

109-2 Full Curriculum of Da-Yeh University

Information			
Title	Advanced 2D Animation	Serial No./ID	1830 / MDI2033
Required/Credit	Optinal /3	Time/Place	(Wed)234 /PX302
Language	Chinese	Grade Type	Number
Lecturer /Full- or Part-time	林運辰 /Part-time	Graduate Class	Non-graduating Class
School System /Dept /Class, Grade	Bachelor /Bachelor Program for Multimedia Digital Content /Class 2, Grade 2		
Office Hour / Place	n.a.		
Lecturer	n.a.		

Introduction
本課程重點培養獨立製作之能力，將從故事提案、人物設定、場景繪製、原畫與動畫、後製合成等，學習動畫完整製作流程，讓學生具備獨立完成一支2D動畫之相關技術。

Outline
1.提案、故事劇本 2.分鏡、動態腳本製作 3.場景、人物美術設計 4.原畫、動畫繪製 5.後製合成、配音配樂

Prerequisite
學生須先修過2D動畫課程，並具備基本手繪能力、clip studio、After Effects、Premiere等軟體基本操作。

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	10	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。	Group Discussion Practical Operation (Experiment, Machine Operation Group Work Student Presentation Special Report	Assessment on Teamwork: 20% Final Exam: 30% Group Report: 10% Experiment Operation: 40%	Total: 100	10
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。	Practical Operation (Experiment, Machine Operation	Assessment on Teamwork: 20% Final Exam: 30% Group Report: 10% Experiment Operation: 40%	Total: 100	10

Acquire the capability of integrating multimedia digital content knowledge and technologies	30	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	Group Report: 10% Final Exam: 30% Assessment on Teamwork: 20% Experiment Operation: 40%	Total: 100	30
Acquire the capability of finding out, analyzing and solving complex interdisciplinary multimedia design problems	5	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.	Case Study	Group Report: 10% Final Exam: 30% Assessment on Teamwork: 20% Experiment Operation: 40%	Total: 100	5
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 respecting different viewpoints. Cultivate the capability of communication, coordination, and team cooperation.	Group Discussion	Group Report: 10% Final Exam: 30% Experiment Operation: 40% Assessment on Teamwork: 20%	Total: 100	10
Acquire professional working ethics and society responsibility	5	Cultivate the accomplishment of being possessed of well human relationship and career ethics. Cultivate the accomplishment of being possessed of society responsibility in professional field.	Talk/Speech	Assessment on Teamwork: 20% Final Exam: 30% Group Report: 10% Experiment Operation: 40%	Total: 100	5

Acquire the humanities and arts accomplishment, and the capability of creative thinking and innovative design.	5	Cultivate the humanities and arts accomplishment. Cultivate the capability of creative thinking. Cultivate the capability of innovative design.	Group Discussion Case Study	Assessment on Teamwork: 20% Final Exam: 30% Group Report: 10% Experiment Operation: 40%	Total: 100	5
Acquire the capability of lifetime learning.	20	Cultivate the capability of lifetime learning by different ways.	Student Presentation	Group Report: 10% Final Exam: 30% Assessment on Teamwork: 20% Experiment Operation: 40%	Total: 100	20
Acquire the capability of collecting, interpreting and analyzing global multimedia industry trends, and participating in multimedia practical design.	5	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 working proficiency in career of multimedia digital content. Cultivate the capability of great foresight and international view. Cultivate the capability of solving industry actual problem.	Special Report Talk/Speech	Group Report: 10% Assessment on Teamwork: 20% Final Exam: 30% Experiment Operation: 40%	Total: 100	5

Grade Auditing

Experiment Operation: 40%

Final Exam: 30%

Assessment on Teamwork: 20%

Group Report: 10%

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

Book Type	Book name	Author
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Reference Books 動畫基礎技法 查理．威廉斯

Lesson Plan

Weeks	Content	Teaching Methods
1	課程介紹 / 專案分享 & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda	Talk/Speech
2	故事結構 / 提案說明	Group Discussion、 Group Work
3	故事提案	Student Presentation
4	分鏡 / 動態腳本 / 期程規劃	Case Study
5	動態腳本發表	Student Presentation
6	專案製作 -1 / 工作分配	Group Discussion、 Group Work
7	專案製作 -2	Group Work
8	專案製作 -3	Group Discussion、 Group Work
9	原畫呈現	Student Presentation
10	clip studio paint / Retas操作	Case Study
11	專案繪製-1	Group Discussion、 Group Work
12	專案繪製-2	Group Discussion、 Group Work
13	專案繪製-3	Group Discussion、 Group Work
14	原畫清稿發表	Student Presentation
15	After Effects 後製合成	Case Study
16	專案進度檢查 / 討論	Case Study
17	配音配樂	Group Discussion、 Group Work
18	成果發表	Student Presentation