朝陽科技大學 091學年度第1學期教學大綱
Computer Animation 電腦動畫

當期課號	6090	Course Number	6090
授課教師	陳榮昌	Instructor	CHEN,RONG CHUNG
中文課名	電腦動畫	Course Name	Computer Animation
開課單位	資訊管理系(二進)四A	Department	
修習別	選修	Required/Elective	Elective
學分數	3	Credits	3
課程目標	介紹電腦動畫的理論與實務。從物體轉換到整個動畫的製程包含、塑模、修整、運動路徑、打光、著色、貼圖、電影剪接及特效等，並將電腦繪圖及多媒體設計的基本概念融入課程之中。將以3D Studio MAX編輯3D物件及場景，並配合其他相關繪圖及影像、視訊編輯軟體，以完成一個3D動畫爲目標。	Objectives	The theory and practical design of computer animation will be introduced. The entire process of computer animation theory will be covered. This process includes the geometry modeling, re-shape / modification of the objects, animation variables setup (including the motion path, lighting, shading, texture mapping, transforming system, video post, … and so on). Also, the basic concepts of computer graphics and multimedia design will be introduced. The computer software of 3D Studio Max will be used to illustrate the examples. The students need do the exercises and homework on the IBM compatible PC to fully understand the computer animation process. A final project, integrated with the techniques discussed in class, needed to be turn in for the final grade.
教材		Teaching Materials	
成績評量方式		Grading	
教師網頁			
教學內容		Syllabus	

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