

# 113-1 Full Curriculum of Da-Yeh University

| Information                       |                                                                             |                |                      |
|-----------------------------------|-----------------------------------------------------------------------------|----------------|----------------------|
| Title                             | Multimedia Software Practice                                                | Serial No./ID  | 0273 /MDI2003        |
| Required/Credit                   | Required /3                                                                 | Time/Place     | (Thu)1234 /H615      |
| Language                          | Chinese                                                                     | Grade Type     | Number               |
| Lecturer /Full- or Part-time      | /Full-time                                                                  | Graduate Class | Non-graduating Class |
| School System /Dept /Class, Grade | Bachelor /Bachelor Program for Multimedia Digital Content /Class 2, Grade 3 |                |                      |
| Office Hour / Place               | (Mon) 12:00~13:20, (Tue) 12:00~13:20, (Wed) 12:00~13:20 / px301             |                |                      |
| Lecturer                          | n.a.                                                                        |                |                      |

| Introduction                                                                                                                                                                                                                                                                                                                                                                                                                                                 |
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| <p>This course is to help students understand the multimedia software, such as 3d concept and design. The specific course objectives are as follows:</p> <ol style="list-style-type: none"> <li>1 to enable students to understand the current multimedia software development</li> <li>2 students with special software for multimedia design</li> <li>3 equip students with the basic design of the multimedia capabilities of digital practice</li> </ol> |

| Outline                                                                                                                                                                               |
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| <ol style="list-style-type: none"> <li>1 introduction of digital multimedia software</li> <li>2 digital multimedia software design, implementation</li> <li>3.after effect</li> </ol> |

| Prerequisite               |
|----------------------------|
| Introduction to Multimedia |

| The Relationship Between Courses and Departmental Core Competencies and Basic Skills                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                          |
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| <ul style="list-style-type: none"> <li> Acquire professional knowledge of multimedia digital content design</li> <li> Acquire the technologies, skills and the capability of using modern tools for practicing multimedia digital content design</li> <li> Acquire the capability of integrating multimedia digital content knowledge and technologies <ul style="list-style-type: none"> <li>Acquire the capability of finding out, analyzing and solving complex interdisciplinary multimedia design problems</li> </ul> </li> <li> Acquire the capability of managing project, communicating each other, respecting different viewpoints and cooperating within the team</li> <li> Acquire the capability of lifetime learning。 <ul style="list-style-type: none"> <li>Acquire the capability of collecting, interpreting and analyzing global multimedia industry trends, and</li> </ul> </li> </ul> |

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.

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## Teaching Plan

| Core Capability                                                                                                            | Weight(%)<br>【A】 | Ability<br>index(Performance<br>Indicators)                                                                                                                                                                                                                                                                                                                                                                                                                                              | Teaching<br>Methods                                                              | Assessment and<br>Weight                                                                               | Core<br>Competency<br>Learning<br>Outcomes<br>【B】 | Final<br>Exam<br>Grades<br>【C=B*A<br>】 |
|----------------------------------------------------------------------------------------------------------------------------|------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------|---------------------------------------------------|----------------------------------------|
| Acquire professional knowledge of multimedia digital content design                                                        | 25               | 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。 | Practical Operation (Experiment, Machine Operation, Lecturing, Film Appreciation | Course Participation: 10%<br>Homework Assignment: 20%<br>Final Exam: 40%<br>Product Manufacturing: 30% | Total: 100                                        | 25                                     |
| 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, Film Appreciation  | Final Exam: 40%<br>Homework Assignment: 20%<br>Course Participation: 10%<br>Product Manufacturing: 30% | Total: 100                                        | 25                                     |

