

108-1 Full Curriculum of Da-Yeh University

Information			
Title	Design Drawing	Serial No./ID	1911 /MDI1004
Required/Credit	Required /2	Time/Place	(Tue)234 /PX420
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 1		
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
1 through thematic want to stimulate the c r e a t e ion of sketches made use of multi-media learning guide the development of skills and personal qualities sketch multi-oriented, which trained more solid and accurate depiction of capacity. 2 training c r e a t e ive ability to think independently and objective observation and analysis of the performance of the basic shape of the force. 3 train students to observe, describe the ability and c r e a t e ive ability to design show. o

Outline
1 Course De s c r i p t ion, communication, packet instructions, before making 2 basic training unit 3 Proposition c r e a t e ive exercises 4 Portfolio / body sketches 5 extracurricular assignments

Prerequisite
Enthusiasm for the design sketch, based rendering capability.ο

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
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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	Case Study Lecturing Practical Operation (Experiment, Machine Operation	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	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 Case Study Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Course Participation: 20% Experiment Operation: 20%	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	Case Study Lecturing Practical Operation (Experiment, Machine Operation	Course Participation: 20% Homework Assignment: 30% Final Exam: 30% Experiment Operation: 20%	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	Lecturing Case Study Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Course Participation: 20% Experiment Operation: 20%	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 Case Study Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Experiment Operation: 20% Course Participation: 20%	Total: 100	20
Acquire the capability of lifetime learning	20	Cultivate the capability of lifetime learning by different ways	Lecturing Case Study Practical Operation (Experiment, Machine Operation	Final Exam: 30% Course Participation: 20% Homework Assignment: 30% Experiment Operation: 20%	Total: 100	20

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	設計素描	陳志隆
Material-compiled	設計素描	陳志隆

Lesson Plan

Weeks	Content	Teaching Methods
1	課程介紹與學習方向 & 智財權宣導(含告知學生應使用 正版教科書)	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
2	鉛筆線條與明暗變化	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
3	幾何結構光影表現	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
4	初階靜物一	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
5	初階靜物二	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
6	複雜靜物一	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
7	複雜靜物二	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
8	精細材質表現一	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
9	精細材質表現二	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
10	精細材質表現三	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
11	風景素描一	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
12	風景素描二	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
13	人像素描一	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation

14	人像素描二	Lecturing、 Case Study、 Practical
15	期末作業：素描創作一	Operation (Experiment, Machine Operation Lecturing、 Case Study、 Practical
16	期末作業：素描創作二	Operation (Experiment, Machine Operation Lecturing、 Case Study、 Practical
17	期末作業：素描創作三	Operation (Experiment, Machine Operation Lecturing、 Case Study、 Practical
18	繳交期末作業：心得分享與總檢討	Operation (Experiment, Machine Operation Lecturing