






111-2 Full Curriculum of Da-Yeh University

Information			
Title	Digital Creative Mixed Media Art	Serial No./ID	0540 / MDI3028
Required/Credit	Optinal /2	Time/Place	(Tue)56 / PX302
Language	Chinese	Grade Type	Number
Lecturer /Full- or Part-time	Chen Wed Sheng /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
<p>1.Substance painter2 https://www.youtube.com/watch?v=ZwotHwt-YWk</p> <p>2.marvelous designer https://www.youtube.com/watch?v=Z2AOEmX20mE</p>

Outline
<p>Substance painter2 marvelous designer</p>

Prerequisite
Maya Max

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 <p>Acquire the capability of managing project, communicating each other, respecting different viewpoints and cooperating within the team</p>  Acquire the capability of lifetime learning. <p>Acquire the capability of collecting, interpreting and analyzing global multimedia industry trends, and participating in multimedia practical design.</p>

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.	Case Study	Midterm Exam: 40% Final Exam: 40% Product Manufacturing: 20%	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.	Case Study	Midterm Exam: 40% Final Exam: 40% Number of Logging Online/ Message Online/ Class Pa: 20%	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.	Case Study	Midterm Exam: 40% Final Exam: 40% Homework Assignment: 20%	Total: 100	20
Acquire the capability of finding out, analyzing and solving complex interdisciplinary multimedia design problems	20	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.	Case Study	Midterm Exam: 40% Final Exam: 40% Product Manufacturing: 20%	Total: 100	20
Acquire the capability of lifetime learning 。	20	Cultivate the capability of lifetime learning by different ways.	Case Study	Midterm Exam: 40% Final Exam: 40% Record on Experiment: 20%	Total: 100	20

Grade Auditing

Final Exam: 40%

Midterm Exam: 40%

Product Manufacturing: 8%

Number of Logging Online/ Message Online/ Class Pa: 4%

Record on Experiment: 4%

Homework Assignment: 4%

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

Book Type	Book name	Author
Instructor-compiled	數位教學	陳偉盛

Material

Lesson Plan		
Weeks	Content	Teaching Methods
1	SP 基本介面操作 & 智財權宣導 & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda	Case Study
2	基本材質說明Basic Material Description	Case Study
3	膠料及金屬材質製作Rubber and metal material production	Case Study
4	布料材質製作實務操作Practical operation of fabric material production	Case Study
5	角色材質設計實務操作Practical operation of character material design	Case Study
6	角色材質製作2實務操作Practical operation of character material design	Case Study
7	角色材質製作3實務操作Character Material Production 3 Practical Operations	Case Study
8	角色材質檢討學生 character material review students	Case Study
9	期中檢討實務操作Practical operation of mid-term review	Case Study
10	學生模型 拆UV實務操作 Student model demolition UV practical operation	Case Study
11	3D模型匯入SP製作及注意事項 3D model imported into SP production and precautions	Case Study
12	角色各種材質製Characters of various materials	Case Study
13	皮膚材質製作實務操作Practical operation of skin material production	Case Study
14	角色整體材質調整Character overall material adjustment	Case Study
15	匯出貼圖 export textures	Case Study
16	打燈與算圖lighting and calculation	Case Study
17	角色渲染character rendering	Case Study
18	期末檢討Unreviewed	Case Study