朝陽科技大學 098學年度第1學期教學大綱
Production of 3D Animation 3D動畫製作

當期課號	2298	Course Number	2298
授課教師	呂南湖	Instructor	LU,NAN HU
中文課名	3D動畫製作	Course Name	Production of 3D Animation
開課單位	傳播藝術系(四日)三A	Department	
修習別	選修	Required/Elective	Elective
學分數	3	Credits	3
課程目標	1.使學生了解瞭解3D動畫製作的過程及知識(知識) 2.能具備3D動畫製作之能力(技能) 3.能具備3D動畫製作之專業態度(態度) 4.能了解動畫製作(其他)	Objectives	Introduction of basic 2D animation and 3D animation, Students can understand the difference between 2D animation and 3D animation and have ability to make a 2D animation about 1 minute. It's a course that connects to the course "3D animation production". The course includes both animation theory and production.
教材	1, 教師自行編寫每週上課內容, 同學可下載於LMS教學系統 2, 動畫基礎技法(龍溪圖書) 3, 3D電腦動畫學習方法(美工科技) 4, 影視動畫影片分析(簡體版, 海軍出版社)	Teaching Materials	1. I will write relative teaching material and students can download from the LMS system. 2. The Animator's Survival Kit 3. Principles of Three-Dimensionals Computer Animation 4. Animation TV/Films Review
成績評量方式	1, 平常成績-30%, 創造說明30%, 作品40% 2, 平常成績以出席率, 上課表現和團隊合作表現爲主.	Grading	1. Regular-30%. a project proposal-30%. The animation-40% 2, Regular includes attendence, discussion and team work.
教師網頁	_		
教學內容	介紹3D動畫的基本概念, 包括兩大部分, 第一是所有重要的操作功能. 包括建模, 材質, 燈光, 攝影等重要功能, 第二是作品說明, 包括設計理念, 參考作品, 和創作出一個1至2分鐘的3D動畫短片. 期待同學能夠以分組的方式(2-3人), 創造一部有創意的動畫短片.	Syllabus	I will introduce 3D basic concepts in this course. The course includes two parts. The first part is familiar with the user interface including modeling, material, light,camera and rendering. The second part is to finish a project proposal. It includes three parts including relative theory, case studis and a creative animation explaination. Students must produce a short 3D animation. It belonges a team work (2-3 people). It must be originality.

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