108-1 Full Curriculum of Da-Yeh University

Information						
Title	Game Art Design	Serial No./ID	0662 / MDI3010			
Required/Credit	Optinal /2	Time/Place	(Thu)56 /PX302			
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 1, Grade 3					
Office Hour / Place	n.a.					
Lecturer	n.a.					

Introduction

The different styles of game content Planning, complete design roles, scenes and all kinds of props, and thus complies with the industry market 2D art talent.

Outline

American and Japanese and Korean style of the master

Game plan writing

Male and female design

Monster Design

All kinds of weapons and props design

Armor design

Scene design

Prerequisite

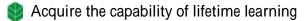
This course is required to be familiar with PHOTOSHOP. PAINTER software such as learning And has the ability to both good sketches, concepts and hand-drawn animation of the human body

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 professional working ethics and society responsibility

Teaching Plan						
Core Capability	Weight(%)【A】	Ability index(Performance Indicators)	Teaching Methods	Assessment and Weight	Core Competence Learning Outcomes	Grades
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,	Final Exam: 30% Homework Assignment: 30% Course Participation: 30% Experiment Operation: 10%	Total: 100	20
Acquire the technologies, skills and the capability of using modern tools for practicing multimedia digital content design	10	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% Experiment Operation: 10% Course Participation: 30%	Total: 100	10

Acquire the capability of integrating multimedia digital content knowledge and technologies	20	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,	Final Exam: 30% Course Participation: 30% Homework Assignment: 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 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	Practical Operation (Experiment, Machine	Final Exam: 30% Homework Assignment: 30% Experiment Operation: 10% Course Participation: 30%	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	Practical	Final Exam: 30% Homework Assignment: 30% Course Participation: 30% Experiment Operation: 10%	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	Practical Operation (Experiment,	Final Exam: 30% Homework Assignment: 30% Experiment Operation: 10% Course Participation: 30%	Total: 100	10

Acquire the	10	Cultivate the capability of	Lecturing	Final Exam: 30%	Total: 100	10
capability of		lifetime learning by	Practical	Homework		
lifetime learning		different ways	Operation	Assignment: 30%		
			(Experiment,	Course		
			Machine	Participation: 30%		
			Operation	Experiment		
				Operation: 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	色彩與光線Color and Light: A Guide for the Realist	詹姆士.葛爾尼 James Gurney
	Painter	

Lesson Plan Weeks Content Teaching Methods Lecturing, **Practical Operation** 1 Course Description & Intellectual Property Protection (use (Experiment, Machine Operation legitimate textbooks only) & Traffic safety Propaganda Lecturing, Practical Operation 2 Art hand-painted basic skills and Primary Photoshop (Experiment, Machine Operation drawing course. Lecturing, Practical Operation Advanced Photoshop drawing course: brush + layer. 3 (Experiment, Machine Operation Lecturing, Practical Operation 4 Sketches & Line Art & Black Line Finishing & Color (Experiment, Machine Operation Finishing. Lecturing, Practical Operation 5 Basic atmosphere drawing: character & scene. (Experiment, Machine Operation Lecturing, Practical Operation 6 One-point perspective: character & scene. (Experiment, Machine Operation Lecturing, Practical Operation 7 Primary-level atmosphere drawing: character. (Experiment, Machine Operation

8	Primary-level atmosphere drawing : scene.	Lecturing,	Practical Operation
		(Experiment	t, Machine Operation
9	Midterm Exam(30%)	Lecturing、	Practical Operation
		(Experiment	t, Machine Operation
10	Two-point perspective : character & scene.	Lecturing,	Practical Operation
		(Experiment	t, Machine Operation
11	Middle-level atmosphere drawing : character.	Lecturing,	Practical Operation
		(Experiment	t, Machine Operation
12	Middle-level atmosphere drawing : scene.	Lecturing,	Practical Operation
		(Experiment	t, Machine Operation
13	Three-point perspective : character & scene.	Lecturing,	Practical Operation
		(Experiment	t, Machine Operation
14	High-level atmosphere drawing : character.	Lecturing,	Practical Operation
		(Experiment	t, Machine Operation
15	High-level atmosphere drawing : scene.	Lecturing,	Practical Operation
		(Experiment	t, Machine Operation
16	More-point perspective : character & scene.	Lecturing,	Practical Operation
		(Experiment	t, Machine Operation
17	Advanced Practical Drawing Course.	Lecturing,	Practical Operation
		(Experiment	t, Machine Operation
18	Final Exam(30%)	Lecturing,	Practical Operation
		(Experiment	t, Machine Operation