

# 111-2 Full Curriculum of Da-Yeh University

| Information                       |                                                                             |                |                      |
|-----------------------------------|-----------------------------------------------------------------------------|----------------|----------------------|
| Title                             | Computer Graphics                                                           | Serial No./ID  | 0510 /MDI2009        |
| Required/Credit                   | Required /3                                                                 | Time/Place     | (Mon)5678 /PX302     |
| Language                          | Chinese                                                                     | Grade Type     | Number               |
| Lecturer /Full- or Part-time      | 黃懷德 /Full-time                                                              | Graduate Class | Non-graduating Class |
| School System /Dept /Class, Grade | Bachelor /Bachelor Program for Multimedia Digital Content /Class 2, Grade 1 |                |                      |
| Office Hour / Place               | (Mon) 12:00~13:20, (Wed) 12:00~13:20, (Thu) 12:00~13:20 / PX301             |                |                      |
| Lecturer                          | n.a.                                                                        |                |                      |

| Introduction                                                                                                                                                                                            |
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| This course teaches students vector graphics software Illustrator and with the use of the concept of system, Step by Step way gradually teach various functions and skills of the students Illustrator. |

| Outline                                                                                                                                                                                                 |
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| This course teaches students vector graphics software Illustrator and with the use of the concept of system, Step by Step way gradually teach various functions and skills of the students Illustrator. |

| Prerequisite |
|--------------|
| None         |

| The Relationship Between Courses and Departmental Core Competencies and Basic Skills                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
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|  Acquire professional knowledge of multimedia digital content design<br> Acquire the technologies, skills and the capability of using modern tools for practicing multimedia digital content design<br> Acquire the capability of integrating multimedia digital content knowledge and technologies<br>Acquire the capability of finding out, analyzing and solving complex interdisciplinary multimedia design problems<br>Acquire the capability of managing project, communicating each other, respecting different viewpoints and cooperating within the team<br> Acquire the capability of lifetime learning。<br> Acquire the capability of collecting, interpreting and analyzing global multimedia industry trends, and participating in multimedia practical design。<br>Acquire professional working ethics and society responsibility<br>Acquire the humanities and arts accomplishment, and the capability of creative thinking and innovative |



| Teaching Plan                                                                                                              |                  |                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |                                                                             |                                                                                                                |                                                |                                        |
|----------------------------------------------------------------------------------------------------------------------------|------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------|------------------------------------------------|----------------------------------------|
| Core Capability                                                                                                            | Weight(%)<br>【A】 | Ability<br>index(Performance<br>Indicators)                                                                                                                                                                                                                                                                                                                                                                                                                                              | Teaching<br>Methods                                                         | Assessment and<br>Weight                                                                                       | Core<br>Competency Learning<br>Outcomes<br>【B】 | Final<br>Exam<br>Grades<br>【C=B*A<br>】 |
| Acquire professional knowledge of multimedia digital content design                                                        | 20               | 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<br>Practical<br>Operation<br>(Experiment,<br>Machine<br>Operation | Course<br>Participation: 30%<br>Homework<br>Assignment: 30%<br>Final Exam: 30%<br>Experiment<br>Operation: 10% | Total: 100                                     | 20                                     |
| 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<br>Practical<br>Operation<br>(Experiment,<br>Machine<br>Operation | Final Exam: 30%<br>Homework<br>Assignment: 30%<br>Course<br>Participation: 30%<br>Experiment<br>Operation: 10% | Total: 100                                     | 20                                     |

