朝陽科技大學 093學年度第1學期教學大綱
3D Computer Animation (1) 3D電腦動畫(一)

當期課號	1521	**Course Number**	1521
授課教師	黃俊明	**Instructor**	HUANG,CHUN MING
中文課名	3D電腦動畫(一)	**Course Name**	3D Computer Animation (1)
開課單位	視覺傳達設計系(四日)三A	**Department**	
修習別	選修	**Required/Elective**	Elective
學分數	2	**Credits**	2
課程目標	教學內容主要在材質與光線。以實際上線操作使學生對著色、凹凸貼圖、透明貼圖、光跡追蹤、鏡頭設計有基本之了解。	**Objectives**	The syllabus is focusing on material and lighting. With basic computer operation and training, students have basic understandings for rendering, bump mapping, transparency mapping, ray trace and camera design.
教材	LEARNING MAYA/Aliaswavwfront,Character animation/Aliaswavwfront,Maya Character Animation-Sophisticated Modeling and Animation Techniques/Jae-Jin Choi.	**Teaching Materials**	
成績評量方式	平時(40%), 期中(30%), 期末(30%)平時含出席率(20%)，報告(20%)遲交每一禮拜扣10分	**Grading**	Normal(40%), Midtrem(30%), Final(30%)
教師網頁			
教學內容	本學期教學內容主要在角色動畫。以實際上線操作使學生對路徑運動、階層觀念、角色設定、正逆向關節動作、肌肉綁覆、權重調整、與物理碰撞動態有基本之了解。	**Syllabus**	The syllabus of this semester is focusing on character animation. With basic computer operation and training, students have basic understandings for path animation, hierarchy concept, character setup, forward and inverse kinematics, rigid skin, weight adjusting, and dynamics.

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