

113-1 Full Curriculum of Da-Yeh University

Information			
Title	Hand Drawn Scene	Serial No./ID	0250 / MDI1026
Required/Credit	Optinal /2	Time/Place	(Thu)56 / P301
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 1		
Office Hour / Place	n.a.		
Lecturer	n.a.		

Introduction

本課程將訓練學生，理解並且學會透視原理，將廣泛運用在場景繪製的初期訓練!

Outline

- 1:一點透視概念與運用
- 2:兩點透視概念與運用
- 3:三點透視概念與運用
- 4:古代與現代場景練習繪製
- 5:創造式場景繪製

Prerequisite

本課程無須先修課程，均可透過透視原理，繪製場景!

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 professional knowledge of multimedia digital content design	10	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	Final Exam: 30% Homework Assignment: 30% Course Participation: 20% Experiment Operation: 20%	Total: 100	10
Acquire professional working ethics and society responsibility	20	Cultivate the accomplishment of being possessed of well human relationship and career ethics。 Cultivate the accomplishment of being possessed of society responsibility in professional field。	Lecturing	Final Exam: 30% Homework Assignment: 30% Course Participation: 20% Experiment Operation: 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 creative thinking. Cultivate the capability of innovative design.	Lecturing	Final Exam: 30% Homework Assignment: 30% Experiment Operation: 20% Course Participation: 20%	Total: 100	30
Acquire the capability of lifetime learning.	20	Cultivate the capability of lifetime learning by different ways.	Lecturing	Final Exam: 30% Homework Assignment: 30% Course Participation: 20% Experiment Operation: 20%	Total: 100	20
Acquire the capability of collecting, interpreting and analyzing global multimedia industry trends, and participating in multimedia practical design.	20	Cultivate the capability of realizing the global industrial issues of multimedia digital content. Cultivate the capability of understanding the effects of multimedia design to industries, societies, and worldwide. Cultivate the capability of great foresight and international view. Cultivate working proficiency in career of multimedia digital content. Cultivate the capability of solving industry actual problem.	Lecturing	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	自製素材及參考資料	朱泳漭
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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 & Gender equality education promotion	Lecturing
2	One point perspective concept and application	Lecturing
3	One Point Perspective Review and Practice	Lecturing
4	Two-point perspective concept and application	Lecturing
5	Two-point perspective review and practice	Lecturing
6	Three-point perspective concept and application	Lecturing
7	Three-point perspective review and practice	Lecturing
8	Free practice before midterm	Lecturing
9	midterm exam	Lecturing
10	Reinforcing the overall concept of point perspective	Lecturing
11	Practice drawing ancient scenes	Lecturing
12	Ancient scene practice drawing 2	Lecturing
13	Modern scene practice drawing	Lecturing
14	Modern Scene Practice Drawing 2	Lecturing
15	creative scene drawing	Lecturing
16	Creative Scene Painting 2	Lecturing
17	Pre-final practice & flexible teaching/learning & Flexible Teaching/Learning	Flexible Teaching - Independent Action

18 Final Exam & Flexible Teaching/ Learning & Flexible
Teaching/ Learning

Flexible Teaching - Independent Action