朝陽科技大學 098學年度第1學期教學大綱
3D Character Animation 3D角色動畫

當期課號	2116	**Course Number**	2116
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(四日)三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, 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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