

113-2 Full Curriculum of Da-Yeh University

Information			
Title	AI Drawing Practical Applications	Serial No./ID	1089 /CDD1001
Required/Credit	Optinal /2	Time/Place	(Thu)56 /G505
Language	Chinese	Grade Type	Number
Lecturer /Full- or Part-time	Cherng Jong Sheng /Full-time	Graduate Class	Non-graduating Class
School System /Dept /Class, Grade	Bachelor /College of Design and Arts /Class 1, Grade 2		
Office Hour / Place	(Wed) 10:10~11:00, (Wed) 11:10~12:00, (Wed) 13:20~14:10, (Wed) 14:20~15:10, (Wed) 15:20~16:10, (Wed) 16:20~17:10 / H318		
Lecturer	n.a.		

Introduction
AI繪圖不論在藝術創作領域，還是在設計相關工作上，已經帶來了前所未見的轉變。本課程將以AI繪圖工具 - Stable Diffusion作為主要的操作工具，並結合第三方設計工具與開源擴充工具。掌握AI繪圖技巧，不僅能讓AI依據我們的想像生成各種風格和主題的精美圖像，更可能會看見AI創作出超越我們想像的畫面！課程內容除了介紹AI繪圖的技巧，還將包含專題式創作，如:人像圖片創作、場景圖片創作，數位漫畫創作等。在課程結束時，同學能擁有一份專業又精彩的AI繪圖作品集。

Outline
課程簡介： AI繪圖不論在藝術創作領域，還是在設計相關工作上，已經帶來了前所未見的轉變。本課程將以AI繪圖工具 - Stable Diffusion作為主要的操作工具，並結合第三方設計工具與開源擴充工具。掌握AI繪圖技巧，不僅能讓AI依據我們的想像生成各種風格和主題的精美圖像，更可能會看見AI創作出超越我們想像的畫面！課程內容除了介紹AI繪圖的技巧，還將包含專題式創作，如:人像圖片創作、場景圖片創作，數位漫畫創作等。在課程結束時，同學能擁有一份專業又精彩的AI繪圖作品集。 課程目標： 1.教導學生將AI繪圖技術應用在人像圖片創作。 2.教導學生將AI繪圖技術應用在場景圖片創作。 3.教導學生將AI繪圖技術應用在數位漫畫創作。 4.使學生能整合ChatGPT與AI繪圖工具進行創作。

Prerequisite
無

The Relationship Between Courses and Departmental Core Competencies and Basic Skills



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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】
.	20	1. 2. 3. 4. 5. 6.	Lecturing Practical Operation (Experiment, Machine Operation	Product Manufacturing: 30% Course Participation: 15% Midterm Exam: 25% Experiment Operation: 30%	Total: 100	20
.	40	1. 2. 3. 4. 5. 6.	Lecturing Practical Operation (Experiment, Machine Operation	Product Manufacturing: 30% Course Participation: 15% Midterm Exam: 25% Experiment Operation: 30%	Total: 100	40
.	10	1. 2.affective 3.conscientiousness 4.	Lecturing Practical Operation (Experiment, Machine Operation	Midterm Exam: 25% Course Participation: 15% Product Manufacturing: 30% Experiment Operation: 30%	Total: 100	10
.	30	1. 2. 3. 4. 5. 6.	Lecturing Practical Operation (Experiment, Machine Operation	Midterm Exam: 25% Course Participation: 15% Product Manufacturing: 30% Experiment Operation: 30%	Total: 100	30

Grade Auditing

Experiment Operation: 30%

Product Manufacturing: 30%

Midterm Exam: 25%

Course Participation: 15%

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

Book Type	Book name	Author
Instructor-compiled	無	無

Lesson Plan

Weeks	Content	Teaching Methods
1	Introduction to AI Drawing & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda & Gender equality education promotion	Lecturing、 Practical Operation (Experiment, Machine Operation
2	Introduction of AI drawing tools	Lecturing、 Practical Operation (Experiment, Machine Operation
3	Integration of ChatGPT and AI drawing tools	Lecturing、 Practical Operation (Experiment, Machine Operation
4	Portrait Picture Creation (1)	Lecturing、 Practical Operation (Experiment, Machine Operation
5	Portrait Picture Creation (2)	Lecturing、 Practical Operation (Experiment, Machine Operation
6	Portrait Picture Creation (3)	Lecturing、 Practical Operation (Experiment, Machine Operation
7	Portrait Picture Creation (4)	Lecturing、 Practical Operation (Experiment, Machine Operation
8	Scene picture creation (1)	Lecturing、 Practical Operation (Experiment, Machine Operation
9	Midterm	Practical Operation (Experiment, Machine Operation
10	Scene picture creation (2)	Lecturing、 Practical Operation (Experiment, Machine Operation

11	Scene picture creation (3)	Lecturing、 Practical Operation (Experiment, Machine Operation
12	Scene picture creation (4)	Lecturing、 Practical Operation (Experiment, Machine Operation
13	Scene picture creation (5)	Lecturing、 Practical Operation (Experiment, Machine Operation
14	Digital Comic Creation (1)	Lecturing、 Practical Operation (Experiment, Machine Operation
15	Digital Comic Creation (2)	Lecturing、 Practical Operation (Experiment, Machine Operation
16	Digital Comic Creation (3)	Lecturing、 Practical Operation (Experiment, Machine Operation
17	Independent Learning & Flexible Teaching/Learning	Flexible Teaching - Independent Action
18	Independent Learning & Flexible Teaching/Learning	Flexible Teaching - Independent Action