114-1 Full Curriculum of Da-Yeh University

Information

Title	Game Art Design	Serial No./ID	0317 /MDI2034
Required/Credit	Optinal /3	Time/Place	(Tue)567 /PX302
Language	Chinese	Grade Type	Number
Lecturer /Full- or Part-time	/Full-time	Graduate Class	Non-graduating Class
School System /Dept /Class, Grade	/Bachelor Program for Multimedia Digital Content /Class 1, Grade 2		
Office Hour / Place	(Mon) 12:00~13:20, (Tue) 12:00~13:20, (Wed) 12:00~13:20 / PX301		
Lecturer	n.a.		

Introduction

Software requirements range from simple tools like SAI to more advanced programs like CLIP STUDIO PAINT and Photoshop. This course focuses on practical application of digital art tools for industry-standard illustration, covering linework, structure, color theory, perspective, and composition to create the three fundamental elements of game design: characters, environments, and interfaces. Throughout the course, students receive personalized feedback and technical guidance tailored to their digital art proficiency level.

Outline

Mastering American, Japanese, and Korean Styles-
A. Game Design Document Development
B. Protagonist and Antagonist Character Design
C. Monster Design
D. Weapon and Prop Design
E. Armor Design
F. Environment Design

Prerequisite

This course requires familiarity with software such as Photoshop and Painter.

Students must also possess strong sketching skills and a solid understanding of hand-drawn human anatomy and anime concepts.

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	20	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 Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Course Participation: 30% Experiment Operation: 10%	Total: 100	20
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 Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Course Participation: 30% Experiment Operation: 10%	Total: 100	20

Acquire the capability of integrating multimedia digital content knowledge and technologies	20	Cultivate the capability of integrating theoretical knowledge and practical technology Cultivate the capability of integrating visual communication, information technology and content management knowledge	Lecturing Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Experiment Operation: 10% Course Participation: 30%	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 creative thinking Cultivate the capability of innovative design	Lecturing Practical Operation (Experiment, Machine Operation	Final Exam: 30% Homework Assignment: 30% Course Participation: 30% Experiment Operation: 10%	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 Practical Operation (Experiment, Machine Operation	Final Exam: 30% Course Participation: 30% Homework Assignment: 30% Experiment Operation: 10%	Total: 100	20

Grade Auditing

Homework Assignment: 30%
Course Participation: 30%
Final Exam: 30%
Experiment Operation: 10%

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

Book Type	Book name	Author
Reference Books	Color and Light: A Guide for the Realist Painter	. James Gurney

Lesson Plan

Weeks	Content	Teaching Methods
1	Course Description & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda & Gender equality education promotion	Lecturing Practical Operation (Experiment, Machine Operation
2	Art hand-painted basic skills and Primary Photoshop drawing course.	Lecturing Practical Operation (Experiment, Machine Operation
3	Advanced Photoshop drawing course : brush + layer.	Lecturing Practical Operation (Experiment, Machine Operation
4	Sketches & Line Art & Black Line Finishing & Color Finishing.	Lecturing Practical Operation (Experiment, Machine Operation
5	Basic atmosphere drawing : character & scene.	Lecturing Practical Operation (Experiment, Machine Operation
6	One-point perspective : character & scene.	Lecturing Practical Operation (Experiment, Machine Operation
7	Primary-level atmosphere drawing : character.	Lecturing Practical Operation (Experiment, Machine Operation
8	Primary-level atmosphere drawing : scene.	Lecturing Practical Operation (Experiment, Machine Operation
9	Midterm Exam(30%)	Lecturing Practical Operation (Experiment, Machine Operation
10	Two-point perspective : character & scene.	Lecturing Practical Operation (Experiment, Machine Operation

11	Middle-level atmosphere drawing : character.	Lecturing Practical Operation (Experiment, Machine Operation
12	Middle-level atmosphere drawing : scene.	Lecturing Practical Operation (Experiment, Machine Operation
13	Three-point perspective : character & scene.	Lecturing Practical Operation (Experiment, Machine Operation
14	High-level atmosphere drawing : character.	Lecturing Practical Operation (Experiment, Machine Operation
15	High-level atmosphere drawing : scene.	Lecturing Practical Operation (Experiment, Machine Operation
16	More-point perspective : character & scene.	Lecturing Practical Operation (Experiment, Machine Operation
17	Advanced Practical Drawing Course. & Flexible Teaching/Learning	Flexible Teaching - Independent Action
18	Final Exam(30%) & Flexible Teaching/Learning	Flexible Teaching - Independent Action