

111-1 Full Curriculum of Da-Yeh University

Information			
Title	Digital Sculpture	Serial No./ID	0605 / MDI4009
Required/Credit	Optinal /2	Time/Place	(Tue)34 /PX304
Language	Chinese	Grade Type	Number
Lecturer /Full- or Part-time	Chen Wed Sheng /Part-time	Graduate Class	Graduating Class
School System /Dept /Class, Grade	Bachelor /Bachelor Program for Multimedia Digital Content /Class 2, Grade 4		
Office Hour / Place	n.a.		
Lecturer	n.a.		

Introduction
Learning ZBRUSH sculpture model Learning BODYPAINT draw maps MAYA modeling and integration ZBRUSH

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

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。	Practical Operation (Experiment, Machine Operation	Final Exam: 25% Midterm Exam: 25% Product Manufacturing: 50%	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。	Practical Operation (Experiment, Machine Operation	Final Exam: 25% Midterm Exam: 25% Product Manufacturing: 50%	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.	Practical Operation (Experiment, Machine Operation	Midterm Exam: 25% Final Exam: 25% Homework Assignment: 50%	Total: 100	25
Acquire the capability of lifetime learning	25	Cultivate the capability of lifetime learning by different ways.	Practical Operation (Experiment, Machine Operation	Midterm Exam: 25% Final Exam: 25% Record on Experiment: 50%	Total: 100	25

Grade Auditing

Final Exam: 25%

Product Manufacturing: 25%

Midterm Exam: 25%

Record on Experiment: 12.5%

Homework Assignment: 12.5%

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

Book Type	Book name	Author
Instructor-compiled	數位教學	陳偉盛

Lesson Plan

Weeks	Content	Teaching Methods
1	Introduction and operation of ZB basic base surface & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda	Practical Operation (Experiment, Machine Operation
2	ZB筆刷介紹與運用實務操作	Practical Operation (Experiment, Machine Operation
3	ZB Practical Demonstration Case - Practical Operation of Bow Knot Sculpture	Practical Operation (Experiment, Machine Operation

4	ZB hard surface tool introduction and operation practice	Practical Operation (Experiment, Machine Operation)
5	ZB hard surface example - Doraemon props practical operation	Practical Operation (Experiment, Machine Operation)
6	ZB character making - reference material search and analysis practical operation	Practical Operation (Experiment, Machine Operation)
7	ZB Character Production - Practical Operation of Large Scale Production	Practical Operation (Experiment, Machine Operation)
8	ZB Character Creation - Practical Operation of Viewing Characters and Correcting Scale	Practical Operation (Experiment, Machine Operation)
9	Mid-Semester - Production Review Practices Over the Past Weeks	Practical Operation (Experiment, Machine Operation)
10	ZB character production - practical operation of body and limb detail carving	Practical Operation (Experiment, Machine Operation)
11	ZB Character Production - Practical Operation of Facial Detail Production	Practical Operation (Experiment, Machine Operation)
12	ZB Character Production - Finishing the draft and arranging the model practical operation	Practical Operation (Experiment, Machine Operation)
13	MAYA Extension Model - Wiring Instructions Practical Operation	Practical Operation (Experiment, Machine Operation)
14	MAYA Expansion Model - Practical Trial and Practical Operation	Practical Operation (Experiment, Machine Operation)
15	MAYA folding UV description and production practice	Practical Operation (Experiment, Machine Operation)
16	ZB Basic Color Introduction and Operation Practical Operation	Practical Operation (Experiment, Machine Operation)
17	Review production problems and solve students' production problems	Practical Operation (Experiment, Machine Operation)
18	No review of practice	Practical Operation (Experiment, Machine Operation)