

113-2 Full Curriculum of Da-Yeh University

Information			
Title	Plastic Art Fundamentals	Serial No./ID	0348 /MDI1012
Required/Credit	Required /3	Time/Place	(Thu)5678 /H718
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 2, Grade 1		
Office Hour / Place	(Mon) 12:00~13:20, (Thu) 12:00~13:20, (Fri) 12:00~13:20 / PX301		
Lecturer	n.a.		

Introduction

Design shape emotional and rational basis for the use of a method, system, the research in the field of art and design modeling problems co-existing stages, professional learning for students in the future, to establish a good and solid foundation.

Outline

Shape does not refer to the primary basis for the design of a professional status, but the design of the co-existence of professional modeling problem, namely a combination of frame shape, color, texture, formal beauty law, modeling, teaching and creative thinking, etc. research, is "three constitute" constitute the integrated use of space and design of these four basic elements.

Prerequisite

- 1.Photo Shop
- 2.Illustrator

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	30	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 Practical Operation (Experiment, Machine Operation	Homework Assignment: 30% Course Participation: 20% Product Manufacturing: 30% Record on Experiment: 20%	Total: 100	30
Acquire the capability of finding out, analyzing and solving complex interdisciplinary multimedia design problems	30	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 Practical Operation (Experiment, Machine Operation	Homework Assignment: 30% Course Participation: 20% Record on Experiment: 20% Product Manufacturing: 30%	Total: 100	30

Acquire the capability of lifetime learning 。	40	Cultivate the capability of lifetime learning by different ways。	Practical Operation (Experiment, Machine Operation	Homework Assignment: 30% Product Manufacturing: 30% Course Participation: 20% Record on Experiment: 20%	Total: 100	40
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Grade Auditing

Product Manufacturing: 30%

Homework Assignment: 30%

Course Participation: 20%

Record on Experiment: 20%

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

Book Type	Book name	Author
Textbook	基礎設計	林崇宏

Lesson Plan

Weeks	Content	Teaching Methods
1	Course Description and Assignment Specification. Customized Materials & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda & Gender equality education promotion	Lecturing
2	The Theoretical Basis of Form Constitution	Lecturing
3	Class painting practice	Practical Operation (Experiment, Machine Operation
4	Class painting practice	Practical Operation (Experiment, Machine Operation
5	Basic structure to explain	Lecturing
6	Class painting practice	Practical Operation (Experiment, Machine Operation
7	Class painting practice	Practical Operation (Experiment, Machine Operation

8	Mid-term operations	Practical Operation (Experiment, Machine Operation)
9	Image composition	Lecturing
10	Class painting practice	Practical Operation (Experiment, Machine Operation)
11	Class painting practice	Practical Operation (Experiment, Machine Operation)
12	Texture composition and technique development	Lecturing
13	Class painting practice	Practical Operation (Experiment, Machine Operation)
14	Class painting practice	Practical Operation (Experiment, Machine Operation)
15	Gold ratio	Lecturing
16	Class painting practice	Practical Operation (Experiment, Machine Operation)
17	Final Assignment & Flexible Teaching/Learning	Flexible Teaching - Independent Action
18	Final Assignment & Flexible Teaching/Learning	Flexible Teaching - Independent Action