

114-1 Full Curriculum of Da-Yeh University

Information			
Title	2D Animation	Serial No./ID	0318 / MDI3019
Required/Credit	Optinal /3	Time/Place	(Thu)234 /PX302
Language	Chinese	Grade Type	Number
Lecturer /Full- or Part-time	林運辰 /Part-time	Graduate Class	Non-graduating Class
School System /Dept /Class, Grade	Bachelor /Bachelor Program for Multimedia Digital Content /Class 1, Grade 2		
Office Hour / Place	n.a.		
Lecturer	n.a.		

Introduction

This course focuses on 2D animation techniques to develop, such as character set, and other scenes, original paintings and hand-drawn animation software or allow students to concepts and performance factors lens, integrated in the performance of the technique.

Outline

- 1: Animation principles and concepts
- 2: Sketch and dynamic human skeleton practice
- 3: The composition and perspective
- 4: The use of light and color science
- 5: Performance and Practice

Prerequisite

Students are required to have the design drawings, and hand-drawn animation of human learning courses for basic skills.

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 being familiar with multimedia digital content knowledge. Cultivate the capability of realizing multimedia digital content theory. 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.	Case Study Practical Operation (Experiment, Machine Operation	Midterm Exam: 20% Homework Assignment: 30% Product Manufacturing: 40% Assessment on Teamwork: 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 using modern multimedia software and hardware tools. Cultivate the capability of being possessed of and applying multimedia digital content professional design technologies and skills. Cultivate the capability of implementing multimedia digital content system.	Practical Operation (Experiment, Machine Operation	Midterm Exam: 20% Homework Assignment: 30% Product Manufacturing: 40% Assessment on Teamwork: 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.	Case Study Practical Operation (Experiment, Machine Operation	Midterm Exam: 20% Homework Assignment: 30% Assessment on Teamwork: 10% Product Manufacturing: 40%	Total: 100	20
Acquire the capability of managing project, communicating each other, respecting different viewpoints and cooperating within the team	20	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.	Case Study Group Work	Midterm Exam: 20% Homework Assignment: 30% Product Manufacturing: 40% Assessment on Teamwork: 10%	Total: 100	20
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.	Case Study Film Appreciation	Midterm Exam: 20% Product Manufacturing: 40% Homework Assignment: 30% Assessment on Teamwork: 10%	Total: 100	20

Grade Auditing

Product Manufacturing: 40%
Homework Assignment: 30%
Midterm Exam: 20%
Assessment on Teamwork: 10%

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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Reference Books 動漫基礎技法理 理查．威廉斯

Lesson Plan

Weeks	Content	Teaching Methods
1	課程介紹 / 專案分享 & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda & Gender equality education promotion	Practical Operation (Experiment, Machine Operation、 Film Appreciation
2	AE基本操作-1	Practical Operation (Experiment, Machine Operation
3	AE基本操作-2	Practical Operation (Experiment, Machine Operation
4	AE 動態製作-1	Practical Operation (Experiment, Machine Operation
5	AE 動態製作-2	Practical Operation (Experiment, Machine Operation
6	AE 專案範例 - 動態漫畫-1	Practical Operation (Experiment, Machine Operation
7	AE 專案範例 - 動態漫畫-2	Practical Operation (Experiment, Machine Operation
8	AE 專案分享	Case Study、 Film Appreciation
9	期中作業 / 作品討論	Case Study、 Film Appreciation
10	AE 專案範例 - 動態立繪-1	Practical Operation (Experiment, Machine Operation
11	AE 專案範例 - 動態立繪-2	Practical Operation (Experiment, Machine Operation
12	AE 專案範例 - 元件Rig-1	Practical Operation (Experiment, Machine Operation
13	AE 專案範例 - 元件Rig-2	Practical Operation (Experiment, Machine Operation
14	AE 專案範例 - 元件Rig-3	Practical Operation (Experiment, Machine Operation

15	專案製作-1	Practical Operation (Experiment, Machine Operation)
16	專案製作-2	Practical Operation (Experiment, Machine Operation)
17	專 & Flexible Teaching/Learning	Flexible Teaching - Communication and Interaction
18	期 & Flexible Teaching/Learning	Flexible Teaching - Communication and Interaction