朝陽科技大學 094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	1897	**Course Number**	1897
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 Rigging and Animation. LEARNING MAYA/Aliaswavwfront,Rendering.	**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**	Usual(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、著色、與視覺特效。以實際上線操作使學生對平滑綁附、硬式綁附、權重設定、材質貼圖、打燈光影、控制著色、特效與合成有更深入之了解。	**Syllabus**	The syllabus of this semester is focusing on character animation, rendering, and visual effect. With basic computer operation and training, students have advanced understandings for smooth binding, smooth binding, rigid binding, weight influence, material and texture mapping, lighting and shadow, contrl rendering, SFX and compositing.

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