

110-1 Full Curriculum of Da-Yeh University

Information			
Title	Particle Effect Practice	Serial No./ID	1090 / MDI4001
Required/Credit	Optinal /2	Time/Place	(Wed)56 /PX302
Language	Chinese	Grade Type	Number
Lecturer /Full- or Part-time	/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	(Mon) 12:00~13:20, (Tue) 11:10~12:00, (Tue) 12:00~13:20, (Wed) 11:10~12:00, (Wed) 12:00~13:20, (Wed) 15:20~16:10, (Wed) 16:20~17:10, (Thu) 12:00~13:20 / PX301		
Lecturer	n.a.		

Introduction

Strengthening the capacity of synthesis and effects

Outline

- 1.maya particle
- 2.nuke
- 3.realflow
- 4.smoke

Prerequisite

- 1.3D MAYA
- 2.AE

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	25	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。	Case Study Lecturing Practical Operation (Experiment, Machine Operation Group Work Film Appreciation	Course Participation: 10% Homework Assignment: 20% Final Exam: 40% Product Manufacturing: 30%	Total: 100	25
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。	Case Study Lecturing Practical Operation (Experiment, Machine Operation	Course Participation: 10% Homework Assignment: 20% Final Exam: 40% Product Manufacturing: 30%	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 Case Study Practical Operation (Experiment, Machine Operation Film Appreciation	Final Exam: 40% Homework Assignment: 20% Course Participation: 10% Product Manufacturing: 30%	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 Case Study Practical Operation (Experiment, Machine Operation Film Appreciation	Final Exam: 40% Homework Assignment: 20% Course Participation: 10% Product Manufacturing: 30%	Total: 100	25

Grade Auditing

Final Exam: 40%

Product Manufacturing: 30%

Homework Assignment: 20%

Course Participation: 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	自編教材	李中魁

Lesson Plan

Weeks	Content	Teaching Methods
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1	The difference between Special Effects and Visual Effects & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation 、 Film Appreciation
2	Visual Effects are used in 3D animation	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation 、 Film Appreciation
3	Maya Particle System Explanation-1	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation 、 Film Appreciation
4	Maya Particle System Explanation-2	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation 、 Film Appreciation
5	Maya Particle System Explanation-3	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation 、 Film Appreciation
6	Maya Particle System Explanation-4	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation 、 Film Appreciation
7	Visual Effects explained with Maya_1	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation 、 Film Appreciation
8	Visual Effects explained with Maya_2	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation 、 Film Appreciation
9	Mid-term assignment	Case Study
10	Visual Effects explained with Maya_3	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation 、 Film Appreciation
11	Visual Effects explained with Maya_4	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation 、 Film Appreciation
12	Visual Effects explained with Maya_5	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation 、 Film Appreciation
13	Visual Effects explained with Maya_6	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation 、 Film Appreciation

14	Visual Effects for rendering explanation-1	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation 、 Film Appreciation
15	Visual Effects for rendering explanation-2	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation 、 Film Appreciation
16	Visual Effects for compositing explanation-1	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation 、 Film Appreciation
17	Visual Effects for compositing explanation-2	Case Study
18	Final homework submission	Practical Operation (Experiment, Machine Operation