

113-1 Full Curriculum of Da-Yeh University

Information			
Title	3D Animation (1)	Serial No./ID	0265 / MDI3006
Required/Credit	Optimal /2	Time/Place	(Fri)56 / PX304
Language	Chinese	Grade Type	Number
Lecturer /Full- or Part-time	/Part-time	Graduate Class	Non-graduating Class
School System /Dept /Class, Grade	Bachelor /Bachelor Program for Multimedia Digital Content /Class 1, Grade 3		
Office Hour / Place	n.a.		
Lecturer	n.a.		

Introduction

This course is to help students understand the concept of 3D computer animation and design. The specific course objectives are as follows:

- 1 to enable students to understand the current development of 3D computer animation
- 2 Students with 3D computer animation design
- 3 equip students with the practical ability of 3D computer animation design basis

Outline

- 1.3D computer animations
- 2.3D computer animation design, implementation

Prerequisite

computer animation(1)(2)

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	20	Cultivate the capability of being familiar with multimedia digital content knowledge. Cultivate the capability of realizing multimedia digital content theory. 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 Film Appreciation	Homework Assignment: 15% Final Exam: 30% Course Participation: 10% Product Manufacturing: 15% Record on Experiment: 30%	Total: 100	20
Acquire the technologies, skills and the capability of using modern tools for practicing multimedia digital content design	20	Cultivate the capability of using modern multimedia software and hardware tools. Cultivate the capability of being possessed of and applying multimedia digital content professional design technologies and skills. Cultivate the capability of implementing multimedia digital content system.	Lecturing Case Study Practical Operation (Experiment, Machine Operation Film Appreciation	Final Exam: 30% Homework Assignment: 15% Course Participation: 10% Product Manufacturing: 15% Record on Experiment: 30%	Total: 100	20

Acquire the capability of integrating multimedia digital content knowledge and technologies	20	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 Film Appreciation Practical Operation (Experiment, Machine Operation	Homework Assignment: 15% Final Exam: 30% Course Participation: 10% Record on Experiment: 30% Product Manufacturing: 15%	Total: 100	20
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 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: 30% Homework Assignment: 15% Course Participation: 10% Product Manufacturing: 15% Record on Experiment: 30%	Total: 100	20
Acquire the capability of lifetime learning 。	20	Cultivate the capability of lifetime learning by different ways.	Lecturing Practical Operation (Experiment, Machine Operation Case Study Film Appreciation	Final Exam: 30% Homework Assignment: 15% Product Manufacturing: 15% Course Participation: 10% Record on Experiment: 30%	Total: 100	20

Grade Auditing

Record on Experiment: 30%

Final Exam: 30%

Product Manufacturing: 15%

Homework Assignment: 15%

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
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Reference Books maya角色動畫規律及設定 楊佳民

Lesson Plan

Weeks	Content	Teaching Methods
1	Introduction to teaching content, group operation & intellectual property rights promotion & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda & Gender equality education promotion	Lecturing、 Film Appreciation
2	Introduction to basic functions of Rigging (1)	Practical Operation (Experiment, Machine Operation
3	Introduction to basic functions of Rigging (2)	Practical Operation (Experiment, Machine Operation
4	Riging hierarchy relations and concepts	Practical Operation (Experiment, Machine Operation
5	Object and scene controller settings (1)	Practical Operation (Experiment, Machine Operation
6	Object and scene controller settings (2)	Practical Operation (Experiment, Machine Operation
7	Creation and use of external plug-in controllers (1)	Practical Operation (Experiment, Machine Operation
8	Creation and use of external plug-in controllers (2)	Practical Operation (Experiment, Machine Operation
9	midterm exams	Practical Operation (Experiment, Machine Operation
10	Human Rigging (1)	Practical Operation (Experiment, Machine Operation
11	Human Rigging (2)	Practical Operation (Experiment, Machine Operation
12	Human skeleton weight drawing (1)	Practical Operation (Experiment, Machine Operation
13	Human skeleton weight drawing (2)	Practical Operation (Experiment, Machine Operation

14	Emoji skeleton settings and weights (1)	Practical Operation (Experiment, Machine Operation)
15	Emoji skeleton settings and weights (2)	Practical Operation (Experiment, Machine Operation)
16	Use of external plug-ins to erect human Rig (1)	Practical Operation (Experiment, Machine Operation)
17	Case analysis sharing & Flexible Teaching/Learning	Flexible Teaching - Independent Action
18	Case analysis sharing & Flexible Teaching/Learning	Flexible Teaching - Independent Action