

112-2 Full Curriculum of Da-Yeh University

Information			
Title	Basic Comic Skills	Serial No./ID	0468 /MDI2035
Required/Credit	Optinal /2	Time/Place	(Tue)78 /PX304
Language	Chinese	Grade Type	Number
Lecturer /Full- or Part-time	朱泳潏 /Part-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	n.a.		
Lecturer	n.a.		

Introduction

本課程專注訓練漫畫基本技巧，從人物各類角色，將骨架，造型，動作，以及場景，讓學生都有厚實的完整描繪能力，以便銜接未來漫畫創作課程打下厚實基礎。

Outline

- 1:各式風格人物比例掌握
- 2:各種造型創作
- 3:動態表演掌握
- 4:透視與場景掌握

Prerequisite

設計素描，手繪人體動漫

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 the technologies, skills and the capability of using modern tools for practicing multimedia digital content design	20	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	Final Exam: 40% Homework Assignment: 30% Course Participation: 10% Experiment Operation: 20%	Total: 100	20
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。	Lecturing	Final Exam: 40% Homework Assignment: 30% Course Participation: 10% Experiment Operation: 20%	Total: 100	10
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	Final Exam: 40% Homework Assignment: 30% Experiment Operation: 20% Course Participation: 10%	Total: 100	20

Acquire the humanities and arts accomplishment, and the capability of creative thinking and innovative design	20	Cultivate the humanities and arts accomplishment ◦ Cultivate the capability of innovative design。 Cultivate the capability of creative thinking。	Lecturing	Final Exam: 40% Homework Assignment: 30% Course Participation: 10% Experiment Operation: 20%	Total: 100	20
Acquire the capability of lifetime learning	30	Cultivate the capability of lifetime learning by different ways。	Lecturing	Final Exam: 40% Course Participation: 10% Homework Assignment: 30% Experiment Operation: 20%	Total: 100	30

Grade Auditing

Final Exam: 40%

Homework Assignment: 30%

Experiment Operation: 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	自製素材及參考資料	朱泳潏

Lesson Plan

Weeks	Content	Teaching Methods
1	Prelude & Intellectual Property Rights Advocacy (including telling students to use genuine textbooks) & Traffic Safety Advocacy & Intellectual Property Rights Advocacy (including telling students to use genuine textbooks) & Traffic Safety Advocacy & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda	Lecturing
2	Tool introduction and basic process	Lecturing

3	Skeleton Exercises - Male	Lecturing
4	Skeleton Exercises - Female	Lecturing
5	character practice	Lecturing
6	character practice 2	Lecturing
7	background object drawing	Lecturing
8	Free exercise & Q&A before half term	Lecturing
9	Mid-term assignment submission	Lecturing
10	Application and practice of personal advanced skills - ink line 1	Lecturing
11	Application and practice of personal advanced skills - ink line 2	Lecturing
12	Application and practice of personal advanced skills - dot 1	Lecturing
13	Application and practice of personal advanced skills - dot 2	Lecturing
14	Advanced Technique Application - Post-production	Lecturing
15	Integration exercises	Lecturing
16	Freedom to Create & Ask Questions & Appreciate Fan Works	Lecturing
17	Free exercises & questions & industry market experience sharing	Lecturing
18	final assignment	Lecturing