朝陽科技大學 095學年度第2學期教學大綱
3D Dynamics and Visual Effect 3D動力學與視覺特效

當期課號	1797	Course Number	1797
授課教師	黃俊明	Instructor	HUANG,CHUN MING
中文課名	3D動力學與視覺特效	Course Name	3D Dynamics and Visual Effect
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	1.培養學生在數位短片之獨立執行能力。 2.使學生熟悉故事腳本、視覺特效、物理動力學、音效、MEL與合成等。 3.建立學生在3D數位動畫短片的現實案例執行能力。	Objectives	The goal of this class is to provide students with the ability and knowledge to be able to independently execute a portfolio of their work in 3D animation. The class will cover story telling, visual effect, dynamics, audio effect, MEL, and compositing . Students with some experience in 3D animation project will benefit from learning more about the problem-solving aspects of 3D short animation on real world case.
教材	LEARNING MAYA/Aliaswavwfront,Character Rigging and Animation, LEARNING MAYA/Aliaswavwfront,Unlimited Feature,	Teaching Materials	
成績評量方式	平時(30%), 期中(30%), 期末(40%)平時含出席率與進度討論(30%)，遲交每一禮拜扣10分	Grading	Homework(30%), Midtrem(30%), Final(40%)
教師網頁	_		
教學內容	本學期教學內容主要在先進角色動畫、企劃、與短片動畫設計。以實際Project操作、Q&A互動討論，使學生對故事腳本、編劇、視覺特效與短片動畫有更深入之探討與創作，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 advanced character animation, planning, and short animation design. With project operation, interactive discussion for Q&A, students have advanced understandings for storyboard, story telling, visual effect, and short animation , Not only skill operation, but also animation flowchow, concept description, and animation creation.

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