# 112-2 Full Curriculum of Da-Yeh University

| Information                         |  |                |                  |  |
|-------------------------------------|--|----------------|------------------|--|
| Title                               | Model Coloring   | Serial No./ID  | 0486 / MDI4016   |  |
| Required/Credit                     | Optinal /3   | Time/Place     | (Thu)234 / H719  |  |
| Language                            | Chinese  | Grade Type     | Number           |  |
| Lecturer /Full- or Part-time        | 江家慶 /Full-time   | Graduate Class | Graduating Class |  |
| School System / Dept / Class, Grade | Bachelor /Bachelor Program for Multimedia Digital Content /Class 1, Grade 4        |                |                  |  |
| 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

因應目前產業的需要

公司、企業、形象、品牌、都需要與文創產業做連結

才能產生消費者深刻的印象。

公仔雖為香港對玩具雕像的稱呼~

但目前在業界早已成為必要的形象代理 (大同寶寶、雄獅..等都有自己的文創公仔形象)

此課程是對於有修進階模型&立體文創商品課程的學生、針對課堂上翻製作品進行後續的上色課程。

並將此類產業了解生產過程。

#### Outline

美術噴修課程早已在20多年前就消失.但立體文創商品必須使用純熟的美術噴修技巧、才能完美呈現商品化。

此課程目的在噴筆塗裝、模型漆等漆性運用的教學

並在學期末完成一件業界程度的塗裝上色作品。

### Prerequisite

必須修過.色彩學、素描、進階模型.文創立體商品製作課程同學

修此課程學生需要過人的耐心、細心、毅力

並且對立體動漫作品有過人的熱情. 對設備環境整理有責任心。

# 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<br>index(Performance<br>Indicators)  | Teaching<br>Methods   | Assessment and<br>Weight  | Core Competence Learning Outcomes | Grades |
| 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  | Product Manufacturing: 30% Course Participation: 20% Homework Assignment: 30% Record on Experiment: 20% | Total: 100                        | 25     |
| Acquire the capability of finding out, analyzing and solving complex interdisciplinary multimedia design problems                     | 25            | 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 Operation            | Product Manufacturing: 30% Course Participation: 20% Homework Assignment: 30% Record on Experiment: 20% | Total: 100                        | 25     |
| Acquire the capability of managing project, communicating each other, respecting different viewpoints and cooperating within the team | 25            | 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.  | Group Work Practical Operation (Experiment, Machine Operation | Homework Assignment: 30% Course Participation: 20% Product Manufacturing: 30% Record on Experiment: 20% | Total: 100                        | 25     |

| Acquire the       | 25 | Cultivate the capability of | Lecturing    | Homework           | Total: 100 | 25 |
|-------------------|----|-----------------------------|--------------|--------------------|------------|----|
| capability of     |    | lifetime learning by        | Practical    | Assignment: 30%    |            |    |
| lifetime learning |    | different ways.             | Operation    | Course             |            |    |
| •                 |    |                             | (Experiment, | Participation: 20% |            |    |
|                   |    |                             | Machine      | Product            |            |    |
|                   |    |                             | Operation    | Manufacturing:     |            |    |
|                   |    |                             |              | 30%                |            |    |
|                   |    |                             |              | 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 初學者絕對要擁有的入門聖經 模型的王國 追蹤作者

#### Lesson Plan Content Teaching Methods Weeks Material Introduction Course to. & Intellectual Property Practical Operation (Experiment, Machine 1 Operation Protection (use legitimate textbooks only) & Traffic safety Propaganda Practical Operation (Experiment, Machine 2 The role of three-view drawing. Skeleton preparation of Operation model Practical Operation (Experiment, Machine 3 Skeleton preparation of model. Prototype production Operation Practical Operation (Experiment, Machine 4 Prototype production. Oven thermosetting lectures and Operation demonstrations Practical Operation (Experiment, Machine 5 Face sculpture detail Operation

| 6  | Secondary hardening heat into the oven. Thermosetting      | Practical Operation (Experiment, Machine            |  |  |
|----|--|---|--|--|
|    | demonstration  | Operation   |  |  |
| 7  | Body shape production                                      | Practical Operation (Experiment, Machine            |  |  |
|    |  | Operation   |  |  |
| 8  | The overall shape ready. Into the oven thermosetting       | Practical Operation (Experiment, Machine            |  |  |
| •  | \\'\'\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\\                     | Operation  Prostical Operation (Experiment Machine) |  |  |
| 9  | View works progress & Role 3 View. Interim Results         | Practical Operation (Experiment, Machine Operation  |  |  |
| 10 | Does not meet the progress of the students continue to     | Practical Operation (Experiment, Machine            |  |  |
|    | strengthen   | Operation   |  |  |
| 11 | After the completion of the overall shape. Sanding         | Practical Operation (Experiment, Machine            |  |  |
|    | operations.  | Operation   |  |  |
| 12 | After the completion of polishing spray paint. Now explain | Practical Operation (Experiment, Machine            |  |  |
|    | how  | Operation   |  |  |
| 13 | Shanghao primer. Began production details (AB Soil         | Practical Operation (Experiment, Machine            |  |  |
|    | demonstration)   | Operation   |  |  |
| 14 | Production details   | Practical Operation (Experiment, Machine            |  |  |
|    |  | Operation   |  |  |
| 15 | Final grinding.  | Practical Operation (Experiment, Machine Operation  |  |  |
| 16 | Color demonstration. Acrylic. Colour of model paint.       | Practical Operation (Experiment, Machine            |  |  |
|    | Airbrush   | Operation   |  |  |
| 17 | Color demonstration. Acrylic. Colour of model paint.       | Practical Operation (Experiment, Machine            |  |  |
|    | Airbrush   | Operation   |  |  |
| 18 | Works completed play results.                              | Practical Operation (Experiment, Machine Operation  |  |  |