111-2 Full Curriculum of Da-Yeh University

Information			
Title	3D Animation (2)	Serial No./ID	0537 /MDI3011
Required/Credit	Optinal /2	Time/Place	(Fri)78 /PX302
Language	Chinese	Grade Type	Number
Lecturer /Full- or Part-time	/Part-time	Graduate Class	Non-graduating Class
School System /Dept /Class, Grade	Bachelor /Bachelor Program for Multimedia Digital Content /Class 2, Grade 3		
Office Hour / Place	n.a.		
Lecturer	n.a.		

Introduction

1。Strengthen the ability of students in the creation of 3D animation2。Strengthen students’ ability to operate on a project3。enhance the professional integration of technology with other programs

Outline

focuses on how to make use of computer animation in maya。 Enable to use software in the future System to make a rich and interesting animated images in 3D computer 。Students will begin to learn how to key animation, lighting, and compose

Prerequisite

1。2D design concept 2。3D basic concepts

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	20	Cultivate the capability of being familiar with multimedia digital content knowledge。 Cultivate the capability of realizing multimedia digital content theory。 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 Practical Operation (Experiment, Machine Operation	Final Exam: 30% Midterm Exam: 30% Homework Assignment: 5% Product Manufacturing: 30% Assessment on Teamwork: 5%	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 using modern multimedia software and hardware tools。 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。	Lecturing Practical Operation (Experiment, Machine Operation	Midterm Exam: 30% Final Exam: 30% Homework Assignment: 5% Product Manufacturing: 30% Assessment on Teamwork: 5%	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 Practical Operation (Experiment, Machine Operation	Final Exam: 30% Midterm Exam: 30% Homework Assignment: 5% Assessment on Teamwork: 5% Product Manufacturing: 30%	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 communication, coordination, and team cooperation。 Cultivate the capability of respecting different viewpoints。	Lecturing Practical Operation (Experiment, Machine Operation	Midterm Exam: 30% Final Exam: 30% Homework Assignment: 5% Product Manufacturing: 30% Assessment on Teamwork: 5%	Total: 100	20
Acquire the capability of lifetime learning 。	20	Cultivate the capability of lifetime learning by different ways。	Lecturing Practical Operation (Experiment, Machine Operation	Midterm Exam: 30% Final Exam: 30% Product Manufacturing: 30% Homework Assignment: 5% Assessment on Teamwork: 5%	Total: 100	20

Grade Auditing

Final Exam: 30%
Product Manufacturing: 30%
Midterm Exam: 30%
Assessment on Teamwork: 5%
Homework Assignment: 5%

Book Type (Respect intellectual property rights. Please use official textbooks and do not illegally photocopy others' works.)		
Book Type	Book name	Author
Reference Books	MAYA 建模卡漫角色案例實錄	吳旻書

Lesson Plan		
Weeks	Content	Teaching Methods
1	Course Description Group assignment & intellectual property rights advocacy (including informing students should use genuine textbooks) & Traffic Safety Propaganda & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation
2	Animation production process introduction	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Group Work
3	Story board	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Group Work
4	Motion board	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Group Work
5	3D Layout_1	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Group Work
6	3D Layout_2	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Group Work
7	3D Animation_1	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Group Work
8	3D Animation_2	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Group Work
9	Midterm test	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Group Work

10	Liting_1	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Group Work
11	Liting_2	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Group Work
12	Material_1	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Group Work
13	Material_2	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Group Work
14	Rander	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Group Work
15	VFX_1	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Group Work
16	VFX_2	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Group Work
17	Out put & editing	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Group Work
18	Final exam	Lecturing、 Group Discussion、 Practical Operation (Experiment, Machine Operation 、 Group Work