

111-1 Full Curriculum of Da-Yeh University

Information			
Title	3D Cultural Creation	Serial No./ID	1586 / MDI4008
Required/Credit	Optinal /3	Time/Place	(Fri)567 / H719
Language	Chinese	Grade Type	Number
Lecturer /Full- or Part-time	江家慶 /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	n.a.		
Lecturer	n.a.		

Introduction

本課程重點在動漫造型原創設計中，透過鐵線等素材，利用3D佈線原理，結合美國土之塑型或花燈骨架藝術，加以實做立體化。

Outline

- 1：鉛線與工具運用
- 2：造型設計與三視圖繪製
- 3：比例換算與實做
- 4：美國膚土與灰土運用
- 5：寫實風造型製作
- 6:烤土與打磨
- 7:AB補土運用

Prerequisite

基礎繪圖能力~

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	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。	Lecturing Practical Operation (Experiment, Machine Operation	Product Manufacturing: 25% Course Participation: 25% Homework Assignment: 25% Record on Experiment: 25%	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 Practical Operation (Experiment, Machine Operation	Product Manufacturing: 25% Course Participation: 25% Homework Assignment: 25% Record on Experiment: 25%	Total: 100	25
Acquire the humanities and arts accomplishment, and the capability of creative thinking and innovative design。	25	Cultivate the humanities and arts accomplishment。 Cultivate the capability of creative thinking。 Cultivate the capability of innovative design。	Lecturing Practical Operation (Experiment, Machine Operation Film Appreciation	Homework Assignment: 25% Course Participation: 25% Product Manufacturing: 25% Record on Experiment: 25%	Total: 100	25

Acquire the capability of lifetime learning 。	25	Cultivate the capability of lifetime learning by different ways。	Lecturing	Homework Assignment: 25% Course Participation: 25% Product Manufacturing: 25% Record on Experiment: 25%	Total: 100	25
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Grade Auditing

Homework Assignment: 25%

Course Participation: 25%

Product Manufacturing: 25%

Record on Experiment: 25%

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

Book Type	Book name	Author
Textbook	日本進口 美少女公仔製作圖解工具書 中文版	柚野香織

Lesson Plan

Weeks	Content	Teaching Methods
1	Material Introduction Course to. & Intellectual Property Protection (use legitimate textbooks only)	Lecturing、 Practical Operation (Experiment, Machine Operation
2	Material Introduction Course to.	Lecturing、 Practical Operation (Experiment, Machine Operation
3	Skeleton preparation of model. Prototype production	Lecturing、 Practical Operation (Experiment, Machine Operation
4	Prototype production. Oven thermosetting lectures and demonstrations	Lecturing、 Practical Operation (Experiment, Machine Operation
5	Face sculpture detail	Lecturing、 Practical Operation (Experiment, Machine Operation
6	Secondary hardening heat into the oven. Thermosetting demonstration	Lecturing、 Practical Operation (Experiment, Machine Operation
7	Body shape production	Lecturing、 Practical Operation (Experiment, Machine Operation

8	The overall shape ready. Into the oven thermosetting	Lecturing、 Practical Operation (Experiment, Machine Operation
9	View works progress & Role 3 View. Interim Results	Lecturing、 Practical Operation (Experiment, Machine Operation
10	Does not meet the progress of the students continue to strengthen	Lecturing、 Practical Operation (Experiment, Machine Operation
11	After the completion of the overall shape. Sanding operations.	Lecturing、 Practical Operation (Experiment, Machine Operation
12	After the completion of polishing spray paint. Now explain how	Lecturing、 Practical Operation (Experiment, Machine Operation
13	Shanghao primer. Began production details (AB Soil demonstration)	Lecturing、 Practical Operation (Experiment, Machine Operation
14	Production details	Lecturing、 Practical Operation (Experiment, Machine Operation
15	Final grinding.	Lecturing、 Practical Operation (Experiment, Machine Operation
16	Color demonstration. Acrylic. Colour of model paint. Airbrush	Lecturing、 Practical Operation (Experiment, Machine Operation
17	Color demonstration. Acrylic. Colour of model paint. Airbrush	Lecturing、 Practical Operation (Experiment, Machine Operation
18	Works completed play results.	Lecturing