

110-1 Full Curriculum of Da-Yeh University





Information			
Title	Digital Sculpture	Serial No./ID	1091 /MDI4009
Required/Credit	Optinal /2	Time/Place	(Tue)34 /PX304
Language	Chinese	Grade Type	Number
Lecturer /Full- or Part-time	tuffkid wu /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, (Mon) 17:10~18:00, (Tue) 12:00~13:20, (Tue) 17:10~18:00, (Wed) 16:20~17:10, (Wed) 17:10~18:00, (Thu) 08:10~09:00, (Thu) 09:10~10:00, (Thu) 10:10~11:00, (Thu) 11:10~12:00, (Thu) 12:00~13:20 / PX301		
Lecturer	n.a.		

Introduction
<p>Learning ZBRUSH sculpture model</p> <p>Learning BODYPAINT draw maps</p> <p>MAYA modeling and integration ZBRUSH</p>

Outline
<p>1.ZBRUSH introduction</p> <p>2.ZBRUSH</p> <p>3.BODYPAINT introduction</p> <p>4.BODYPAINT</p> <p>5.MAYA Integration Practice and ZB production</p>

Prerequisite
Computer Animation (1) (2)

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。	Lecturing Practical Operation (Experiment, Machine Operation	Course Participation: 10% Homework Assignment: 30% Final Exam: 30% 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 implementing multimedia digital content system。Cultivate the capability of using modern multimedia software and hardware tools。	Lecturing Practical Operation (Experiment, Machine Operation	Course Participation: 10% Homework Assignment: 30% Final Exam: 30% Product Manufacturing: 30%	Total: 100	25

Acquire the capability of integrating multimedia digital content knowledge and technologies	25	Cultivate the capability of integrating visual communication, information technology and content management knowledge。Cultivate the capability of integrating theoretical knowledge and practical technology。	Lecturing Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Course Participation: 10% Product Manufacturing: 30%	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	Final Exam: 30% Homework Assignment: 30% Course Participation: 10% Product Manufacturing: 30%	Total: 100	25

Grade Auditing

Homework Assignment: 30%

Final Exam: 30%

Product Manufacturing: 30%

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	本人

Lesson Plan

Weeks	Content	Teaching Methods
1	智慧財產權宣導 & 智財權宣導(含告知學生應使用正版教科書) & 交通安全宣導 & Traffic safety Propaganda safety Propaganda	Lecturing、 Practical Operation (Experiment, Machine Operation
2	Substance interface	Lecturing、 Practical Operation (Experiment, Machine Operation

3	Substance interface	Lecturing、 Practical Operation (Experiment, Machine Operation
4	exercise	Lecturing、 Practical Operation (Experiment, Machine Operation
5	exercise	Lecturing、 Practical Operation (Experiment, Machine Operation
6	exercise	Lecturing、 Practical Operation (Experiment, Machine Operation
7	exercise	Lecturing、 Practical Operation (Experiment, Machine Operation
8	exercise	Lecturing、 Practical Operation (Experiment, Machine Operation
9	Interim published	Lecturing
10	marvelous design	Lecturing、 Practical Operation (Experiment, Machine Operation
11	marvelous design interface	Lecturing、 Practical Operation (Experiment, Machine Operation
12	exercise	Lecturing、 Practical Operation (Experiment, Machine Operation
13	exercise	Lecturing、 Practical Operation (Experiment, Machine Operation
14	exercise	Lecturing、 Practical Operation (Experiment, Machine Operation
15	exercise	Lecturing、 Practical Operation (Experiment, Machine Operation
16	exercise	Lecturing、 Practical Operation (Experiment, Machine Operation
17	Closing published1	Lecturing、 Practical Operation (Experiment, Machine Operation
18	Closing published2	Lecturing、 Practical Operation (Experiment, Machine Operation