

114-1 Full Curriculum of Da-Yeh University

| Information | | | |
|-----------------------------------|--|----------------|----------------------|
| Title | Hand Drawn Scene | Serial No./ID | 0312 /MDI1026 |
| Required/Credit | Optinal /2 | Time/Place | (Thu)56 /H718 |
| Language | Chinese | Grade Type | Number |
| Lecturer /Full- or Part-time | 朱泳潏 /Part-time | Graduate Class | Non-graduating Class |
| School System /Dept /Class, Grade | /Bachelor Program for Multimedia Digital Content /Class 2, Grade 1 | | |
| Office Hour / Place | n.a. | | |
| Lecturer | n.a. | | |

Introduction

This course will train students to understand and learn the principles of perspective, which will be widely used in the initial training of scene drawing!

Outline

1. One-point perspective: concept and application
2. Two-point perspective: concept and application
3. Three-point perspective: concept and application
4. Ancient and modern scene drawing exercises
5. Creative scene drawing

Prerequisite

This course requires no prerequisites; all participants can draw scenes using the principles of perspective!

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 professional knowledge of multimedia digital content design | 10 | Cultivate the capability of realizing multimedia digital content theory。 Cultivate the capability of being familiar with multimedia digital content knowledge。 Cultivate the capability of being possessed of multimedia digital content professional knowledge, including animation, comic, game design, and so on。 Cultivate the capability of being possessed of multimedia digital content design quality and accomplishment, including cultural creativity, art, esthetics, and so on。 | Lecturing | Final Exam: 30% Homework Assignment: 30% Course Participation: 20% Experiment Operation: 20% | Total: 100 | 10 |
| 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。 | Lecturing | Final Exam: 30% Homework Assignment: 30% Course Participation: 20% Experiment Operation: 20% | Total: 100 | 20 |

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|---|----|---|-----------|--|------------|----|
| Acquire the humanities and arts accomplishment, and the capability of creative thinking and innovative design. | 30 | Cultivate the humanities and arts accomplishment. Cultivate the capability of creative thinking. Cultivate the capability of innovative design. | Lecturing | Final Exam: 30% Homework Assignment: 30% Experiment Operation: 20% Course Participation: 20% | Total: 100 | 30 |
| Acquire the capability of lifetime learning. | 20 | Cultivate the capability of lifetime learning by different ways. | Lecturing | Final Exam: 30% Homework Assignment: 30% Course Participation: 20% Experiment Operation: 20% | Total: 100 | 20 |
| Acquire the capability of collecting, interpreting and analyzing global multimedia industry trends, and participating in multimedia practical design. | 20 | Cultivate the capability of realizing the global industrial issues of multimedia digital content. Cultivate the capability of understanding the effects of multimedia design to industries, societies, and worldwide. Cultivate the capability of great foresight and international view. Cultivate working proficiency in career of multimedia digital content. Cultivate the capability of solving industry actual problem. | Lecturing | Final Exam: 30% Course Participation: 20% Homework Assignment: 30% Experiment Operation: 20% | Total: 100 | 20 |

Grade Auditing

Homework Assignment: 30%

Final Exam: 30%

Experiment Operation: 20%

Course Participation: 20%

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

| Book Type | Book name | Author |
|-----------|-----------|--------|
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| Instructor-compiled | 自製素材及參考資料 | 朱泳漭 |
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Lesson Plan

| Weeks | Content | Teaching Methods |
|-------|--|--|
| 1 | Prelude & Intellectual Property Rights Advocacy (including telling students to use genuine textbooks) & Traffic Safety Advocacy & Intellectual Property Rights Advocacy (including telling students to use genuine textbooks) & Traffic Safety Advocacy & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda & Gender equality education promotion | Lecturing |
| 2 | One point perspective concept and application | Lecturing |
| 3 | One Point Perspective Review and Practice | Lecturing |
| 4 | Two-point perspective concept and application | Lecturing |
| 5 | Two-point perspective review and practice | Lecturing |
| 6 | Three-point perspective concept and application | Lecturing |
| 7 | Three-point perspective review and practice | Lecturing |
| 8 | Free practice before midterm | Lecturing |
| 9 | midterm exam | Lecturing |
| 10 | Reinforcing the overall concept of point perspective | Lecturing |
| 11 | Practice drawing ancient scenes | Lecturing |
| 12 | Ancient scene practice drawing 2 | Lecturing |
| 13 | Modern scene practice drawing | Lecturing |
| 14 | Modern Scene Practice Drawing 2 | Lecturing |
| 15 | creative scene drawing | Lecturing |
| 16 | Creative Scene Painting 2 | Lecturing |
| 17 | Final Exercises & Flexible Teaching/Learning | Flexible Teaching - Independent Action |
| 18 | Final Exam & Flexible Teaching/Learning | Flexible Teaching - Independent Action |