

113-2 Full Curriculum of Da-Yeh University

Information			
Title	Advanced 2D Animation	Serial No./ID	0366 /MDI2033
Required/Credit	Optinal /3	Time/Place	(Thu)234 /PX304
Language	Chinese	Grade Type	Number
Lecturer /Full- or Part-time	林運辰 /Part-time	Graduate Class	Non-graduating Class
School System /Dept /Class, Grade	Bachelor /Bachelor Program for Multimedia Digital Content /Class 2, Grade 2		
Office Hour / Place	n.a.		
Lecturer	n.a.		

Introduction

本課程重點培養獨立製作之能力，將從故事提案、人物設定、場景繪製、原畫與動畫、後製合成等，學習動畫完整製作流程，讓學生具備獨立完成一支2D動畫之相關技術。

Outline

1.提案、故事劇本 2.分鏡、動態腳本製作 3.場景、人物美術設計 4.原畫、動畫繪製 5.後製合成、配音配樂

Prerequisite

學生須先修過2D動畫課程，並具備基本手繪能力、clip studio、After Effects、Premiere等軟體基本操作。

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。	Case Study Practical Operation (Experiment, Machine Operation Group Work	Final Exam: 30% Homework Assignment: 40% Assessment on Teamwork: 20% Experiment Operation: 10%	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。	Case Study Practical Operation (Experiment, Machine Operation Group Work	Final Exam: 30% Homework Assignment: 40% Assessment on Teamwork: 20% Experiment Operation: 10%	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 analyzing and organizing complex multimedia design problems。 Cultivate the capability of solving and practicing complex multimedia design systems。	Group Discussion Group Work	Final Exam: 30% Homework Assignment: 40% Experiment Operation: 10% Assessment on Teamwork: 20%	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 communication, coordination, and team cooperation。 Cultivate the capability of respecting different viewpoints。	Group Discussion Group Work	Final Exam: 30% Homework Assignment: 40% Assessment on Teamwork: 20% Experiment Operation: 10%	Total: 100	20
Acquire professional working ethics and society responsibility	20	Cultivate the accomplishment of being possessed of well human relationship and career ethics。 Cultivate the accomplishment of being possessed of society responsibility in professional field。	Group Discussion Group Work Special Report	Final Exam: 30% Assessment on Teamwork: 20% Homework Assignment: 40% Experiment Operation: 10%	Total: 100	20

Grade Auditing

Homework Assignment: 40%

Final Exam: 30%

Assessment on Teamwork: 20%

Experiment Operation: 10%

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

Book Type	Book name	Author
Reference Books	動漫基礎技法	理查．威廉斯

Lesson Plan

Weeks	Content	Teaching Methods
1	課程介紹 / 專案分享 & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda & Gender equality education promotion	Case Study

2	Moho 軟體基本操作	Practical Operation (Experiment, Machine Operation)
3	角色動作練習 - 走路 1	Practical Operation (Experiment, Machine Operation)
4	角色動作練習 - 走路 2	Practical Operation (Experiment, Machine Operation)
5	角色動作練習 - 表演 1	Practical Operation (Experiment, Machine Operation)
6	角色動作練習 - 表演 2	Practical Operation (Experiment, Machine Operation)
7	角色動作練習 - 作品構思/討論	Practical Operation (Experiment, Machine Operation)
8	期中 - 同學作品分享/討論	Case Study、 Special Report
9	2D角色 - Rig 1	Practical Operation (Experiment, Machine Operation)
10	2D角色 - Rig 2	Practical Operation (Experiment, Machine Operation)
11	2D角色建模 1	Practical Operation (Experiment, Machine Operation)
12	2D角色建模 2	Practical Operation (Experiment, Machine Operation)
13	2D角色建模 3	Practical Operation (Experiment, Machine Operation)
14	2D角色建模 4	Practical Operation (Experiment, Machine Operation)
15	動畫製作 - 前期規劃	Case Study、 Practical Operation (Experiment, Machine Operation)
16	動畫製作 - 製作	Case Study、 Practical Operation (Experiment, Machine Operation)
17	動畫製作 - 後期 & Flexible Teaching/Learning	Flexible Teaching - Communication and Interaction
18	期末 - 成果發表 & Flexible Teaching/Learning	Flexible Teaching - Communication and Interaction