111-1 Full Curriculum of Da-Yeh University

Information			
Title	Character Animation	Serial No./ID	0587 /MDI3012
Required/Credit	Optinal /3	Time/Place	(Thu)567 /H615
Language	Chinese	Grade Type	Number
Lecturer /Full- or Part-time	tuffkid wu /Full-time	Graduate Class	Non-graduating Class
School System /Dept /Class, Grade	Bachelor /Bachelor Program for Multimedia Digital Content /Class 1, Grade 3		
Office Hour / Place	(Mon) 12:00~13:20, (Mon) 17:10~18:00, (Tue) 12:00~13:20, (Tue) 17:10~18:00, (Wed) 12:00~13:20, (Thu) 12:00~13:20, (Thu) 16:20~17:10 / PX301		
Lecturer	n.a.		

Introduction

Students will learn how to ｃｒｅａｔｅe 3D model in proper sequence, and paint textures of character by using photoshop to promote models made.

Outline

Character design
Polygon skill
Edit Model for Quality
Material
Unwrapper uvw
Paint Texture
Light
Bake texture
Midterm examination
Bone and Manipulater（一）
Bone and Manipulater（二）
Hair and Fur
Animation（一）
Animation（二）
Render setup
Post-effect
Facial expression
Final examination

Prerequisite

Photoshop Basic skill

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	20	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 Case Study Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Course Participation: 10% Product Manufacturing: 30%	Total: 100	20
Acquire the capability of integrating multimedia digital content knowledge and technologies	20	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	Final Exam: 30% Homework Assignment: 30% Course Participation: 10% Product Manufacturing: 30%	Total: 100	20
Acquire the capability of finding out, analyzing and solving complex interdisciplinary multimedia design problems	20	Cultivate the capability of exploring complex multimedia design problems。 Cultivate the capability of solving and practicing complex multimedia design systems。 Cultivate the capability of analyzing and organizing complex multimedia design problems。	Lecturing Case Study Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Product Manufacturing: 30% Course Participation: 10%	Total: 100	20

Acquire the capability of managing project, communicating each other, respecting different viewpoints and cooperating within the team	20	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。	Lecturing Case Study Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Course Participation: 10% Product Manufacturing: 30%	Total: 100	20
Acquire the capability of lifetime learning 。	20	Cultivate the capability of lifetime learning by different ways。	Lecturing Case Study Practical Operation (Experiment, Machine Operation	Final Exam: 30% Course Participation: 10% Homework Assignment: 30% Product Manufacturing: 30%	Total: 100	20

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	Own teaching materials	Tuffkid Wu

Lesson Plan

Weeks	Content	Teaching Methods
1	智慧財產宣導與課程介紹 & 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
2	Bouncing Ball Weight Control	Lecturing、 Case Study

3	walk cycle	動作表演、 Lecturing、 Practical Operation (Experiment, Machine Operation
4	walk cycle	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation 、 Film Appreciation
5	run cycle	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
6	run cycle	Lecturing、 Practical Operation (Experiment, Machine Operation
7	Game character -ready	Lecturing、 Practical Operation (Experiment, Machine Operation
8	Game character -stand	Lecturing、 Case Study
9	Game character -attack	Lecturing、 Practical Operation (Experiment, Machine Operation
10	Game character -attack	Lecturing、 Case Study
11	Game character -jump	Lecturing、 Practical Operation (Experiment, Machine Operation
12	Game character -death	Lecturing、 Practical Operation (Experiment, Machine Operation
13	Performing the role of action	Lecturing、 Practical Operation (Experiment, Machine Operation
14	Performing the role of action	Lecturing、 Case Study
15	Performing the role of action	Lecturing、 Practical Operation (Experiment, Machine Operation
16	Performing the role of action	Lecturing、 Practical Operation (Experiment, Machine Operation
17	Performing the role of action	Lecturing、 Practical Operation (Experiment, Machine Operation
18	Results published	Results published