朝陽科技大學 096學年度第1學期教學大綱
Production of 2D Animation 2D動畫製作

當期課號	1944	Course Number	1944
授課教師	林郁廷	Instructor	LIN,YU TING
中文課名	2D動畫製作	Course Name	Production of 2D Animation
開課單位	傳播藝術系(四日)一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2D動畫製作的過程及知識(知識) 2.能具備2D動畫製作之能力(技能) 3.能具備2D動畫製作之專業態度(態度) 4.能了解3D電腦動畫製作(其他)	Objectives	Introduction of basic 2D animation and 3D animation, Students can understand the difference between 2D animation and 3D animation and have ability to make a 2D animation about 1 minute. It's a course that connects to the course "3D animation production". The course includes both animation theory and production.
教材	1,自行編列講義 2,ToonBoom中文使用手冊3,Vegas5(松崗)	Teaching Materials	
成績評量方式	期中作品-40% 期末作品-60%	Grading	mid-term work-40% , Final-60%
教師網頁	http://www.ctust.edu.tw/genedu/Center%20home/ART/index.html		
教學內容	基本2D動畫操作介紹,讓同學了解動畫製作原理,進而培養動畫製作興趣,銜接3D動畫製作課程.本課程同學須分組(2-5人）,期末同學將可製作出一分鐘精美之2D動畫作品.工作分配爲1,導演.2,劇本.3,分鏡腳本,4,電腦繪圖,5,動作設計及運鏡,6剪接及成音.使用軟體爲Toonboom2,Flash,Vegas5	Syllabus	Introduction of basic 2D animation and 3D animation, Students can understand the difference between 2D animation and 3D animation and have ability to make a 2D animation about 1 minute. It's a course that connects to the course "3D animation production". The course includes both animation theory and production.

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