

111-2 Full Curriculum of Da-Yeh University

Information			
Title	Advanced Character Animation	Serial No./ID	0544 / MDI3041
Required/Credit	Optinal /3	Time/Place	(Tue)234 /PX302
Language	Chinese	Grade Type	Number
Lecturer /Full- or Part-time	tuffkid wu /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) 12:00~13:20, (Mon) 15:20~16:10, (Tue) 12:00~13:20, (Tue) 13:20~14:10, (Wed) 12:00~13:20, (Wed) 13:20~14:10, (Thu) 12:00~13:20 / PX306		
Lecturer	n.a.		

Introduction
簡介：此課程為進階動作設計，會協助同學成為踏入業界做準備，將會有一連串的職前訓練，對於作品將會用業界標準審視作業，以達到接近業界之標準，作品有經常性的退件與修改以符合品質。 目標：完成約90秒的遊戲或動畫的動作作品集

Outline
課程將依同學屬性分成動畫動作或是遊戲動作，每位同學需做出90秒的動作作品集，此動作作品集將由老師協助投遞履歷。

Prerequisite
角色動畫

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	30	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 Practical Operation (Experiment, Machine Operation	Course Participation: 10% Homework Assignment: 30% Final Exam: 30% Product Manufacturing: 30%	Total: 100	30
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	Course Participation: 10% Homework Assignment: 30% Final Exam: 30% Product Manufacturing: 30%	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.	Lecturing Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Course Participation: 10% Product Manufacturing: 30%	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.	Lecturing Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Course Participation: 10% Product Manufacturing: 30%	Total: 100	10

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	Own teaching materials	Tuffkid Wu

Lesson Plan

Weeks	Content	Teaching Methods
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1	智慧財產宣導與課程介紹 & 智財權宣導(含告知學生應使用正版教科書) & 交通安全宣導 & Traffic safety Propaganda safety Propaganda	Lecturing
2	Bouncing Ball Weight Control	Lecturing、 Case Study
3	walk cycle	動作表演、 Lecturing、 Practical Operation (Experiment, Machine Operation
4	walk cycle	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation 、 Film Appreciation
5	run cycle	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
6	run cycle	Lecturing、 Practical Operation (Experiment, Machine Operation
7	Game character -ready	Lecturing、 Practical Operation (Experiment, Machine Operation
8	Game character -stand	Lecturing、 Case Study
9	Game character -attack	Lecturing、 Practical Operation (Experiment, Machine Operation
10	Game character -attack	Lecturing、 Case Study
11	Game character -jump	Lecturing、 Practical Operation (Experiment, Machine Operation
12	Game character -death	Lecturing、 Practical Operation (Experiment, Machine Operation
13	Performing the role of action	Lecturing、 Practical Operation (Experiment, Machine Operation
14	Performing the role of action	Lecturing、 Case Study
15	Performing the role of action	Lecturing、 Practical Operation (Experiment, Machine Operation
16	Performing the role of action	Lecturing、 Practical Operation (Experiment, Machine Operation
17	Performing the role of action	Lecturing、 Practical Operation (Experiment, Machine Operation
18	Results published	Results published