# 朝陽科技大學 096學年度第1學期教學大綱
# Production of 3D Animation 3D動畫製作

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| 當期課號 | 1979 | Course Number | 1979 |
| 授課教師 | 趙祐 | Instructor | Chao,Yo |
| 中文課名 | 3D動畫製作 | Course Name | Production of 3D Animation |
| 開課單位 | 傳播藝術系(四日)三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3D動畫製作的過程及知識(知識)<br>2.能具備3D動畫製作之能力(技能)<br>3.能具備3D動畫製作之專業態度(態度)<br>4.能了解動畫製作(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 | maya進化論I　模組介紹與實作<br>作者：葉育恩/著<br>出版社：金禾資訊<br>ISBN：9861490493 | Teaching Materials | maya進化論I　模組介紹與實作<br>作者：葉育恩/著<br>出版社：金禾資訊<br>ISBN：9861490493 |
| 成績評量方式 | 平時作業佔百分之四十<br>出席率與上課表現百分之三十<br>期末專題百分之三十 | Grading | weekly assignment perfomance accounts 40%<br>class attitude accounts 30%<br>Final project accounts 30% |
| 教師網頁 | _ | | |
| 教學內容 | 教學目標：<br>1.引導進入3D電腦動畫的世界、明白3D動畫的創作觀念<br>2.建構學生操作3D動畫軟體的基本技巧<br>3.能跟上數位媒體設計的演進、靈活掌握最新之數位媒體<br>4.培養成爲一流3D動畫師之國際宏觀<br>教學大綱：<br>一、3D電腦動畫簡介<br>二、3D電腦動畫軟體簡介<br>三、Maya介面操作介紹<br>四、Maya建模練習<br>五、NURBS系統建模<br>六、Polygon系統建模<br>七、Sub-div系統建模<br>八、Maya動畫設定基礎概論<br>九、骨架設定<br>十、IK, FK設定<br>十一、動作設定<br>十二、動作練習<br>十三、電腦上色設定<br>十四、影片合成與後製<br>十五、外掛模組應用<br>十六、專題練習 | Syllabus | Course Goals：<br>1.Lead students into a world of 3D animation, make students realize the creating of 3D animation.<br>2.Develop students the skill of operate 3D animation software<br>3.Keep up with the trend of digital multi-media design and master the latest digital multi-media power.<br>4.Cultivate the best 3D animator that has a worldwide perspective.<br><br>Syllabus<br>1.3D animation introduction<br>2.An overview of 3d software<br>3.Introduction to Maya operating interface<br>4.Maya modeling<br>5.NURBS Modeling<br>6.Polygon Modeling<br>7.Sub-div modeling<br>8.Maya animation setting basis<br>9.Skeleton setting<br>10.IK,FK<br>11.Movement setting<br>12.Movement practice<br>13.Rendering<br>14.Film Comosition and editing<br>15.Plug-in modules application<br>16.Project practice |

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