111-2 Full Curriculum of Da-Yeh University

| Information | | | | |
|-------------------------------------|--|----------------|----------------------|--|
| Title | Base Modeling | Serial No./ID | 0514 / MDI2021 | |
| Required/Credit | Optinal /2 Time/Place (Fri)78 / H719 | | (Fri)78 / H719 | |
| Language | Chinese Grade Type Number | | Number | |
| Lecturer /Full- or Part-time | 江家慶 /Full-time | Graduate Class | Non-graduating Class | |
| School System / Dept / Class, Grade | Bachelor /Bachelor Program for Multimedia Digital Content /Class 1, Grade 2 | | | |
| Office Hour / Place | (Mon) 12:00~13:20, (Wed) 12:00~13:20, (Thu) 12:00~13:20, (Fri) 12:00~13:20 / PX301 | | | |
| Lecturer | n.a. | | | |

Introduction

本課程以初階模型模型設計與製作為主要目標,藉由目前市場所流行的簡單式造型,從三視圖設計後,加以實作化。

Outline

- 1:可愛造型三視圖設計。
- 2:模型製作流程與工具材料介紹。
- 3:美國朔型土的認識。
- 4:骨架與朔型實作。

Prerequisite

美術基本繪圖能力。

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. |
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| Teaching Plan | | | | | | |
|--|---------------|--|--|--|---------------------------------------|--------|
| Core Capability | Weight(%)【A】 | Ability index(Performance Indicators) | Teaching Methods | Assessment and Weight | Core Competency Learning Outcomes 【B】 | Grades |
| Acquire the technologies, skills and the capability of using modern tools for practicing multimedia digital content design | 30 | 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: 30% Course Participaation: 20% Homework Assignment: 30% Record on Experiment: 20% | Total: 100 | 30 |
| Acquire the capability of integrating multimedia digital content knowledge and technologies | 30 | Cultivate the capability of integrating theoretical knowledge and practical technology. Cultivate the capability of integrating visual communication, information technology and content management knowledge. | Practical Operation (Experiment, | Product Manufacturing: 30% Course Participation: 20% Homework Assignment: 30% Record on Experiment: 20% | Total: 100 | 30 |
| Acquire the capability of finding out, analyzing and solving complex interdisciplinary multimedia design problems | 10 | Cultivate the capability of exploring complex multimedia design problems. Cultivate the capability of analyzing and organizing complex multimedia design problems. Cultivate the capability of solving and practicing complex multimedia design systems. | Practical Operation (Experiment, Machine Operation | Homework Assignment: 30% Course Participation: 20% Product Manufacturing: 30% Record on Experiment: 20% | Total: 100 | 10 |

| Acquire the | 30 | Cultivate the capability of | Lecturing | Homework | Total: 100 | 30 |
|-------------------|----|-----------------------------|--------------|--------------------|------------|----|
| capability of | | lifetime learning by | Practical | Assignment: 30% | | |
| lifetime learning | | different ways. | Operation | Course | | |
| • | | | (Experiment, | Participation: 20% | | |
| | | | Machine | Product | | |
| | | | Operation | Manufacturing: | | |
| | | | | 30% | | |
| | | | | Record on | | |
| | | | | Experiment: 20% | | |

Grade Auditing

Product Manufacturing: 30% Homework Assignment: 30% Course Participation: 20% Record on Experiment: 20%

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

Book Type Book name Author

Textbook 公仔製作圖解 怡娃娃

Lesson Plan Weeks Content **Teaching Methods** Lecturing Film Appreciation 1 Materials to explain the tools to students to select the model used for copying & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda Practical Operation (Experiment, Machine 2 Prepare a copy of the model for students to copy and group Operation design Lecturing, Practical Operation 3 According to each group selected copy model to convert the (Experiment, Machine Operation ratio and the skeleton. Production basic prototype Lecturing, Practical Operation Production of basic embryonic 4 (Experiment, Machine Operation Lecturing, Practical Operation 5 Production of basic embryonic (Experiment, Machine Operation Lecturing, Practical Operation 6 Facial texture production (Experiment, Machine Operation

| 7 | Facial texture production | Lecturing、 Practical Operation |
|----|--|--|
| | | (Experiment, Machine Operation |
| 8 | Facial texture production. Mid-term progress | Lecturing、 Practical Operation |
| | | (Experiment, Machine Operation |
| 9 | Body texture production | Lecturing、 Practical Operation |
| | | (Experiment, Machine Operation |
| 10 | Body texture production | Lecturing、 Practical Operation |
| | | (Experiment, Machine Operation |
| 11 | Body texture production | Lecturing、 Practical Operation |
| | | (Experiment, Machine Operation |
| 12 | Clothing accessories modeling production | Lecturing、 Practical Operation |
| | | (Experiment, Machine Operation |
| 13 | Clothing accessories modeling production | Lecturing、 Practical Operation |
| | | (Experiment, Machine Operation |
| 14 | Clothing accessories modeling production | Lecturing、 Practical Operation |
| | | (Experiment, Machine Operation |
| 15 | On the repair and the primer on the steps | Lecturing、 Practical Operation |
| | | (Experiment, Machine Operation、 Film |
| | | Appreciation |
| 16 | Mold repair and the primer | Practical Operation (Experiment, Machine |
| | | Operation |
| 17 | Mold repair and the primer | Practical Operation (Experiment, Machine |
| | | Operation |
| 18 | Completion of the work | Lecturing |