112-2 Full Curriculum of Da-Yeh University

Information			
Title	Plastic Art Fundamentals	Serial No./ID	0444 / MDI1012
Required/Credit	Required /3	Time/Place	(Mon)5678 / H718
Language	Chinese	Grade Type	Number
Lecturer /Full- or Part-time	江家慶 /Full-time	Graduate Class	Non-graduating Class
School System / Dept / Class, Grade	Bachelor /Bachelor Program for Multimedia Digital Content /Class 1, Grade 1		
Office Hour / Place	(Mon) 12:00~13:20, (Wed) 12:00~13:20, (Thu) 12:00~13:20, (Fri) 12:00~13:20 / PX301		
Lecturer	n.a.		

Introduction

Design shape emotional and rational basis for the use of a method, system, the research in the field of art and design modeling problems co-existing stages, professional learning for students in the future, to establish a good and solid foundation.

Outline

Shape does not refer to the primary basis for the design of a professional status, but the design of the co-existence of professional modeling problem, namely a combination of frame shape, color, texture, formal beauty law, modeling, teaching and creative thinking, etc. research, is "three constitute" constitute the integrated use of space and design of these four basic elements.

Prerequisite

- 1.Photo Shop
- 2.Illustrator

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_o

Teaching Plan						
Core Capability	Weight(%	Ability index(Performance Indicators)	Teaching Methods	Assessment and Weight	Core Competenc Learning Outcomes	Grades
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.	Practical Operation (Experiment, Machine Operation	Homework Assignment: 30% Course Participation: 20% Product Manufacturing: 30% Record on Experiment: 20%	Total: 100	30
Acquire the capability of finding out, analyzing and solving complex interdisciplinary multimedia design problems	30	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.	Practical Operation (Experiment, Machine	Homework Assignment: 30% Course Participation: 20% Record on Experiment: 20% Product Manufacturing: 30%	Total: 100	30

Acquire the	40	Cultivate the capability of	Practical	Homework	Total: 100	40
capability of		lifetime learning by	Operation	Assignment: 30%		
lifetime learning		different ways.	(Experiment,	Product		
•			Machine	Manufacturing:		
			Operation	30%		
				Course		
				Participation: 20%		
				Record on		
				Experiment: 20%		

Grade Auditing

Product Manufacturing: 30% Homework Assignment: 30% Course Participation: 20% Record on Experiment: 20%

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

Book Type Book name Author

Textbook 基礎設計 林崇宏

Lesson Plan

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8	Mid-term operations	Practical Operation (Experiment, Machine
		Operation
9	Image composition	Lecturing
10	Class painting practice	Practical Operation (Experiment, Machine
		Operation
11	Class painting practice	Practical Operation (Experiment, Machine
		Operation
12	Texture composition and technique development	Lecturing
13	Class painting practice	Practical Operation (Experiment, Machine
		Operation
14	Class painting practice	Practical Operation (Experiment, Machine
		Operation
15	Gold ratio	Lecturing
16	Class painting practice	Practical Operation (Experiment, Machine
		Operation
17	Class painting practice	Practical Operation (Experiment, Machine
		Operation
18	Final results	Lecturing