|                                                                                                                                       |    |                                                                                                                                                                                                                           |                                                                                |                                                                                                        |            |    |
|---------------------------------------------------------------------------------------------------------------------------------------|----|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------|------------|----|
| Acquire the capability of integrating multimedia digital content knowledge and technologies                                           | 25 | Cultivate the capability of integrating theoretical knowledge and practical technology。<br>Cultivate the capability of integrating visual communication, information technology and content management knowledge。         | Practical Operation (Experiment, Machine Operation Lecturing Film Appreciation | Course Participation: 10%<br>Homework Assignment: 20%<br>Final Exam: 40%<br>Product Manufacturing: 30% | Total: 100 | 25 |
| Acquire the capability of managing project, communicating each other, respecting different viewpoints and cooperating within the team | 10 | Cultivate the capability of project planning, execution and management。<br>Cultivate the capability of communication, coordination, and team cooperation。<br>Cultivate the capability of respecting different viewpoints。 | Lecturing Practical Operation (Experiment, Machine Operation Film Appreciation | Final Exam: 40%<br>Homework Assignment: 20%<br>Course Participation: 10%<br>Product Manufacturing: 30% | Total: 100 | 10 |
| Acquire the humanities and arts accomplishment, and the capability of creative thinking and innovative design<br>。                    | 10 | Cultivate the humanities and arts accomplishment。<br>Cultivate the capability of creative thinking。<br>Cultivate the capability of innovative design。                                                                     | Lecturing Practical Operation (Experiment, Machine Operation Film Appreciation | Final Exam: 40%<br>Homework Assignment: 20%<br>Product Manufacturing: 30%<br>Course Participation: 10% | Total: 100 | 10 |
| Acquire the capability of lifetime learning<br>。                                                                                      | 5  | Cultivate the capability of lifetime learning by different ways。                                                                                                                                                          | Lecturing Practical Operation (Experiment, Machine Operation Film Appreciation | Final Exam: 40%<br>Course Participation: 10%<br>Homework Assignment: 20%<br>Product Manufacturing: 30% | Total: 100 | 5  |

### Grade Auditing

Final Exam: 40%

Product Manufacturing: 30%

Homework Assignment: 20%

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

| Book Type           | Book name | Author |
|---------------------|-----------|--------|
| Instructor-compiled | 自編教材      | 李中魁    |

## Lesson Plan

| Weeks | Content                                                                                                                                                  | Teaching Methods                                                                  |
|-------|----------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------|
| 1     | Course Introduction & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda & Gender equality education promotion | Lecturing、Film Appreciation                                                       |
| 2     | AE interface introduction                                                                                                                                | Lecturing、Practical Operation<br>(Experiment, Machine Operation、Film Appreciation |
| 3     | Introduction and application of matte and ALPHA                                                                                                          | Lecturing、Practical Operation<br>(Experiment, Machine Operation、Film Appreciation |
| 4     | MASK Overlapping Effect and Displacement                                                                                                                 | Lecturing、Practical Operation<br>(Experiment, Machine Operation、Film Appreciation |
| 5     | shapelayer animation-1                                                                                                                                   | Lecturing、Practical Operation<br>(Experiment, Machine Operation、Film Appreciation |
| 6     | shapelayer animation-2                                                                                                                                   | Lecturing、Practical Operation<br>(Experiment, Machine Operation、Film Appreciation |
| 7     | AE Simple Character Animation                                                                                                                            | Lecturing、Practical Operation<br>(Experiment, Machine Operation、Film Appreciation |
| 8     | mid-term preparation for class                                                                                                                           | Practical Operation (Experiment, Machine Operation、Film Appreciation              |
| 9     | Interim Post                                                                                                                                             | Practical Operation (Experiment, Machine Operation                                |
| 10    | Displacement                                                                                                                                             | Lecturing、Practical Operation<br>(Experiment, Machine Operation、Film Appreciation |

|    |                                          |                                                                                                                                        |
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| 11 | camera lens movement                     | Lecturing、 Practical Operation<br>(Experiment, Machine Operation、 Film Appreciation                                                    |
| 12 | Expressions function                     | Lecturing、 Practical Operation<br>(Experiment, Machine Operation、 Film Appreciation                                                    |
| 13 | Music animation                          | Lecturing、 Practical Operation<br>(Experiment, Machine Operation、 Film Appreciation                                                    |
| 14 | Path animation                           | Lecturing、 Practical Operation<br>(Experiment, Machine Operation、 Film Appreciation                                                    |
| 15 | Particle _1                              | Lecturing、 Practical Operation<br>(Experiment, Machine Operation、 Film Appreciation                                                    |
| 16 | Particle _2                              | Lecturing、 Practical Operation<br>(Experiment, Machine Operation、 Film Appreciation                                                    |
| 17 | Particle _3 & Flexible Teaching/Learning | Flexible Teaching - Independent Action、<br>Flexible Teaching - Communication and Interaction                                           |
| 18 | Final Exam & Flexible Teaching/Learning  | Flexible Teaching - Independent Action、<br>Flexible Teaching - Communication and Interaction、 Flexible Teaching - Social Participation |