朝陽科技大學 092學年度第1學期教學大綱
Computer Animation 電腦動畫

當期課號	1259	**Course Number**	1259
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(四日)三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	上課：每個單元開始先介紹相關技術及範例說明，然後由學生實習。 作業：有三個小作業，使學生熟悉3DS MAX的使用。	**Teaching Materials**	introduction the concepts and give examples. there are 3 exercise and a project.
成績評量方式	評分方式： 專題40%、 作業30%、期中考20%、其他10%	**Grading**	project 40%, exercise 30%, med test 20%, other 10%
教師網頁	_		
教學內容	介紹電腦動畫的理論與實務，包含電腦動畫的原理與製作、電腦繪圖基本概念、顯像系統基本原理及多媒體設計的基本觀念， 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。	**Syllabus**	It introduce to the concepts and implementation of computer animation. The heorical part includes of the concepts of computer graphics, display system and the design of multimedia. The implementation part includes 3D Studio MAX and other editing software of computer graphics, image and vedio. They lead to build a 3D computer animation.

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