

113-1 Full Curriculum of Da-Yeh University

Information			
Title	Character Animation	Serial No./ID	0266 /MDI3012
Required/Credit	Optinal /3	Time/Place	(Thu)567 /H615
Language	Chinese	Grade Type	Number
Lecturer /Full- or Part-time	tuffkid wu /Full-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	(Mon) 12:00~13:20, (Tue) 12:00~13:20, (Wed) 12:00~13:20, (Wed) 13:20~14:10, (Thu) 12:00~13:20 / PX301		
Lecturer	n.a.		

Introduction
Students will learn how to c r e a t e e 3D model in proper sequence, and paint textures of character by using photoshop to promote models made.

Outline
Character design Polygon skill Edit Model for Quality Material Unwrapper uvw Paint Texture Light Bake texture Midterm examination Bone and Manipulater (一) Bone and Manipulater (二) Hair and Fur Animation (一) Animation (二) Render setup Post-effect Facial expression Final examination

Prerequisite
Photoshop Basic skill

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 Case Study Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Course Participation: 10% Product Manufacturing: 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 Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Course Participation: 10% Product Manufacturing: 30%	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 solving and practicing complex multimedia design systems。 Cultivate the capability of analyzing and organizing complex multimedia design problems。	Lecturing Case Study Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Product Manufacturing: 30% Course Participation: 10%	Total: 100	20

Acquire the capability of managing project, communicating each other, respecting different viewpoints and cooperating within the team	20	Cultivate the capability of project planning, execution and management。Cultivate the capability of respecting different viewpoints。Cultivate the capability of communication, coordination, and team cooperation。	Lecturing Case Study Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Course Participation: 10% Product Manufacturing: 30%	Total: 100	20
Acquire the capability of lifetime learning 。	20	Cultivate the capability of lifetime learning by different ways。	Lecturing Case Study Practical Operation (Experiment, Machine Operation	Final Exam: 30% Course Participation: 10% Homework Assignment: 30% Product Manufacturing: 30%	Total: 100	20

Grade Auditing						
Homework Assignment: 30%						
Final Exam: 30%						
Product Manufacturing: 30%						
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		Own teaching materials			Tuffkid Wu	

Lesson Plan						
Weeks	Content			Teaching Methods		
1	智慧財產宣導與課程介紹 & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda & Gender equality education promotion			Lecturing		
2	Bouncing Ball Weight Control			Lecturing、 Case Study		

3	walk cycle	動作表演、Lecturing、Practical Operation (Experiment, Machine Operation
4	walk cycle	Lecturing、Case Study、Practical Operation (Experiment, Machine Operation、Film Appreciation
5	run cycle	Lecturing、Case Study、Practical Operation (Experiment, Machine Operation
6	run cycle	Lecturing、Practical Operation (Experiment, Machine Operation
7	Game character -ready	Lecturing、Practical Operation (Experiment, Machine Operation
8	Game character -stand	Lecturing、Case Study
9	Game character -attack	Lecturing、Practical Operation (Experiment, Machine Operation
10	Game character -attack	Lecturing、Case Study
11	Game character -jump	Lecturing、Practical Operation (Experiment, Machine Operation
12	Game character -death	Lecturing、Practical Operation (Experiment, Machine Operation
13	Performing the role of action	Lecturing、Practical Operation (Experiment, Machine Operation
14	Performing the role of action	Lecturing、Case Study
15	Performing the role of action	Lecturing、Practical Operation (Experiment, Machine Operation
16	Performing the role of action	Lecturing、Practical Operation (Experiment, Machine Operation
17	Final presentation and review 01 & Flexible Teaching/Learning	Flexible Teaching - Independent Action
18	Final presentation and review 02 & Flexible Teaching/Learning	Flexible Teaching - Independent Action