Participation: 10%	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	Film Appreciation Case Study Group Discussion Special Report Lecturing	Final Exam: 40% Course Participation: 10% Homework Assignment: 20% Product Manufacturing: 30%	Total: 100	10

Grade Auditing

Final Exam: 40%

Product Manufacturing: 30%

Homework Assignment: 20%

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	自編講義	本人

Lesson Plan

Weeks	Content	Teaching Methods
1	2D animation theory analysis _1 & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda	Lecturing、 Film Appreciation
2	2D animation theory analysis _2	Lecturing、 Film Appreciation
3	2D animation theory analysis _3	Lecturing、 Practical Operation (Experiment, Machine Operation、 Film Appreciation
4	2D animation (Storyboard drawing) _1	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation、 Film Appreciation
5	2D animation (Storyboard drawing) _2	Lecturing、 Practical Operation (Experiment, Machine Operation、 Film Appreciation
6	2D animation (Storyboard drawing) _3	Lecturing、 Practical Operation (Experiment, Machine Operation、 Film Appreciation
7	2D animation (Storyboard drawing) _4	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation、 Film Appreciation
8	2D animation (Storyboard drawing) _5	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation、 Film Appreciation

9	Handing In Mid-term Assignments	Group Discussion、 Group Work
10	2D animation (Using AE software for editing footage) _1	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation、 Film Appreciation
11	2D animation (Using AE software for editing footage) _2	Lecturing、 Group Discussion、 Case Study、 Practical Operation (Experiment, Machine Operation、 Film Appreciation
12	2D animation (Using AE software for editing footage) _3	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation、 Film Appreciation
13	2D animation (Using AE software for editing footage) _4	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation、 Film Appreciation
14	2D animation (AE software cascade integrated application) _1	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation、 Group Work、 Film Appreciation
15	2D animation (AE software cascade integrated application) _2	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation、 Film Appreciation
16	2D animation (AE software cascade integrated application) _3	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation、 Group Work、 Film Appreciation
17	2D animation (AE software cascade integrated application) _4	Lecturing、 Practical Operation (Experiment, Machine Operation、 Group Work、 Film Appreciation
18	Handing In final exam assignments	Lecturing、 Case Study、 Group Work、 Film Appreciation