朝陽科技大學 097學年度第1學期教學大綱
3D CG Modeling and Rendering 3D建模與渲染

當期課號	2056	Course Number	2056
授課教師	黃俊明	Instructor	HUANG,CHUN MING
中文課名	3D建模與渲染	Course Name	3D CG Modeling and Rendering
開課單位	視覺傳達設計系(四日)二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建模與渲染之獨立執行能力。 2.使學生熟悉多邊形建模、角色建模、自由曲線建模、色彩、質感、貼圖、UV貼圖拆解，燈光 及渲染等。 3.了解建模渲染相關技巧，使學生能解決現實案例所面臨的問題。	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 modeling and rendering. The class will cover polygon modeling, character modeling, NURBS modeling, color, texture, mapping, UV texture mapping, lighting, and rendering. Students with some experience in 3D modeling and rendering will benefit from learning more about the problem-solving aspects of 3D modeling and rendering on real world case.
教材	自編講義 Learning Maya/SYBEX Instant Maya/SYBEX	Teaching Materials	Learning Maya/SYBEX Instant Maya/SYBEX
成績評量方式	平時(60%), 期中(20%), 期末(20%)平時含平一作業(20%),平二作業(20%), 出席率(20%)	Grading	Homework(40%), mid-term(20%), final(20%).
教師網頁			
教學內容	本學期教學內容主要在3D電腦動畫建模與渲染。以實際上線操作使學生對多邊形建模、人物建模、自由曲線建模、材質上色、UV貼圖、打光應用等有基本之了解。	Syllabus	The syllabus of this semester is focusing on 3D computer modeling and rendering for animation. With basic computer operation and training, students have basic understandings for surface modeling, polygon modeling, character modeling, NURBS modeling, organic modeling, surface shading, and lighting application.

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