## 佛光大學 課程大綱 Course Outline

	具程名稱 se Name in ese	電腦繪圖						
	課程名稱 se Name in ish	Computer Illustration						
	斗目代碼 burse Code	PM 432				■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		equired Hective	
بَ	學程別	□通識教育	General E	iducation □院	基礎 Fo	undation	□跨領域 Interdisciplinary	
F	Program	□系核心 Core ■學系專業選修 Specialized Elective						
	<b>上修課程</b>							
pre	erequisite			理程:	<b>丛</b>			
課程描述 Course Description								
In thi	is course, st	udents are fir	st guided	by vector grap	hic soft	ware. By i	instruction of basic operational	
skills	of software	and teachers	s' demons	tration, learner	s can ab	sorb the p	principle of vector graphics in	
		e the capabil	ity to use	creation tools.	By con	nputer gra	phic tools, they can specifically	
- r				課程	目標			
				Course Ob	_			
			•	of computer g	•	·	1	
							of computer in modern lives	
			ith the op	peration of sof	tware an	nd cultiva	te the capability to accomplish the	
CI	reation by c	omputer		hi -h-	- II			
				教育 Education (		es		
1	Cultivation	of profession	nal capab					
2	Cultivation of professional capability of products and media.  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.							
-1	riestrictic p		s, iive aire	· curcor cuacus			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	
	Lea			Learning Outc	comes)		Correlation between Course Objectives and learning Outcomes	
A	Profession	al knowledge					*	
В	Design Tec	hnology					*	

С	Humanities	*
D	Creative Thinking	*
Е	Information Technology	0
F	Communication and expression	*

圖示說明:11lustration:★高度相關 Highly correlated ◎中度相關 Moderately correlated

## 課程綱要

Course Outline

週次	日期	課程內容: (含每週授課主題及進度)	備註
1		Introduction	
2		Introduction of operational environment and basic operation	
3		Boolean Operation and basic drawing and editing of Bezier curve	
4		Model skill and editing and color setting and management	
5		Practices of layer use and tracing editing	
6		Visual works draw (1)	
7		Visual works draw (2)	
8		Visual works draw (3)	
9		Midterm exam	Presentation
10		Imitation of mesh tool application (1)	
11		Imitation of mesh tool application (2)	
12		Imitation of mesh tool application (3)	
13		Creation draw (1)	
14		Creation draw (2)	
15		Creation draw (3)	
16		Creation draw (4)	
17		Sermester performance	Presentation
18		Final Exam	

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.)

1. Teachers must have practical experience of product and media design

2. PC

## 課程要求及教學方式之建議

Course Requirements and Suggested Teaching Methods

- ■Cultivation of professional design literacy; the assignments should be submitted on time. For the delayed submission, students will receive 0 as the score.
- ■There will be irregular calls in classes. Regarding cutting class without proper reasons for at least 4 times, the students will not obtain the credit from the course.
- Teacher demonstrates in class and students practice of questions.

	其他	
	Miscellaneous	