109-2 Full Curriculum of Da-Yeh University

Information			
Title	Advanced Digital Sculpture	Serial No./ID	1686 /MDI4010
Required/Credit	Optinal /2	Time/Place	(Fri)34 /PX302
Language	Chinese	Grade Type	Number
Lecturer /Full- or Part-time	江家慶 /Full-time	Graduate Class	Graduating Class
School System /Dept /Class, Grade	Bachelor /Bachelor Program for Multimedia Digital Content /Class 2, Grade 4		
Office Hour / Place	(Tue) 12:00~13:20, (Wed) 12:00~13:20, (Thu) 12:00~13:20, (Fri) 12:00~13:20 / PX301		
Lecturer	n.a.		

Introduction

Learning the next generation of modeling and mapping skills and ideas
Goals so that students learn advanced animation concepts and game production skills

Outline

Workplace learning animation and game industry first off production Advanced Skills

Prerequisite

Digital Sculpture

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 the technologies, skills and the capability of using modern tools for practicing multimedia digital content design	25	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	Product Manufacturing: 30% Course Participation: 20% Homework Assignment: 30% Record on Experiment: 20%	Total: 100	25
Acquire the capability of integrating multimedia digital content knowledge and technologies	25	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	Product Manufacturing: 30% Course Participation: 20% Homework Assignment: 30% Record on Experiment: 20%	Total: 100	25
Acquire the capability of finding out, analyzing and solving complex interdisciplinary multimedia design problems	25	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 Practical Operation (Experiment, Machine Operation	Homework Assignment: 30% Course Participation: 20% Product Manufacturing: 30% Record on Experiment: 20%	Total: 100	25

Acquire the capability of lifetime learning 。	25	Cultivate the capability of lifetime learning by different ways。	Lecturing Practical Operation (Experiment, Machine Operation	Homework Assignment: 30% Course Participation: 20% Product Manufacturing: 30% Record on Experiment: 20%	Total: 100	25

Grade Auditing

Product Manufacturing: 30%
Homework Assignment: 30%
Course Participation: 20%
Record on Experiment: 20%

Book Type (Respect intellectual property rights. Please use official textbooks and do not illegally photocopy others' works.)

Book Type	Book name	Author
Textbook	火星課堂的ZB雕刻大師	王愷

Lesson Plan

Weeks	Content	Teaching Methods
1	ZBrush software operation introduction (brush introduction, mask, display hiding, personalized setting storage, thermal setting, group concept) ZBrush software operation introduction (brush introduction, masking, display hiding, personalized setting storage, thermal setting, group concept) & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda	Lecturing、 Practical Operation (Experiment, Machine Operation
2	ZBrush related symmetry function explanation	Lecturing、 Practical Operation (Experiment, Machine Operation
3	Large-scale modeling in ZBrush must be explained by DynaMesh function	Lecturing、 Practical Operation (Experiment, Machine Operation

4	ZBrush modeling follow-up process ZRemesher re-surface, additional engraving details	Lecturing、 Practical Operation (Experiment, Machine Operation
5	ZBrush directly models 01 without Z ball	Lecturing、 Practical Operation (Experiment, Machine Operation
6	ZBrush directly models without the Z ball 02	Lecturing、 Practical Operation (Experiment, Machine Operation
7	Pre-internship	Lecturing、 Practical Operation (Experiment, Machine Operation
8	Mid-term work	Lecturing
9	Red Character Maker 01 (ZBrush)	Lecturing、 Practical Operation (Experiment, Machine Operation
10	Red Character Maker 02 (ZBrush)	Lecturing、 Practical Operation (Experiment, Machine Operation
11	SpongeBob Character Making (ZBrush)	Lecturing、 Practical Operation (Experiment, Machine Operation
12	SpongeBob Character Making (ZBrush)	Lecturing、 Practical Operation (Experiment, Machine Operation
13	SpongeBob Character Making (ZBrush)	Lecturing、 Practical Operation (Experiment, Machine Operation
14	Little soldier role production (ZBrush)	Lecturing、 Practical Operation (Experiment, Machine Operation
15	Little soldier role production (ZBrush)	Lecturing、 Practical Operation (Experiment, Machine Operation
16	Little soldier role production (ZBrush)	Lecturing、 Practical Operation (Experiment, Machine Operation
17	Pre-term self-study	Lecturing、 Practical Operation (Experiment, Machine Operation
18	Final work	Lecturing