朝陽科技大學 097學年度第2學期教學大綱
3D Character Rigging and Setup 3D角色綁縛與設定

當期課號	2010	**Course Number**	2010
授課教師	黃俊明	**Instructor**	HUANG,CHUN MING
中文課名	3D角色綁縛與設定	**Course Name**	3D Character Rigging and Setup
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角色綁附與設定之獨立執行能力。 2.使學生熟悉逐格動畫、片頭動畫、骨架設定、逆向關節、角色綁附、角色約束、變形融接與臉 部動畫等。 3.了解3D角色綁附與設定之技巧，建立學生在3D角色綁附與設定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 rigging and setup. The class will cover stop motion, logo motion, skeleton setup, Inverse kinematics, rigid skin, character constraint, blend shape, and facial expression. Students with some experience in 3D rigging and setup will benefit from learning more about the problem-solving aspects of 3D rigging and setup on real world case.
教材	LEARNING MAYA, Character Rigging and Animation.	**Teaching Materials**	LEARNING MAYA, Character Rigging and Animation.
成績評量方式	第一次作業(平一) (20%)、第二次考試(期中)(20%)、第三次作業(平二) (20%)、第四次考試(期末)(20%)、出席(20%)。	**Grading**	Homework(60%), Midtrem(20%), Final(20%)
教師網頁			
教學內容	以觀念解說, 實際上線操作使學生對Logo Motion,路徑運動，表情運動，逆向關節動作, 角色綁縛，角色設定，角色動畫能有全盤性概念及上線執行能力.	**Syllabus**	Students have full understood for Logo motion, path animation, facial animation, Inverse Kinematics, character rigging, character setup, and character animation, by teaching and operating computers.

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