# 朝陽科技大學 096學年度第1學期教學大綱
# Computer Animation 電腦動畫

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| **當期課號** | 3764 | **Course Number** | 3764 |
| **授課教師** | 廖淑瑩 | **Instructor** | Liao,Shu Ying |
| **中文課名** | 電腦動畫 | **Course Name** | Computer Animation |
| **開課單位** | 資訊管理系(二進)四A | **Department** | |
| **修習別** | 選修 | **Required/Elective** | Elective |
| **學分數** | 3 | **Credits** | 3 |
| **課程目標** | 介紹電腦動畫的理論與實務。從物體轉換到整個動畫的製程包含、塑模、修整、運動路徑、打光、著色、貼圖、電影剪接及特效等，並將電腦繪圖及多媒體設計的基本概念融入課程之中。將以3D Studio MAX編輯3D物件及場景，並配合其他相關繪圖及影像、視訊編輯軟體，以完成一個3D動畫爲目標。 | **Objectives** | The theory and practical design of computer animation will be introduced. The entire process of computer animation theory will be covered. This process includes the geometry modeling, re-shape / modification of the objects, animation variables setup (including the motion path, lighting, shading, texture mapping, transforming system, video post, … and so on). Also, the basic concepts of computer graphics and multimedia design will be introduced. The computer software of 3D Studio Max will be used to illustrate the examples. The students need do the exercises and homework on the IBM compatible PC to fully understand the computer animation process. A final project, integrated with the techniques discussed in class, needed to be turn in for the final grade. |
| **教材** | 暫列幾本參考書目:<br>1. 3ds Max教學魔法書,呂洽毅著,碁峰資訊<br>2. 舞動3D:3ds Max9 綺麗魅力,黃義淳著,碁峰資訊 | **Teaching Materials** | |
| **成績評量方式** | 1. 上課出席率及課堂表現<br>2. 作業練習<br>3. 期中期末考<br>4. 個案口頭及書面報告 | **Grading** | |
| **教師網頁** | | | |
| **教學內容** | 指導學生使用3DS MAX來呈現電腦動畫，認識電腦動畫的基礎觀念及動畫製作的基本流程，訓練學生運用3DS MAX，進行簡單動畫或遊戲的作品製作。 | **Syllabus** | To guided students using 3DS MAX to present Animation,understand Animation concept and Animation Processing. To train students using 3DS MAX to design animation or game. |

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