

朝陽科技大學 094學年度第2學期教學大綱
Computer Animation 電腦動畫製作

當期課號	3354	Course Number	3354
授課教師	魏子彬	Instructor	WEI,ROBIN
中文課名	電腦動畫製作	Course Name	Computer Animation
開課單位	傳播藝術系(二進)四A	Department	
修習別	選修	Required/Elective	Elective
學分數	3	Credits	3
課程目標	1.使學生了解瞭解動畫製作的過程及知識(知識)2.具操作動畫製作軟體之技術(技能).能具備動畫師之專業態度(態度)4.能了解動畫製作與數位媒體的最新演進(其他)	Objectives	1. Understand how to make computer animations (knowledge) 2. Learn how to operate computer animation software (skills) 3. Develop the attitude of a professional animator (development) 4. Understand the latest digital media and computer animation innovations (other)
教材	動畫基礎技法 龍溪圖書 以及自訂教材	Teaching Materials	
成績評量方式	期中考佔30% 期末考佔30% 平時習作佔40%	Grading	mid-term 30% final 30% Usual time 40%
教師網頁	http://tw.club.yahoo.com/clubs/GBAnimationLab/		
教學內容	<p>動畫製造運動的方法大致上有兩種，位移與型變，一般製作者往往對於動畫中重量的體感與重力以及速度感等物理現象拿捏不好，而影響角色表演的真實感，透過簡單及基礎的訓練，來有效的了解角色動畫的表演。</p> <p>本課程從動畫12條法則中講解基本的運動方式,關鍵動作設定,依序進行到人物的動作及走路,再到四足動物的運動原理,進而掌握時間與距離之間的关系與運用.</p>	Syllabus	<p>The animation manufacture movement method roughly has two kinds, moves and shape changes, common student often regarding the animation in physical phenomenon and so on weight body feeling and gravity as well as speed feeling acts bashful not well, but affects the role performance the true feeling, the penetration is simple and the foundation training, comes the effective understanding role animation the performance. This curriculum explains the basic mode of motion from the animation 12 principles,and the key pose seting, in order carries on character's movement and walks, again arrives quadruped's movement principle between, then grasps the time with to be away from the relations and the utilization</p>

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