

112-1 Full Curriculum of Da-Yeh University

Information			
Title	Multimedia Software Practice	Serial No./ID	0468 /MDI2003
Required/Credit	Required /3	Time/Place	(Tue)5678 /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 1, Grade 3		
Office Hour / Place	(Mon) 12:00~13:20, (Mon) 15:20~16:10, (Tue) 12:00~13:20, (Wed) 12:00~13:20, (Wed) 13:20~14:10, (Wed) 14:20~15:10, (Thu) 13:20~14:10, (Thu) 14:20~15:10 / px301		
Lecturer	n.a.		

Introduction

This course is to help students understand the multimedia software, such as 3d concept and design. The specific course objectives are as follows:

- 1 to enable students to understand the current multimedia software development
- 2 students with special software for multimedia design
- 3 equip students with the basic design of the multimedia capabilities of digital practice

Outline

- 1 introduction of digital multimedia software
- 2 digital multimedia software design, implementation
- 3.after effect

Prerequisite

Introduction to Multimedia

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, Lecturing, Film Appreciation	Course Participation: 10% Homework Assignment: 20% Final Exam: 40% 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 Practical Operation (Experiment, Machine Operation, Film Appreciation	Final Exam: 40% Homework Assignment: 20% 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 Lecturing Film Appreciation	Course Participation: 10% Homework Assignment: 20% Final Exam: 40% Product Manufacturing: 30%	Total: 100	25
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 Practical Operation (Experiment, Machine Operation Film Appreciation	Final Exam: 40% Homework Assignment: 20% Course Participation: 10% Product Manufacturing: 30%	Total: 100	10
Acquire the humanities and arts accomplishment, and the capability of creative thinking and innovative design 。	10	Cultivate the humanities and arts accomplishment。 Cultivate the capability of creative thinking。 Cultivate the capability of innovative design。	Lecturing Practical Operation (Experiment, Machine Operation Film Appreciation	Final Exam: 40% Homework Assignment: 20% 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 Film Appreciation	Final Exam: 40% Course Participation: 10% Homework Assignment: 20% Product Manufacturing: 30%	Total: 100	5

Grade Auditing

Final Exam: 40%

Product Manufacturing: 30%

Homework Assignment: 20%

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

Book Type	Book name	Author
Instructor-compiled	自編教材	李中魁

Lesson Plan

Weeks	Content	Teaching Methods
1	Course Introduction & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda	Lecturing、Film Appreciation
2	AE interface introduction	Lecturing、Practical Operation (Experiment, Machine Operation、Film Appreciation
3	Introduction and application of matte and ALPHA	Lecturing、Practical Operation (Experiment, Machine Operation、Film Appreciation
4	MASK Overlapping Effect and Displacement	Lecturing、Practical Operation (Experiment, Machine Operation、Film Appreciation
5	shapelayer animation-1	Lecturing、Practical Operation (Experiment, Machine Operation、Film Appreciation
6	shapelayer animation-2	Lecturing、Practical Operation (Experiment, Machine Operation、Film Appreciation
7	AE Simple Character Animation	Lecturing、Practical Operation (Experiment, Machine Operation、Film Appreciation
8	mid-term preparation for class	Practical Operation (Experiment, Machine Operation、Film Appreciation
9	Interim Post	Practical Operation (Experiment, Machine Operation
10	Displacement	Lecturing、Practical Operation (Experiment, Machine Operation、Film Appreciation

11	camera lens movement	Lecturing、 Practical Operation (Experiment, Machine Operation、 Film Appreciation
12	Expressions function	Lecturing、 Practical Operation (Experiment, Machine Operation、 Film Appreciation
13	Music animation	Lecturing、 Practical Operation (Experiment, Machine Operation、 Film Appreciation
14	Path animation	Lecturing、 Practical Operation (Experiment, Machine Operation、 Film Appreciation
15	Particle _1	Lecturing、 Practical Operation (Experiment, Machine Operation、 Film Appreciation
16	Particle _2	Lecturing、 Practical Operation (Experiment, Machine Operation、 Film Appreciation
17	In-class preparation for the end of the term	Practical Operation (Experiment, Machine Operation
18	Published at the end of the period	Practical Operation (Experiment, Machine Operation