朝陽科技大學 096學年度第1學期教學大綱
3D Character Animation 3D角色動畫

當期課號	3458	Course Number	3458
授課教師	黃俊明	Instructor	HUANG,CHUN MING
中文課名	3D角色動畫	Course Name	3D Character Animation
開課單位	視覺傳達設計系(二進)四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3D角色動畫之獨立執行能力。 2.熟悉姿態設定、剛性綁附、柔性綁附、影響物體、彈性器、非線性動畫與進階臉部動畫。 3.了解3D角色動畫之技巧，建立學生在3D角色動畫的現實案例解決執行能力。	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 character animation. The class will cover pose setup, rigid skin, smooth skin, influence object, flexor, non-linear animation, and advance facial expression. Students with some experience in 3D character animation will benefit from learning more about the problem-solving aspects of 3D character animation on real world case.
教材	LEARNING MAYA/Aliaswavwfront,Character Rigging and Animation. LEARNING MAYA/Aliaswavwfront,Rendering.	Teaching Materials	LEARNING MAYA/Aliaswavwfront,Character Rigging and Animation. LEARNING MAYA/Aliaswavwfront,Rendering.
成績評量方式	平時(40%), 期中(30%), 期末(30%)平時含出席率(20%)，報告(20%)	Grading	Homework(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、剛性綁附、權重設定、姿態設定、影響物體、彈性器、非線性動畫與進階臉部動畫材質貼圖、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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