朝陽科技大學 092學年度第2學期教學大綱
Computer Animation(2) 電腦動畫(二)

當期課號	1164	Course Number	1164
授課教師	范振能	Instructor	FAN,JENG NENG
中文課名	電腦動畫(二)	Course Name	Computer Animation(2)
開課單位	工業設計系(四日)三A	Department	
修習別	選修	Required/Elective	Elective
學分數	2	Credits	2
課程目標	課程分爲兩部份部份，含著色與角色動畫，課程的主要目標是培養學生在視覺表現與3D角色動畫有實際的執行能力。	Objectives	This class will be taught in two distinct sections: rendering and character animation. The primary goal of this class is to develop students with a practical execute ability in visual display and 3D character animation.
教材	實作及理論講解	Teaching Materials	Practing via the introduction of basic computer animation theory
成績評量方式	作業成績占90% 平時成績占10%	Grading	submitting assignmenstfor grading 90% attendance and conduct 10%
教師網頁			
教學內容	本課程在於訓練同學之對於虛擬三度空間之感知能力，並藉由習作使學生能了解3D studio Max之使用。	Syllabus	The purpose of this course focuses on the gaining the perception and operation of virtual space in computer graphics. Students can acquire the technical skill of CG via understanding the software package of 3D studio Max.

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