朝陽科技大學 093學年度第2學期教學大綱
3D Computer Animation (2) 3D電腦動畫(二)

當期課號	1454	Course Number	1454
授課教師	黃俊明	Instructor	HUANG,CHUN MING
中文課名	3D電腦動畫(二)	Course Name	3D Computer Animation (2)
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	課程分爲三部份，含視覺特效、物理動態與MEL程式，課程的主要目標是培養學生在3D電腦動畫有更深入的研究與應用。	Objectives	This class will be taught in three distinct sections: visual effect, dynamics, and MEL script. The primary goal of this class is to develop students with an advanced research and application in 3D computer animation.
教材	LEARNING MAYA/Aliaswavwfront,Character Rigging and Animation, LEARNING MAYA/Aliaswavwfront,Dynamics, LEARNING MAYA/Aliaswavwfront,MEL Fundamentals.	Teaching Materials	
成績評量方式	平時(40%), 期中(30%), 期末(30%)平時含出席率(10%)，報告(30%)，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、視覺特效與物理動態。以實際上線操作使學生對綁附、毛髮、貼圖、物理碰撞動態有更深入之了解，不唯技巧操作，同時賦予整個動畫流程、觀念說明與創作表現。	Syllabus	The syllabus of this semester is focusing on character animation, visual effect, and Dynamics. With basic computer operation and training, students have advanced understandings for rigging, fur, texture mapping, and dynamics, Not only skill operation, but also animation flowchow, concept description, and animation creation.

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