

109-1 Full Curriculum of Da-Yeh University

Information			
Title	Animation-Style Researching	Serial No./ID	0641 / MDI1019
Required/Credit	Optinal /2	Time/Place	(Thu)78 / H563
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) 12:00~13:20, (Tue) 14:20~15:10, (Thu) 12:00~13:20, (Fri) 12:00~13:20 / PX301		
Lecturer	n.a.		

Introduction
1. Strengthen the ability of students in the creation of 3D visual 2. Strengthen students' ability to operate on a project 3. enhance the professional integration of technology with other programs

Outline
focuses on how to make use of computer animation in maya. Enable to use software in the future System to make a rich and interesting animated images in 3D computer. Students will begin to learn how to make Role modeling techniques, textures, actions and outputs into a movie.

Prerequisite
1. 2D design concepts 3D basic concepts

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 managing project, communicating each other, respecting different viewpoints

and cooperating within the team

Acquire the capability of lifetime learning.



Acquire the capability of collecting, interpreting and analyzing global multimedia industry trends, and participating in multimedia practical design.

Acquire professional working ethics and society responsibility



Acquire the humanities and arts accomplishment, and the capability of creative thinking and innovative design.



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 realizing multimedia digital content theory。 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。	Lecturing Case Study Group Work Film Appreciation	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	20	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 Group Work Film Appreciation	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	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.	Lecturing Case Study Film Appreciation Group Work	Final Exam: 30% Homework Assignment: 30% Experiment Operation: 10% Course Participation: 30%	Total: 100	20
Acquire the humanities and arts accomplishment, and the capability of creative thinking and innovative design 。	20	Cultivate the humanities and arts accomplishment。 Cultivate the capability of creative thinking。 Cultivate the capability of innovative design。	Lecturing Group Discussion Group Work Film Appreciation	Final Exam: 30% Homework Assignment: 30% Course Participation: 30% Experiment Operation: 10%	Total: 100	20
Acquire the capability of collecting, interpreting and analyzing global multimedia industry trends, and participating in multimedia practical design。	20	Cultivate the capability of realizing the global 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 Group Work Group Discussion Film Appreciation	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
Instructor-compiled	動畫賞析	陳志隆

Lesson Plan

Weeks	Content	Teaching Methods
1	Description of course content and grading method & promotion of intellectual property rights (including informing students Use genuine textbooks) & traffic safety promotion & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda	Lecturing、 Case Study、 Film Appreciation
2	Animation Appreciation and Explanation	Lecturing、 Film Appreciation
3	Animation Appreciation and Explanation	Lecturing、 Film Appreciation
4	Animation Appreciation and Explanation	Lecturing、 Film Appreciation
5	Animation Appreciation and Explanation	Lecturing、 Film Appreciation
6	Animation Appreciation and Explanation	Lecturing、 Film Appreciation
7	Animation Appreciation and Interim Report Explanation	Lecturing、 Group Work、 Film Appreciation
8	Interim report submission and discussion	Lecturing、 Group Work、 Film Appreciation
9	Interim report submission and discussion	Lecturing、 Case Study
10	Animation Appreciation and Explanation	Lecturing、 Film Appreciation
11	Animation Appreciation and Explanation	Lecturing、 Film Appreciation
12	Animation Appreciation and Explanation	Film Appreciation
13	Animation Appreciation and Explanation	Lecturing、 Film Appreciation

14	Animation Appreciation and Explanation	Lecturing、 Film Appreciation
15	Animation Appreciation and Explanation	Lecturing、 Film Appreciation
16	Animation Appreciation and Explanation	Lecturing、 Film Appreciation
17	Animation Appreciation and Final Report Explanation	Lecturing、 Film Appreciation
18	Final report submission and discussion	Lecturing、 Film Appreciation