

113-2 Full Curriculum of Da-Yeh University

Information			
Title	Model Coloring	Serial No./ID	0386 /MDI4016
Required/Credit	Optinal /3	Time/Place	(Thu)234 /H719
Language	Chinese	Grade Type	Number
Lecturer /Full- or Part-time	江家慶 /Full-time	Graduate Class	Graduating Class
School System /Dept /Class, Grade	Bachelor /Bachelor Program for Multimedia Digital Content /Class 1, Grade 4		
Office Hour / Place	(Mon) 12:00~13:20, (Thu) 12:00~13:20, (Fri) 12:00~13:20 / PX301		
Lecturer	n.a.		

Introduction
因應目前產業的需要 公司、企業、形象、品牌、都需要與文創產業做連結 才能產生消費者深刻的印象。 公仔雖為香港對玩具雕像的稱呼~ 但目前在業界早已成為必要的形象代理 (大同寶寶、雄獅..等都有自己的文創公仔形象) 此課程是對於有修進階模型&立體文創商品課程的學生、針對課堂上翻製作品進行後續的上色課程。 並將此類產業了解生產過程。

Outline
美術噴修課程早已在20多年前就消失.但立體文創商品必須使用純熟的美術噴修技巧、才能完美呈現商品化。 此課程目的在噴筆塗裝、模型漆等漆性運用的教學 並在學期末完成一件業界程度的塗裝上色作品。

Prerequisite

必須修過.色彩學、素描、進階模型.文創立體商品製作課程同學

修此課程學生需要過人的耐心、細心、毅力

並且對立體動漫作品有過人的熱情. 對設備環境整理有責任心。

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	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	Product Manufacturing: 30% Course Participation: 20% Homework Assignment: 30% Record on Experiment: 20%	Total: 100	25
Acquire the capability of finding out, analyzing and solving complex interdisciplinary multimedia design problems	25	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	Product Manufacturing: 30% Course Participation: 20% Homework Assignment: 30% Record on Experiment: 20%	Total: 100	25
Acquire the capability of managing project, communicating each other, respecting different viewpoints and cooperating within the team	25	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。	Lecturing Group Work Practical Operation (Experiment, Machine Operation	Homework Assignment: 30% Course Participation: 20% Product Manufacturing: 30% Record on Experiment: 20%	Total: 100	25

Acquire the capability of lifetime learning	25	Cultivate the capability of lifetime learning by different ways。	Lecturing Practical Operation (Experiment, Machine Operation	Homework Assignment: 30% Course Participation: 20% Product Manufacturing: 30% Record on Experiment: 20%	Total: 100	25
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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	初學者絕對要擁有的入門聖經	模型的王國 追蹤作者

Lesson Plan

Weeks	Content	Teaching Methods
1	Material Introduction Course to. & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda & Gender equality education promotion	Practical Operation (Experiment, Machine Operation
2	The role of three-view drawing. Skeleton preparation of model	Practical Operation (Experiment, Machine Operation
3	Skeleton preparation of model. Prototype production	Practical Operation (Experiment, Machine Operation
4	Prototype production. Oven thermosetting lectures and demonstrations	Practical Operation (Experiment, Machine Operation
5	Face sculpture detail	Practical Operation (Experiment, Machine Operation

6	Secondary hardening heat into the oven. Thermosetting demonstration	Practical Operation (Experiment, Machine Operation)
7	Body shape production	Practical Operation (Experiment, Machine Operation)
8	The overall shape ready. Into the oven thermosetting	Practical Operation (Experiment, Machine Operation)
9	View works progress & Role 3 View. Interim Results	Practical Operation (Experiment, Machine Operation)
10	Does not meet the progress of the students continue to strengthen	Practical Operation (Experiment, Machine Operation)
11	After the completion of the overall shape. Sanding operations.	Practical Operation (Experiment, Machine Operation)
12	After the completion of polishing spray paint. Now explain how	Practical Operation (Experiment, Machine Operation)
13	Shanghao primer. Began production details (AB Soil demonstration)	Practical Operation (Experiment, Machine Operation)
14	Production details	Practical Operation (Experiment, Machine Operation)
15	Final grinding.	Practical Operation (Experiment, Machine Operation)
16	Color demonstration. Acrylic. Colour of model paint. Airbrush	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