佛光大學 課程大綱 Course Outline

課程名稱 Course Name in Chinese	基礎動畫設計							
英文課程名稱 Course Name in English	Animation Fundamentals							
科目代碼 Course Code	PM236				班別 Degree	■學士班 Undergraduate Program □碩士班 Masters Program □博士班 PhD Program		
學分數 Credit	3	時數 Hour	3	修別 Type	□必修 Re ■選修 El	equired Lective		
學程別		□通識教育 General Education □院基礎 Foundation □跨領域 Interdisciplinary						
Program	□系核心 Core ■學系專業選修 Specialized Elective							
先修課程								
prerequisite 課程描述								
			Course Des	cripti	on			
The course intro	duces ideas o	f basic gra	aphic animation	n array,	scenario w	riting, camera language design,		
storyboard drawing and dynamic storyboard manufacturing and shows the basic animation operation of								
Adobe Flash to a	accomplish a	small grap			lm.			
請尊重智慧財產權,課籍教材不得非法影비。 Course Objectives								
1. To learn the	work proces	s of a gra	phic animation	short fi	lm.			
2. To manufac	ture graphic	animation	films by prope	er expre	ssion techr	niques.		
3. By using software, students independently accomplish a graphic animation short film.								
			教育। Education 0		es			
1 Cultivation of professional capability of products and media.								
2 Cultivation	2 Cultivation of design capability of cultural and creative industry.							
3 Cultivation	of profession	nal ethics	and social con	cern.				
4 Aesthetic p	oractice in life	e, live and	l career educati	on.				
						課程目標與基本素養		
	核心	能力(專	-業能力)			與核心能力相關性		
Correlation between				Correlation between Course Objectives and learning Outcomes				
A Professional knowledge.						*		
B Design Tec	B Design Technology. ★							
C Humanitie	es. ©							
D Creative T	Creative Thinking. ★							

Е	Information Technology.	*
F	Communication and expression.	*

圖示說明:lllustration:★高度相關 Highly correlated ◎中度相關 Moderately correlated

課程綱要

Course Outline

Week	Course content: (Including the theme and the	Remark
	progress of instruction per week).	Kemark
1	Introduction to course descriptions, basic	Understanding of animation and history
	animation.	of animation.
2	Introduction of work process, brainstorming	Synopsis thoughts.
2	at early stage and development of story.	
3	Introducing Screenplay writing.	Screenplay classification and format.
4	Introduction of storyboard structure (1).	Storyboard principle, analysis of camera
		language.
5	Introduction of storyboard structure (2).	Principle and analysis of shooting.
		Motion storyboard analysis, hand drawing
6	Story board (1).	storyboard and understanding of character
		positions.
7	Story board (2).	Analysis and drawing of scene switching.
0	Story board (3).	Film rhythm analysis and introduction of
8	Story board (3).	rhythm.
9	Midterm	
10	Story reel (1).	Introduction of Adobe Flash.
11	Story reel (2).	Introduction of Adobe Flash.
12	Cound recording interfere and practice	Introduction of sound recording interface
	Sound recording interface and practice.	and practice.
13	Animatic (1).	Animatic producing.
14	Animatic (2).	Animatic producing.
15	The end of the semester animation (1).	Questions and discussion.
16	The end of the semester animation (2).	Questions and discussion.
17	Final Rendering.	Questions and discussion.
18	End of the Semester Exhibition.	Exhibition Review.
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資源需求評估 (師資專長之聘任、儀器設備配合...等)

Resources Required (e.g. qualifications and expertise, instrument and equipment, etc.)

- Professional teachers of hand drawing animation must have the capability of on-site demonstration.
- Adobe Flash Interactive animation teacher.
- Adobe Illustrator and Adobe Flash software. Equipment in computer classroom is required.
 Computers should have at least 1G of independent video card and 4G of memory

課程要求及教學方式之建議

	Course Requirements and Suggested Teaching Methods		
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•	For cutting classes without specific reasons for at least four times, students' examination will be failed according to rules of school.		
	其他		
	Miscellaneous		