112-2 Full Curriculum of Da-Yeh University

Information			
Title	Material and Composition	Serial No./ID	0456 /MDI1025
Required/Credit	Required /2	Time/Place	(Tue)34 /PX304
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 2		
Office Hour / Place	(Mon) 12:00~13:20, (Mon) 13:20~14:10, (Mon) 14:20~15:10, (Wed) 12:00~13:20, (Thu) 10:10~11:00, (Thu) 11:10~12:00, (Thu) 12:00~13:20 / px301		
Lecturer	n.a.		

Introduction

本課程主要介紹電腦動畫3D軟體-Maya，以及Arnold材質的基本概念，同時培養實際燈光、材質製作的實務能力，對於往後的畢業專題製作與跨域整合應用亦能打下深厚的基石。

Outline

1.基本材質球設定與調整。
2.熟悉Arnold燈光環境及應用。
3.算圖設置與參數調整

Prerequisite

須具備3D軟體-Maya動畫製作基礎課程

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	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 Case Study Lecturing Film Appreciation	Course Participation: 10% Homework Assignment: 20% Final Exam: 40% 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 Case Study Practical Operation (Experiment, Machine Operation Film Appreciation	Final Exam: 40% Homework Assignment: 20% Course Participation: 10% Product Manufacturing: 30%	Total: 100	30

Acquire the capability of integrating multimedia digital content knowledge and technologies	10	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 Case Study Lecturing Film Appreciation	Course Participation: 10% Homework Assignment: 20% Final Exam: 40% Product Manufacturing: 30%	Total: 100	10
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 Case Study 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 Case Study Practical Operation (Experiment, Machine Operation	Final Exam: 40% Homework Assignment: 20% Product Manufacturing: 30% Course Participation: 10%	Total: 100	10
Acquire the capability of lifetime learning。	10	Cultivate the capability of lifetime learning by different ways。	Lecturing Case Study Practical Operation (Experiment, Machine Operation Film Appreciation	Final Exam: 40% Course Participation: 10% Homework Assignment: 20% Product Manufacturing: 30%	Total: 100	10

Grade Auditing

Final Exam: 40%
Product Manufacturing: 30%
Homework Assignment: 20%
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	Arnold rendering for maya	李中魁
Textbook	Knowledge Network Maya	AUTODESK

Lesson Plan

Weeks	Content	Teaching Methods
1	Basic interface introduction & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
2	Maya Arnold lighting introduction_1	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
3	aya Arnold lighting introduction_2	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
4	Maya Arnold shader introduction_1	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
5	Maya Arnold shader introduction_2	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
6	Maya Arnold rendering settings introduction_1	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation 、 Film Appreciation
7	Maya Arnold rendering settings introduction_2	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
8	Maya arnold Physics Light Play_1	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
9	Midterm exam	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation

10	Maya arnold Physics Light Play_2	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
11	Maya Arnold outdoor example application_1	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation 、 Film Appreciation
12	Maya Arnold Outdoor Example Application_2	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation 、 Film Appreciation
13	Maya Arnold indoor example application_1	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation 、 Film Appreciation
14	Maya Arnold indoor example application_2	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation 、 Film Appreciation
15	Maya Arnold advanced comprehensive use_1	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation 、 Film Appreciation
16	Maya Arnold Advanced Comprehensive Application_2	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation 、 Film Appreciation
17	Delamination and foundation synthesis	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation 、 Film Appreciation
18	Final exam	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation