

113-2 Full Curriculum of Da-Yeh University

Information			
Title	Basic Comic Skills	Serial No./ID	0367 / MDI2035
Required/Credit	Optimal /2	Time/Place	(Tue)78 /PX304
Language	Chinese	Grade Type	Number
Lecturer /Full- or Part-time	朱泳潁 /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
本課程專注訓練漫畫基本技巧，從人物各類角色，將骨架，造型，動作，以及場景，讓學生都有厚實的完整描繪能力，以便銜接未來漫畫創作課程打下厚實基礎。

Outline
1:各式風格人物比例掌握 2:各種造型創作 3:動態表演掌握 4:透視與場景掌握

Prerequisite
設計素描，手繪人體動漫

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.	Lecturing	Homework Assignment: 30% Final Exam: 40% Course Participation: 20% Peer Assessment: 5% Experiment Operation: 5%	Total: 100	20
Acquire the capability of integrating multimedia digital content knowledge and technologies	10	Cultivate the capability of integrating theoretical knowledge and practical technology. Cultivate the capability of integrating visual communication, information technology and content management knowledge.	Lecturing	Final Exam: 40% Homework Assignment: 30% Course Participation: 20% Peer Assessment: 5% Experiment Operation: 5%	Total: 100	10
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	Homework Assignment: 30% Final Exam: 40% Course Participation: 20% Experiment Operation: 5% Peer Assessment: 5%	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	Final Exam: 40% Homework Assignment: 30% Course Participation: 20% Peer Assessment: 5% Experiment Operation: 5%	Total: 100	20
Acquire the capability of lifetime learning。	30	Cultivate the capability of lifetime learning by different ways。	Lecturing	Final Exam: 40% Homework Assignment: 30% Peer Assessment: 5% Course Participation: 20% Experiment Operation: 5%	Total: 100	30

Grade Auditing

Final Exam: 40%

Homework Assignment: 30%

Course Participation: 20%

Experiment Operation: 5%

Peer Assessment: 5%

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

Book Type	Book name	Author
Instructor-compiled	網路作品參考	朱泳潁

Lesson Plan

Weeks	Content	Teaching Methods
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1	Intellectual Property Rights & Traffic Promotion & Intellectual Property Rights Promotion (including informing students to use genuine textbooks) & Traffic Safety Promotion & Gender Equality Education Promotion & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda & Gender equality education promotion	Lecturing
2	Introduction to basic software functions	Lecturing
3	Basic comic storyboard	Lecturing
4	Character design & setting	Lecturing
5	Character placement & draft	Lecturing
6	Basic ink line & ink block	Lecturing
7	Basic outlets	Lecturing
8	The first overall exercise	Lecturing
9	Midterm Exam	Lecturing
10	References and references	Lecturing
11	A brief discussion on the script	Lecturing
12	A brief discussion on painting style	Lecturing
13	Advanced Ink Line	Lecturing
14	Advanced Ink Line 2	Lecturing
15	Advanced Dots-Light and Shadow	Lecturing
16	Advanced Dots-Post-production Effects	Lecturing
17	Pre-final exercises & flexible teaching/learning & Flexible Teaching/Learning	Flexible Teaching - Independent Action
18	Final Exams & Flexible Teaching/Learning & Flexible Teaching/Learning	Flexible Teaching - Independent Action