112-1 Full Curriculum of Da-Yeh University

Information			
Title	Computer Animation (1)	Serial No./ID	0464 /MDI2011
Required/Credit	Required /3	Time/Place	(Tue)5678 /PX304
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 2		
Office Hour / Place	(Mon) 12:00~13:20, (Tue) 12:00~13:20, (Wed) 12:00~13:20, (Wed) 13:20~14:10, (Wed) 14:20~15:10, (Wed) 15:20~16:10, (Thu) 12:00~13:20, (Thu) 16:20~17:10, (Fri) 12:00~13:20 / PX301		
Lecturer	n.a.		

Introduction

This course is to help students understand the concepts and MAYA computer animation design. The specific course objectives are as follows:
1 to enable students to understand the current development of computer animation
2 students with computer animation design
3 equip students with the practical ability to design computer-based animation

Outline

1.MAYA computer animations
2.MAYA computer animation design, implementation

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	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 Case Study Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Course Participation: 10% Product Manufacturing: 30%	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 Case Study Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Course Participation: 10% Product Manufacturing: 30%	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 Case Study Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Product Manufacturing: 30% Course Participation: 10%	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。	Lecturing Case Study Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Course Participation: 10% Product Manufacturing: 30%	Total: 100	20
Acquire the capability of lifetime learning 。	20	Cultivate the capability of lifetime learning by different ways。	Lecturing Case Study Practical Operation (Experiment, Machine Operation	Final Exam: 30% Course Participation: 10% Homework Assignment: 30% Product Manufacturing: 30%	Total: 100	20

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	Maya卡通角色建模案例	吳旻書

Material

Lesson Plan		
Weeks	Content	Teaching Methods
1	Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
2	MAYA Basic Features	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
3	Geometric Modeling 1	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
4	Geometric Modeling 2	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
5	Geometric Modeling 3	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
6	Geometric Modeling 4	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
7	Geometric Modeling 5	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
8	Geometric Modeling 6	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
9	Midterm	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
10	Biological Modeling 1	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
11	Biological Modeling 2	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
12	Biological Modeling 3	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
13	Biological Modeling 4	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
14	Biological Modeling 5	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
15	Biological Modeling 6	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
16	Biological Modeling 7	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation

17	Biological Modeling 8	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
18	Final exam	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation