111-2 Full Curriculum of Da-Yeh University

Information			
Title	Animation Effect Practice	Serial No./ID	0538 /MDI3015
Required/Credit	Optinal /3	Time/Place	(Wed)234 /H615
Language	Chinese	Grade Type	Number
Lecturer /Full- or Part-time	/Full-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	(Mon) 13:20~14:10, (Tue) 12:00~13:20, (Wed) 12:00~13:20 / px301		
Lecturer	n.a.		

Introduction

This course introduces the application of NUKE.

Outline

1. workspace
2. Build compositions with layers
3. composition and layers
4. Animating and masks
5. Animate track mattes
6. Introduction to 3D
7. Basics of rendering and exporting

Prerequisite

none

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 Case Study Lecturing Film Appreciation	Course Participation: 10% Homework Assignment: 30% Final Exam: 30% Product Manufacturing: 30%	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 using modern multimedia software and hardware tools。 Cultivate the capability of implementing multimedia digital content system。	Lecturing Case Study Practical Operation (Experiment, Machine Operation Film Appreciation	Final Exam: 30% Homework Assignment: 30% Course Participation: 10% Product Manufacturing: 30%	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。	Practical Operation (Experiment, Machine Operation Case Study Lecturing Film Appreciation	Course Participation: 10% Homework Assignment: 30% Final Exam: 30% Product Manufacturing: 30%	Total: 100	25
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。	Lecturing Case Study Practical Operation (Experiment, Machine Operation Film Appreciation	Final Exam: 30% Homework Assignment: 30% Course Participation: 10% Product Manufacturing: 30%	Total: 100	10
Acquire the capability of managing project, communicating each other, respecting different viewpoints and cooperating within the team	10	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 Case Study Film Appreciation Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Product Manufacturing: 30% Course Participation: 10%	Total: 100	10
Acquire the capability of lifetime learning 。	5	Cultivate the capability of lifetime learning by different ways。	Lecturing Practical Operation (Experiment, Machine Operation Case Study Film Appreciation	Final Exam: 30% Course Participation: 10% Homework Assignment: 30% Product Manufacturing: 30%	Total: 100	5

Grade Auditing

Homework Assignment: 30%
Final Exam: 30%
Product Manufacturing: 30%
Course Participation: 10%

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

Book Type	Book name	Author
Instructor-compiled	本人自編	李中魁

Lesson Plan

Weeks	Content	Teaching Methods
1	An introduction to the basic principles of animation effects & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda	Lecturing
2	Importing animation effects into Nuke Importance	Lecturing
3	Nuke software interface description and operating instructions -1	Lecturing
4	Nuke software interface description and operating instructions -2	Lecturing
5	Nuke software interface description and operating instructions -3	Lecturing
6	Maya 3D Animation Software How Layouts and Calculations Import Data into Nuke Software Applications -1	Lecturing
7	Maya 3D Animation Software How Layouts and Calculations Import Data into Nuke Software Applications -2	Lecturing
8	Maya 3D Animation Software How Layouts and Calculations Import Data into Nuke Software Applications -3	Lecturing

9	Midterm exam	Lecturing
10	Projection Application -1	Lecturing
11	Projection Application -2	Lecturing
12	Camera Tracking Application-1	Lecturing
13	Camera Tracking Application-2	Lecturing
14	Practical cases to explain-1	Lecturing
15	Practical cases to explain-2	Lecturing
16	Practical cases to explain-3	Lecturing
17	Practical cases to explain-4	Lecturing
18	Final exam	Lecturing