朝陽科技大學 091學年度第2學期教學大綱
Design Redering Techniques(2) 設計表現技法(二)

當期課號	1216	Course Number	1216
授課教師	路威	Instructor	
中文課名	設計表現技法(二)	Course Name	Design Redering Techniques(2)
開課單位	工業設計系(四日)二A	Department	
修習別	必修	Required/Elective	Required
學分數	1	Credits	1
課程目標	1.將上學期所學的表現技法運用在產品設計平面創意思考的表達上 2.透過資料的搜集與對產品特性和使用者之間互動關係的觀察，提出可行性方案 3.以表現技法的精描圖來呈現最終設計方案	Objectives	1.It is focused on the creative thinking of industrial design by means of 2D graphic design with the rendering skill learned last semester. 2.The design feasibility is to observe the interaction between user and product, and then collect relative informat
教材		Teaching Materials	This class is in English. The class is divided into teams. Each group will have a team leader who speaks English. The class will not go to the next step without shecking that ALL students have understood the lesson. To ALL lessons you must bring 1.a name badge with your name in pin-yin, your english name and your student number. 2. a hard-cover A3 sketch book for all your drawings and notes. 3. a chinese-english-chinese dictionary, either printed or electronic. 4. you must come to class on time or your grade will be lowered
成績評量方式		Grading	40% for individual progress and activity. 40% for examination. 20% for group effort.
教師網頁	_		
教學內容		Syllabus	Presentation Techniques, To establish confidence in ideas that no-one has ever seen before, you must be able to present the viability of the product concept. Business people understand figures, but rarely images. Your success as a designer depends on excellent rendering. The course will help you to develop the necessary personal skills to communicate and transfer your excitement and enthusiasm about your ideas and designs to different target groups and audiences. The purpose of rendering is communication. You will practice the best, easiest, most direct and efficient ways to present your ideas to your colleagues, team-members, boss or client in real life, as well as people with different back-grounds, professions or interests than you. The primary target is to make you a successful designer, not a technical artist. You will learn sketching techniques by drawing from life, learning to see by registering objects, studying perspective, projection, cognitive and visual psychology, light,

			colour, texture, rhythm, proportion etc., and by mastering different rendering tools. You will develop your ability to think and visualise inside your mind before drawing, learn how to use rendering as a tool for registering and remembering your ideas for future reference, as well as how to understand and present other people's ideas faithfully. Above all, the course will train your ability to animate your presentations with life, energy and personality. This course is a practical course built up of study modules that will develop your own personal skills. Though we will work in groups you will have one-on-one supervision and you will be encouraged to evolve a personal style.

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