|                                                                                                                                                       |    |                                                                                                                                                                                                                                                                                                                                                                                                                                           |                                                                             |                                                                                                                |            |    |
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| Acquire the capability of integrating multimedia digital content knowledge and technologies                                                           | 20 | Cultivate the capability of integrating theoretical knowledge and practical technology。<br>Cultivate the capability of integrating visual communication, information technology and content management knowledge。                                                                                                                                                                                                                         | Lecturing<br>Practical<br>Operation<br>(Experiment,<br>Machine<br>Operation | Course<br>Participation: 30%<br>Homework<br>Assignment: 30%<br>Final Exam: 30%<br>Experiment<br>Operation: 10% | Total: 100 | 20 |
| Acquire the humanities and arts accomplishment, and the capability of creative thinking and innovative design<br>。                                    | 10 | Cultivate the capability of innovative design。<br>Cultivate the capability of creative thinking。<br>Cultivate the humanities and arts accomplishment<br>。                                                                                                                                                                                                                                                                                 | Lecturing<br>Practical<br>Operation<br>(Experiment,<br>Machine<br>Operation | Final Exam: 30%<br>Homework<br>Assignment: 30%<br>Course<br>Participation: 30%<br>Experiment<br>Operation: 10% | Total: 100 | 10 |
| Acquire the capability of lifetime learning<br>。                                                                                                      | 20 | Cultivate the capability of lifetime learning by different ways。                                                                                                                                                                                                                                                                                                                                                                          | Lecturing<br>Practical<br>Operation<br>(Experiment,<br>Machine<br>Operation | Final Exam: 30%<br>Homework<br>Assignment: 30%<br>Experiment<br>Operation: 10%<br>Course<br>Participation: 30% | Total: 100 | 20 |
| Acquire the capability of collecting, interpreting and analyzing global multimedia industry trends, and participating in multimedia practical design。 | 10 | Cultivate working proficiency in career of multimedia digital content。<br>Cultivate the capability of great foresight and international view。<br>Cultivate the capability of understanding the effects of multimedia design to industries, societies, and worldwide。<br>Cultivate the capability of solving industry actual problem。<br>Cultivate the capability of realizing the global industrial issues of multimedia digital content。 | Lecturing<br>Practical<br>Operation<br>(Experiment,<br>Machine<br>Operation | Final Exam: 30%<br>Course<br>Participation: 30%<br>Homework<br>Assignment: 30%<br>Experiment<br>Operation: 10% | Total: 100 | 10 |

## Grade Auditing

Homework Assignment: 30%

Course Participation: 30%

Final Exam: 30%

Experiment Operation: 10%

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

| Book Type       | Book name                    | Author                                              |
|-----------------|------------------------------|-----------------------------------------------------|
| Reference Books | 藝用解剖全書Anatomy for the Artist | 莎拉.席姆伯特 SARAH SIMBLET / 著作 & 約翰.戴維斯 JOHN DAVIS / 攝影 |

## Lesson Plan

| Weeks | Content                                                                                                           | Teaching Methods                                              |
|-------|-------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------|
| 1     | Course Description & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda | Lecturing、 Practical Operation (Experiment, Machine Operation |
| 2     | Art hand-painted basic skills                                                                                     | Lecturing、 Practical Operation (Experiment, Machine Operation |
| 3     | Hand painting techniques : Basic character                                                                        | Lecturing、 Practical Operation (Experiment, Machine Operation |
| 4     | Hand painting techniques : Basic scene                                                                            | Lecturing、 Practical Operation (Experiment, Machine Operation |
| 5     | One-point perspective : character                                                                                 | Lecturing、 Practical Operation (Experiment, Machine Operation |
| 6     | Hand painting techniques : Primary character                                                                      | Lecturing、 Practical Operation (Experiment, Machine Operation |
| 7     | Hand painting techniques : Intermediate level character                                                           | Lecturing、 Practical Operation (Experiment, Machine Operation |
| 8     | One-point perspective : scene                                                                                     | Lecturing、 Practical Operation (Experiment, Machine Operation |
| 9     | Midterm Exam                                                                                                      | Practical Operation (Experiment, Machine Operation            |
| 10    | Hand painting techniques : Primary scene                                                                          | Lecturing、 Practical Operation (Experiment, Machine Operation |

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|----|-----------------------------------------------------|------------------------------------------------------------------|
| 11 | Hand painting techniques : Intermediate level scene | Lecturing、 Practical Operation<br>(Experiment, Machine Operation |
| 12 | Elementary Practical Drawing Course                 | Lecturing、 Practical Operation<br>(Experiment, Machine Operation |
| 13 | Two-point perspective : character                   | Lecturing、 Practical Operation<br>(Experiment, Machine Operation |
| 14 | Hand painting techniques : Advanced character       | Lecturing、 Practical Operation<br>(Experiment, Machine Operation |
| 15 | Two-point perspective : scene                       | Lecturing、 Practical Operation<br>(Experiment, Machine Operation |
| 16 | Hand painting techniques : Advanced scene           | Lecturing、 Practical Operation<br>(Experiment, Machine Operation |
| 17 | Advanced Practical Drawing Course                   | Lecturing、 Practical Operation<br>(Experiment, Machine Operation |
| 18 | Final Exam                                          | Practical Operation (Experiment, Machine<br>Operation            |