朝陽科技大學 091學年度第2學期教學大綱
3D Computer Animation 3D電腦動畫

當期課號	1924	Course Number	1924
授課教師	呂南湖	Instructor	LU,NAN HU
中文課名	3D電腦動畫	Course Name	3D Computer Animation
開課單位	傳播藝術系(四日)一B	Department	
修習別	選修	Required/Elective	Elective
學分數	3	Credits	3
課程目標	爲表演學進階訓練課程，透過鏡頭的語法突顯表演者或演員的情感語言。課程分別挑選著名電影或電視片段，由師生相互討論分析劇中角色人物的表演動機、目標以及戲劇層次與轉折，進而分組實際進行拍攝及表演，藉由這些片段的重製作業，找出演員與角色之間的真實情感再現。 影視表演不同於其他形式的表演風格，它是細膩且專注的，一舉手一投足未必詳盡，一挑眉一瞪眼就能述說故事，期待學生能挑戰自我。	Objectives	In the respect of training course for the Advanced Performance, it would highlight performer or actor's emotional language through presentation of lens. Episodes of noted movies or TV programs are selected for further discussion and analysis of characters' performance motive and objectives as well as dramatic level and transition, following by further group shooting and performance to find the reemergence of true affection between actor and role through re-production process of those episodes. Distinguished from other types of performance styles, entertainment performance brings out delicate and absorbed presentation as it may not physical gestures giving an interpretation of the stories exactly but facial expression, thus leading students to face their self challenges.
教材	上機操作,動畫影片欣賞	Teaching Materials	Using computer and appreciating good animation works
成績評量方式	平時成績-30% 期中考-30% 期末作品-40%	Grading	Usual time-30%, Midtern-30%, Final-40%
教師網頁	-		
教學內容	基本電腦動畫操作介紹,讓同學了解動畫製作原理,進而培養動畫製作興趣,銜接動畫製作課程.	Syllabus	Introduction of basic 3D animation, It's a course that connects to the course "3D animation production".

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