

# 110-1 Full Curriculum of Da-Yeh University

| Information                       |                                                                                                                                                                                                                         |                |                      |
|-----------------------------------|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------|----------------------|
| Title                             | Animation Design                                                                                                                                                                                                        | Serial No./ID  | 2204 /DAR5167        |
| Required/Credit                   | Optinal /3                                                                                                                                                                                                              | Time/Place     | (Wed)ABC /PX302      |
| Language                          | Chinese                                                                                                                                                                                                                 | Grade Type     | Number               |
| Lecturer /Full- or Part-time      | tuffkid wu /Full-time                                                                                                                                                                                                   | Graduate Class | Non-graduating Class |
| School System /Dept /Class, Grade | Master /Graduate Program of Design and Arts Colloge /Class 1, Grade 1                                                                                                                                                   |                |                      |
| 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                          | 、                                                                                                                                                                                                                       |                |                      |

| Introduction                |
|-----------------------------|
| 簡介：2D/3D動畫研究                |
| 目標：學習動畫原理並分析與研究動畫影響視覺與心理的層次 |

| Outline                              |
|--------------------------------------|
| 學習動畫製作原理，並探究動畫本身歷史，研究動畫帶給觀賞者的視覺與心理層次 |

| Prerequisite  |
|---------------|
| 2D/3D動畫製作基礎能力 |

| The Relationship Between Courses and Departmental Core Competencies and Basic Skills                                                                                                                                                                                                                                                                                                                                     |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
|  創新人文思維論述及務實社會關懷實做能力<br> 跨域設計開發與專業連結整合能力<br> 國際移動學習與跨境創作實踐能力<br> 多元性設計藝術拓展與新世代科技運用能力 |

## Teaching Plan

| Core Capability             | Weight(%)<br>【A】 | Ability<br>index(Performance<br>Indicators)                                                                                                                               | Teaching<br>Methods                                                       | Assessment and<br>Weight                                                                                           | Core<br>Competency<br>Learning<br>Outcomes<br>【B】 | Final<br>Exam<br>Grades<br>【C=B*A<br>】 |
|-----------------------------|------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------|---------------------------------------------------|----------------------------------------|
| 多元性設計藝術<br>拓展與新世代科<br>技運用能力 | 30               | 專業藝術理論的貫徹能力<br>發掘並定義設計議題之能力<br>具備建立解決設計議題程序的能力<br>專業藝術創作的執行能力<br>跨領域整合專業知識，<br>創新研發能力<br>具備邏輯思辨的能力<br>使用者導向設計問題解決能力<br>跨領域整合專業知識，<br>創新研發能力<br>具備以各種表現法工具(2D,3D)呈現設計構想的能力 | Group<br>Discussion<br>Lecturing<br>Case Study<br>Student<br>Presentation | Course<br>Participation: 10%<br>Homework<br>Assignment: 30%<br>Final Exam: 30%<br>Product<br>Manufacturing:<br>30% | Total: 100                                        | 30                                     |
| 創新人文思維論<br>述及務實社會關<br>懷實做能力 | 30               |                                                                                                                                                                           | Group<br>Discussion<br>Lecturing<br>Case Study                            | Course<br>Participation: 10%<br>Homework<br>Assignment: 30%<br>Final Exam: 30%<br>Product<br>Manufacturing:<br>30% | Total: 100                                        | 30                                     |
| 跨域設計開發與<br>專業連結整合能<br>力     | 30               |                                                                                                                                                                           | Lecturing<br>Group<br>Discussion<br>Case Study                            | Final Exam: 30%<br>Homework<br>Assignment: 30%<br>Course<br>Participation: 10%<br>Product<br>Manufacturing:<br>30% | Total: 100                                        | 30                                     |

|                     |    |                                                |                                                                                                                    |            |    |
|---------------------|----|------------------------------------------------|--------------------------------------------------------------------------------------------------------------------|------------|----|
| 國際移動學習與<br>跨境創作實踐能力 | 10 | Lecturing<br>Group<br>Discussion<br>Case Study | Final Exam: 30%<br>Homework<br>Assignment: 30%<br>Course<br>Participation: 10%<br>Product<br>Manufacturing:<br>30% | Total: 100 | 10 |
|---------------------|----|------------------------------------------------|--------------------------------------------------------------------------------------------------------------------|------------|----|

|                            |  |  |  |  |  |
|----------------------------|--|--|--|--|--|
| 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     | Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda | Lecturing                                   |
| 2     | Love, Death & Robots S1                                                                                                                                                                     | Group Discussion、 Case Study                |
| 3     | Love, Death & Robots S1                                                                                                                                                                     | Lecturing、 Case Study                       |
| 4     | Love, Death & Robots S1                                                                                                                                                                     | Lecturing、 Case Study                       |
| 5     | Love, Death & Robots S1                                                                                                                                                                     | Lecturing、 Case Study                       |
| 6     | Love, Death & Robots S1                                                                                                                                                                     | Lecturing、 Case Study                       |
| 7     | Love, Death & Robots S1                                                                                                                                                                     | Lecturing、 Case Study                       |
| 8     | Animation Bible discussion                                                                                                                                                                  | Group Discussion                            |
| 9     | Register for company visitation                                                                                                                                                             | Lecturing、 Case Study、 Student Presentation |

|    |                            |                       |
|----|----------------------------|-----------------------|
| 10 | Love, Death & Robots S2    | Lecturing、 Case Study |
| 11 | Love, Death & Robots S2    | Lecturing、 Case Study |
| 12 | Love, Death & Robots S2    | Lecturing、 Case Study |
| 13 | Love, Death & Robots S2    | Lecturing、 Case Study |
| 14 | Love, Death & Robots S2    | Lecturing、 Case Study |
| 15 | Love, Death & Robots S2    | Lecturing、 Case Study |
| 16 | Love, Death & Robots S2    | Lecturing、 Case Study |
| 17 | Animation Bible discussion | Group Discussion      |
| 18 | Publish                    | Student Presentation  |