108-2 Full Curriculum of Da-Yeh University

Information			
Title	Computer Graphics	Serial No./ID	1856 /MDI2009
Required/Credit	Required /3	Time/Place	(Tue)5678 /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 2, Grade 1		
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 teaches students vector graphics software Illustrator and with the use of the concept of system, Step by Step way gradually teach various functions and skills of the students Illustrator.

Outline

This course teaches students vector graphics software Illustrator and with the use of the concept of system, Step by Step way gradually teach various functions and skills of the students Illustrator.

Prerequisite

None

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	30	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 Practical Operation (Experiment, Machine Operation	Course Participation: 30% Homework Assignment: 30% Final Exam: 30% Experiment Operation: 10%	Total: 100	30
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% Course Participation: 30% Experiment Operation: 10%	Total: 100	10

Acquire the capability of integrating multimedia digital content knowledge and technologies	10	Cultivate the capability of integrating theoretical knowledge and practical technology Cultivate the capability of integrating visual communication, information technology and content management knowledge	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	20	Cultivate the capability of creative thinking Cultivate the capability of innovational design	Lecturing Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Course Participation: 30% Experiment Operation: 10%	Total: 100	20
Realize the industrial issues and understand the effects of multimedia design to industries, social ecology and economy, and worldwide	10	Cultivate the capability of realizing the industrial issues of multimedia digital content Cultivate the capability of understanding the effects of multimedia design to industries, societies, and worldwide Cultivate the capability of great foresight and international view Cultivate working proficiency in career of multimedia digital content Cultivate the capability of solving industry actual problem	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 lifetime learning	20	Cultivate the capability of lifetime learning by different ways	Lecturing Practical Operation (Experiment, Machine Operation	Final Exam: 30% Course Participation: 30% Homework Assignment: 30% Experiment Operation: 10%	Total: 100	20

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	藝用解剖全書Anatomy for the Artist	莎拉.席姆伯特 SARAH SIMBLET / 著作 & 約翰. 戴維斯 JOHN DAVIS / 攝影

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	Art hand-painted basic skills	Lecturing、 Practical Operation (Experiment, Machine Operation
3	Hand painting techniques : Basic character	Lecturing、 Practical Operation (Experiment, Machine Operation
4	Hand painting techniques : Basic scene	Lecturing、 Practical Operation (Experiment, Machine Operation
5	One-point perspective : character	Lecturing、 Practical Operation (Experiment, Machine Operation
6	Hand painting techniques : Primary character	Lecturing、 Practical Operation (Experiment, Machine Operation
7	Hand painting techniques : Intermediate level character	Lecturing、 Practical Operation (Experiment, Machine Operation
8	One-point perspective : scene	Lecturing、 Practical Operation (Experiment, Machine Operation
9	Midterm Exam	Practical Operation (Experiment, Machine Operation
10	Hand painting techniques : Primary scene	Lecturing、 Practical Operation (Experiment, Machine Operation

11	Hand painting techniques : Intermediate level scene	Lecturing、 Practical Operation (Experiment, Machine Operation
12	Elementary Practical Drawing Course	Lecturing、 Practical Operation (Experiment, Machine Operation
13	Two-point perspective : character	Lecturing、 Practical Operation (Experiment, Machine Operation
14	Hand painting techniques : Advanced character	Lecturing、 Practical Operation (Experiment, Machine Operation
15	Two-point perspective : scene	Lecturing、 Practical Operation (Experiment, Machine Operation
16	Hand painting techniques : Advanced scene	Lecturing、 Practical Operation (Experiment, Machine Operation
17	Advanced Practical Drawing Course	Lecturing、 Practical Operation (Experiment, Machine Operation
18	Final Exam	Practical Operation (Experiment, Machine Operation