

# 113-1 Full Curriculum of Da-Yeh University

| Information                       |                                                                             |                |                      |
|-----------------------------------|-----------------------------------------------------------------------------|----------------|----------------------|
| Title                             | Advanced Modeling                                                           | Serial No./ID  | 0271 / MDI3042       |
| Required/Credit                   | Optinal /2                                                                  | Time/Place     | (Tue)234 / H719      |
| Language                          | Chinese                                                                     | Grade Type     | Number               |
| Lecturer /Full- or Part-time      | 江家慶 /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               | (Tue) 12:00~13:20, (Wed) 12:00~13:20, (Fri) 12:00~13:20 / H718              |                |                      |
| Lecturer                          | n.a.                                                                        |                |                      |

## Introduction

進階模型是初階模型的延續課程，所接觸的材料、技能會更多更雜。

所以要求進度更嚴格。

此課程目標是要求學生學期能完成一件自創的角色作品，以參考『芭蕾舞.敦煌舞』等優美的人體線條模特兒、製作篇寫實比例的人體結構模型。

此外必須依角色複雜程度.拆件、為接下來的文創課程做翻製準備。

## Outline

1.角色三視圖、2.零件拆解圖說、3.原型製作、4.作品分件拆解製作

## Prerequisite

必須先修過初階模型，且表現優良，90分以上、並有良好的立體造型概念.有耐心毅力者。

## 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(%)<br>【A】 | Ability<br>index(Performance<br>Indicators)                                                                                                                                                                                                                                                            | Teaching<br>Methods                                            | Assessment and<br>Weight                                                                                                       | Core<br>Competency Learning<br>Outcomes 【B】 | Final<br>Exam<br>Grades<br>【C=B*A<br>】 |
| 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。<br>Cultivate the capability of using modern multimedia software and hardware tools。<br>Cultivate the capability of implementing multimedia digital content system。 | Lecturing                                                      | Record on<br>Experiment: 25%<br>Product<br>Manufacturing:<br>25%<br>Course<br>Participation: 25%<br>Thoughts on<br>Topics: 25% | 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。<br>Cultivate the capability of analyzing and organizing complex multimedia design problems。<br>Cultivate the capability of solving and practicing complex multimedia design systems。                                         | Practical<br>Operation<br>(Experiment,<br>Machine<br>Operation | Record on<br>Experiment: 25%<br>Product<br>Manufacturing:<br>25%<br>Course<br>Participation: 25%<br>Thoughts on<br>Topics: 25% | Total: 100                                  | 25                                     |
| Acquire the humanities and arts accomplishment, and the capability of creative thinking and innovative design。<br>。        | 25               | Cultivate the humanities and arts accomplishment。<br>Cultivate the capability of creative thinking。<br>Cultivate the capability of innovative design。                                                                                                                                                  | Practical<br>Operation<br>(Experiment,<br>Machine<br>Operation | Course<br>Participation: 25%<br>Product<br>Manufacturing:<br>25%<br>Record on<br>Experiment: 25%<br>Thoughts on<br>Topics: 25% | Total: 100                                  | 25                                     |

|                                             |    |                                                                  |                                                    |                                                                                                                 |            |    |
|---------------------------------------------|----|------------------------------------------------------------------|----------------------------------------------------|-----------------------------------------------------------------------------------------------------------------|------------|----|
| Acquire the capability of lifetime learning | 25 | Cultivate the capability of lifetime learning by different ways. | Practical Operation (Experiment, Machine Operation | Course Participation: 25%<br>Product Manufacturing: 25%<br>Record on Experiment: 25%<br>Thoughts on Topics: 25% | Total: 100 | 25 |
|---------------------------------------------|----|------------------------------------------------------------------|----------------------------------------------------|-----------------------------------------------------------------------------------------------------------------|------------|----|

### Grade Auditing

Record on Experiment: 25%

Course Participation: 25%

Product Manufacturing: 25%

Thoughts on Topics: 25%

**Book Type** (Respect intellectual property rights. Please use official textbooks and do not illegally photocopy others' works.)

| Book Type       | Book name                | Author       |
|-----------------|--------------------------|--------------|
| Reference Books | 藝用3D頭頸解剖書——掌握頭頸的結構、造型與建模 | Uldis Zarins |

### Lesson Plan

| Weeks | Content                                                                                                                                                                                                                                                                                                                                 | Teaching Methods                                   |
|-------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------|
| 1     | Semester goals, grade evaluation, data collection, ordering materials & publicity of intellectual property rights (including telling students to use genuine textbooks) & traffic safety publicity & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda & Gender equality education promotion | Lecturing                                          |
| 2     | Three-view inspection. Data explanation. Skeleton preparation                                                                                                                                                                                                                                                                           | Practical Operation (Experiment, Machine Operation |
| 3     | Prototyping                                                                                                                                                                                                                                                                                                                             | Practical Operation (Experiment, Machine Operation |
| 4     | Dynamic Adjustment                                                                                                                                                                                                                                                                                                                      | Practical Operation (Experiment, Machine Operation |

|    |                                               |                                                                                           |
|----|-----------------------------------------------|-------------------------------------------------------------------------------------------|
| 5  | muscle building                               | Practical Operation (Experiment, Machine Operation)                                       |
| 6  | muscle building                               | Practical Operation (Experiment, Machine Operation)                                       |
| 7  | muscle building                               | Practical Operation (Experiment, Machine Operation)                                       |
| 8  | Fabrication of human face and head structure  | Practical Operation (Experiment, Machine Operation)                                       |
| 9  | mid-term                                      | Practical Operation (Experiment, Machine Operation)                                       |
| 10 | Fabrication of human face and head structure  | Practical Operation (Experiment, Machine Operation)                                       |
| 11 | Fabrication of human face and head structure  | Practical Operation (Experiment, Machine Operation)                                       |
| 12 | handmade                                      | Practical Operation (Experiment, Machine Operation)                                       |
| 13 | Dismantled                                    | Practical Operation (Experiment, Machine Operation)                                       |
| 14 | Dismantled                                    | Practical Operation (Experiment, Machine Operation)                                       |
| 15 | hair making                                   | Practical Operation (Experiment, Machine Operation)                                       |
| 16 | Dismantled                                    | Practical Operation (Experiment, Machine Operation)                                       |
| 17 | final assignment & Flexible Teaching/Learning | Flexible Teaching - Independent Action, Flexible Teaching - Communication and Interaction |
| 18 | final assignment & Flexible Teaching/Learning | Flexible Teaching - Independent Action, Flexible Teaching - Communication and Interaction |