

113-2 Full Curriculum of Da-Yeh University

Information			
Title	Advanced Digital Sculpture	Serial No./ID	0390 / MDI4010
Required/Credit	Optinal /2	Time/Place	(Tue)78 /PX302
Language	Chinese	Grade Type	Number
Lecturer /Full- or Part-time	Chen Wed Sheng /Part-time	Graduate Class	Graduating Class
School System /Dept /Class, Grade	Bachelor /Bachelor Program for Multimedia Digital Content /Class 2, Grade 4		
Office Hour / Place	n.a.		
Lecturer	n.a.		

Introduction
Learning the next generation of modeling and mapping skills and ideas
Goals so that students learn advanced animation concepts and game production skills

Outline
Workplace learning animation and game industry first off production Advanced Skills

Prerequisite
Digital Sculpture

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.	Case Study	Final Exam: 40% Midterm Exam: 40% Homework Assignment: 20%	Total: 100	25
Acquire the capability of integrating multimedia digital content knowledge and technologies	25	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	Final Exam: 40% Midterm Exam: 40% Product Manufacturing: 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.	Case Study	Midterm Exam: 40% Final Exam: 40% Record on Experiment: 20%	Total: 100	25

Acquire the capability of lifetime learning 。	25	Cultivate the capability of lifetime learning by different ways。	Case Study	Midterm Exam: 40% Final Exam: 40% Homework Assignment: 20%	Total: 100	25
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Grade Auditing

Final Exam: 40%
Midterm Exam: 40%
Homework Assignment: 10%
Product Manufacturing: 5%
Record on Experiment: 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	數位教學	陳偉盛

Lesson Plan

Weeks	Content	Teaching Methods
1	參考資料及實用筆刷介紹 & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda & Gender equality education promotion	Case Study
2	角色大型製作character production	Case Study
3	角色比例製作Character Scale Production	Case Study
4	身體細節製作body detailing	Case Study
5	四肢細節製作detailing of limbs	Case Study
6	手細節製作 hand detailing	Case Study
7	臉部細節製作facial details	Case Study
8	服裝製作 clothing production	Case Study
9	期中檢討實務操作Practical operation of mid-term review	Case Study
10	配件製作Accessories production	Case Study

11	髮型製作 hairstyle making	Case Study
12	動作調整 action adjustment	Case Study
13	小場景製作 small scene production	Case Study
14	實體特效製作 Physical effects production	Case Study
15	整體模型觀察與調整 Overall model observation and adjustment	Case Study
16	檢討與修正 review and revision	Case Study
17	Homework exercises and answers & Flexible Teaching / Learning	Flexible Teaching - Communication and Interaction
18	Homework Submission & Flexible Teaching / Learning	Flexible Teaching - Independent Action