

114-1 Full Curriculum of Da-Yeh University

Information			
Title	Comic Creation	Serial No./ID	0328 /MDI3021
Required/Credit	Optimal /2	Time/Place	(Fri)34 /PX302
Language	Chinese	Grade Type	Number
Lecturer /Full- or Part-time	/Full-time	Graduate Class	Non-graduating Class
School System /Dept /Class, Grade	Bachelor /Bachelor Program for Multimedia Digital Content /Class 1, Grade 3		
Office Hour / Place	(Tue) 12:00~13:20, (Tue) 13:20~14:10, (Tue) 14:20~15:10, (Wed) 12:00~13:20, (Fri) 12:00~13:20 / PX301		
Lecturer	n.a.		

Introduction

本課程初期以漫畫基本技術學習為主，中期則進行漫畫表演與法語運鏡教學及軟體運用學習，後期則進行整合性創作，讓學生學習到晚整的專業漫畫流程。

Outline

- 一:工具介紹與漫畫製作流程
- 二:市場認識與風格解析
- 三:鏡頭語言認識
- 四:人物線條練習
- 五:背景練習
- 六:效果線與氣氛
- 七:編劇的方法與要點
- 八:分鏡草圖
- 九:完稿

Prerequisite

素描與基本繪圖能力

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 Case Study Practical Operation (Experiment, Machine Operation	Final Exam: 40% Homework Assignment: 30% Course Participation: 20% Experiment Operation: 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。	Lecturing Case Study Practical Operation (Experiment, Machine Operation	Final Exam: 40% Homework Assignment: 30% Course Participation: 20% Experiment Operation: 10%	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 Film Appreciation	Final Exam: 40% Homework Assignment: 30% Experiment Operation: 10% Course Participation: 20%	Total: 100	20
Acquire the capability of lifetime learning	20	Cultivate the capability of lifetime learning by different ways	Lecturing Case Study Practical Operation (Experiment, Machine Operation	Final Exam: 40% Homework Assignment: 30% Course Participation: 20% 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 Case Study Practical Operation (Experiment, Machine Operation	Final Exam: 40% Course Participation: 20% Homework Assignment: 30% Experiment Operation: 10%	Total: 100	20

Grade Auditing

Final Exam: 40%

Homework Assignment: 30%

Course Participation: 20%

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
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Instructor-compiled 漫畫創作 陳志隆

Lesson Plan

Weeks	Content	Teaching Methods
1	Week 1: Tool introduction and comic production process & Intellectual Property Protection (use legitimate textbooks only) & Traffic safety Propaganda & Gender equality education promotion	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
2	Second week: market knowledge and analytical style	Lecturing、 Practical Operation (Experiment, Machine Operation
3	Week 3: male characters line exercises	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
4	Week 4: Women line exercises	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
5	Week 5: Background ancient practice produced	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
6	Week 6: Modern background practice produced	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
7	Week Seven: Effect Cables	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
8	Eighth Week: dot production of computer teaching	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
9	Ninth Week: interim job to pay	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
10	Tenth Week: Comics lens language	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
11	Week 11: comic creation	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
12	Twelfth Week: Comic Short Story Writing 1	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
13	Week 13: Comic Short Story Writing 2	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation

14	Tenth four weeks: Comic Short Story Writing 3	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
15	Week 15: Comic Short Story Writing 4	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
16	Sixteenth week: Comic Short Story Writing 5	Lecturing、 Case Study、 Practical Operation (Experiment, Machine Operation
17	Work discussion and thoughts-1 & Flexible Teaching/Learning	Flexible Teaching - Independent Action、 Flexible Teaching - Communication and Interaction
18	Work discussion and thoughts-2 & Flexible Teaching/Learning	Flexible Teaching - Independent Action、 Flexible Teaching - Communication and Interaction