

113-1 Full Curriculum of Da-Yeh University

Information			
Title	Advanced Drawing	Serial No./ID	0277 /MDI3036
Required/Credit	Optinal /2	Time/Place	(Thu)56 /H718
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	(Tue) 12:00~13:20, (Tue) 13:20~14:10, (Tue) 14:20~15:10, (Wed) 12:00~13:20, (Fri) 12:00~13:20 / PX301		
Lecturer	n.a.		

Introduction

- 1:本課程以創造式素描為主，學習思考與創作，搜集資料與運用，為創作奇幻或具有視覺衝擊之素描作品為目的。
- 2:材料選擇並不限制，鉛筆、原子筆、色鉛筆、壓克力、水彩與油畫均可。
- 3:每幅創作之作品需提設計圖報告通過。

Outline

- 1:多元性手繪材料探討
- 2:創作與設計圖思考
- 3:主題與構圖思維
- 4:鉛筆、原子筆、色鉛筆之運用
- 5:色彩與素描關係原理
- 6:精緻作品創作為主軸

Prerequisite

- 1:已具備素描基礎能力，對於人體結構透視均已了解。
- 2:適合已修課程、設計素描、手繪動漫人體等學生參與。

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 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 Case Study Practical Operation (Experiment, Machine Operation Film Appreciation	Final Exam: 30% Homework Assignment: 30% Course Participation: 20% Experiment Operation: 20%	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: 20% Experiment Operation: 20%	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% Experiment Operation: 20% Course Participation: 20%	Total: 100	20
Acquire the humanities and arts accomplishment, and the capability of creative thinking and innovative design	20	Cultivate the humanities and arts accomplishment。 Cultivate the capability of innovative design。 Cultivate the capability of creative thinking。	Lecturing Case Study Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Course Participation: 20% Experiment Operation: 20%	Total: 100	20
Acquire the capability of lifetime learning	20	Cultivate the capability of lifetime learning by different ways。	Lecturing Group Discussion Case Study Practical Operation (Experiment, Machine Operation	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
Instructor-compiled	進階素描	陳志隆

Material

Lesson Plan

Weeks	Content	Teaching Methods
1	Course introduction and explanation & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda & Gender equality education promotion	Lecturing、 Case Study
2	Creative concept and media method performance	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
3	Pre-production preparation and report-1	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
4	Pre-production preparation and report-2	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
5	Pre-production preparation and report-3	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
6	Discussion and revision of creative works-1	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
7	Discussion and revision of creative works-2	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
8	Discussion and revision of creative works-3	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
9	Pay the first creation	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
10	Creative concept and media method performance-2	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
11	Pre-production preparation and report-1	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
12	Pre-production preparation and report-2	Lecturing、 Practical Operation (Experiment, Machine Operation
13	Pre-production preparation and report-3	Lecturing、 Practical Operation (Experiment, Machine Operation
14	Discussion on the review and revision of the final exam article-1	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
15	Discussion on the review and revision of the final exam article-2	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
16	Discussion on the review and revision of the final exam article-3	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation

- | | | |
|-----------|---|--|
| 17 | Thoughts on hand-painted creation-1 & Flexible Teaching/Learning | Flexible Teaching - Independent Action,
Flexible Teaching - Communication and
Interaction |
| 18 | Thoughts on hand-painted creation-2 & Flexible Teaching/Learning | Flexible Teaching - Independent Action,
Flexible Teaching - Communication and
Interaction |