

112-2 Full Curriculum of Da-Yeh University

Information			
Title	Handmade Anime Comic	Serial No./ID	0454 /MDI2017
Required/Credit	Required /3	Time/Place	(Wed)234 /H718
Language	English	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 2, Grade 1		
Office Hour / Place	(Tue) 12:00~13:20, (Wed) 12:00~13:20, (Wed) 13:20~14:10, (Wed) 14:20~15:10, (Fri) 12:00~13:20 / PX301		
Lecturer	n.a.		

Introduction

This course will study human anatomy , muscle anatomy , and human dynamic performance , and added through a structure for the secondary school , so that students learn to lay a good foundation in the animation -related courses.

Outline

A : facial features two structures : the head of various Perspective III: the proportion of muscle Four: dynamic performance V: expression interpretation Six: structure learning perspective VII: hand-painted scenarios

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



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	15	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 Case Study Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Course Participation: 20% Experiment Operation: 20%	Total: 100	15
Acquire the capability of integrating multimedia digital content knowledge and technologies	15	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% Course Participation: 20% Experiment Operation: 20%	Total: 100	15

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 solving and practicing complex multimedia design systems。 Cultivate the capability of analyzing and organizing complex multimedia design problems。	Lecturing Case Study Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Experiment Operation: 20% Course Participation: 20%	Total: 100	20
Acquire the humanities and arts accomplishment, and the capability of creative thinking and innovative design	30	Cultivate the humanities and arts accomplishment。 Cultivate the capability of innovative design。 Cultivate the capability of creative thinking。	Lecturing Case Study Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Course Participation: 20% Experiment Operation: 20%	Total: 100	30
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: 20% Homework Assignment: 30% Experiment Operation: 20%	Total: 100	20

Grade Auditing

Homework Assignment: 30%

Final Exam: 30%

Experiment Operation: 20%

Course Participation: 20%

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

Book Type	Book name	Author
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Instructor-compiled

手繪動漫人體

陳志隆

Material

Lesson Plan

Weeks	Content	Teaching Methods
1	課程介紹與學習方向 & 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、 Practical Operation (Experiment, Machine Operation
2	The proportion of people face and facial features concept eyes, ears, nose, mouth [Western realism and Japanese manga difference]	Lecturing、 Practical Operation (Experiment, Machine Operation
3	Perspective angle drill head -1	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
4	Perspective angle drill head -2	Lecturing、 Practical Operation (Experiment, Machine Operation
5	Changes in the expression	Lecturing、 Practical Operation (Experiment, Machine Operation
6	Male body proportion	Lecturing、 Practical Operation (Experiment, Machine Operation
7	The proportion of female body	Lecturing、 Practical Operation (Experiment, Machine Operation
8	Body movements induction training -1	Lecturing、 Practical Operation (Experiment, Machine Operation
9	Body movements induction training -2	Lecturing、 Practical Operation (Experiment, Machine Operation
10	Expressions and body language show -1	Lecturing、 Practical Operation (Experiment, Machine Operation
11	Expressions and body language show -2	Lecturing、 Practical Operation (Experiment, Machine Operation
12	Expressions and body language show -3	Lecturing、 Practical Operation (Experiment, Machine Operation
13	Space and character point perspective -1	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
14	Space and character point perspective -2	Lecturing、 Practical Operation (Experiment, Machine Operation
15	Space and character two-point perspective -1	Lecturing、 Practical Operation (Experiment, Machine Operation
16	Space and character two-point perspective -2	Lecturing、 Practical Operation (Experiment, Machine Operation

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| 17 | Situational exam | Lecturing、 Case Study、 Practical
Operation (Experiment, Machine Operation |
| 18 | Submit the final job: to review the overall experience to
share with | Lecturing |