佛光大學 課程大綱 Course Outline

課程名稱 Course Name in Chinese	進階動畫設計				
英文課程名稱 Course Name in English	Advance Animation				
科目代碼 Course Code	PM430			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 Required ■選修 Elective □學程 Program
學程別 Program	□通識教育 General Education □院基礎 Foundation □跨領域 Interdisciplinary □系核心 Core ■學系專業選修 Specialized Elective				
先修課程 prerequisite	基礎動畫設計(Animation Fundamentals)				

課程描述

Course Description

The course is based on 3D animation. According to manufacturing principle and operational process of 3D animation, from basic construction, material and image posting, framework setting, motion adjustment and coloring calculation, students can independently accomplish a 3D animation short film.

課程目標

Course Objectives

1. Understand the production of a 3D animation film workflow.
2. Independent accomplishment of 3D animation short film by use of software.

教育目標

Education Objectives

1	Cultivation of professional capability of products and media.
2	Cultivation of design capability of cultural and creative industry.
3	Cultivation of professional ethics and social concern.
4	Aesthetic practice in life, live and career education.

核心能力（專業能力） Learning Outcomes (Basic Learning Outcomes)		課程目標與基本素養與核心能力相關性 Correlation between Course Objectives and student Outcomes
A	Professional knowledge.	★

B	Design Technology.	★
C	Humanities.	★
D	Creative Thinking.	★
E	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 progress of instruction per week)	Remark
1	Course descriptions.	3D animation foundation.
2	3D animation software interface introduced.	Basic interface operation.
3	Basis for modeling (1).	Polygon Modeling and application.
4	Basis for modeling (2).	NURBS/Subdivision Modeling and application.
5	Image posting of animation materials (1).	2D Material settings.
6	Image posting of animation materials (2).	3D Material settings.
7	Lighting practice (1).	Setting and adjustment of the light.
8	Lighting practice (2).	Setting and adjustment of the shadows.
9	Mid-term.	
10	Dynamic processing of 3D model.	Timeline of Key Frame set and control.
11	Introduce animation output.	Rendering output.
12	Character of action setting (1).	Rigging design
13	Character of action setting (2).	Operation and movement of framework and motion.
14	Introduction of motor control of non-linear animation.	Operation control process.
15	Camera settings introduced.	The camera work skills and language setting environment head.
16	The final aimation of the semester (1).	Questions and discussion.
17	The final aimation of the semester (2).	Questions and discussion.
18	The Proposal book show.	The end of the sememater show a total review.

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 3D animation must have the capability of on-site demonstration.
- Autodesk Maya software，Computer with height-end Graphic card.

課程要求及教學方式之建議

Course Requirements and Suggested Teaching Methods

- In order to cultivate professional design literacy, students must submit the assignments before deadline. The delayed submission will be counted as 0.
- Irregular calls in class; for cutting classes without specific reasons for at least 4 times, students will be obtain the credits from the course.

其他

Miscellaneous