

朝陽科技大學 098學年度第2學期教學大綱
Digital Image Composition 電腦影像合成製作

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| 當期課號 | 2308 | Course Number | 2308 |
| 授課教師 | 呂南湖 | Instructor | LU,NAN HU |
| 中文課名 | 電腦影像合成製作 | Course Name | Digital Image Composition |
| 開課單位 | 傳播藝術系(四日)三B | Department | |
| 修習別 | 選修 | Required/Elective | Elective |
| 學分數 | 3 | Credits | 3 |
| 課程目標 | <p>教學目標：</p> <ol style="list-style-type: none"> 1. 使學生了解電腦合成製作方法(知識) 2. 具有電腦合成製作的技術(技能) 3. 培養學生電腦合成製作從業人員之專業態度(態度) 4. 能了解電腦合成製作與影視發展現況(其他) | Objectives | <ol style="list-style-type: none"> 1. Understand the production process for film and video digital image composition (knowledge) 2. Practice digital image composing (skills) 3. Develop a professional outlook in the digital image composition field (development) 4. Understand the development and current state of the digital image composition industry |
| 教材 | <ol style="list-style-type: none"> 1. 3Dmax4 與 After Effects 5 影式視特效必成攻略。 2. Adobe After Effects Classroom in a book(原廠訓練手冊) | Teaching Materials | <ol style="list-style-type: none"> 1. 3Dmax4 與 After Effects 5 Special Effects for Film and TV Production 2. Adobe After Effects Classroom in a book(Training manuals) |
| 成績評量方式 | <ol style="list-style-type: none"> 1. 出席率,學習態度占30% 2. 作品報告一份,1500字,占30% 3. 合成作品一件,一分鐘,占40% | Grading | <ol style="list-style-type: none"> 1. Attending rate--30% 2. A project proposal--30% 3. Production--40% |
| 教師網頁 | - | | |
| 教學內容 | <p>培養學生學習並了解影視合成特效的製作方法，合成特效的形式，進而能夠以獨立分組製作出具有創意之合成特效作品。協助結合電影電視製作，諸如LOGO設計，片頭設計，特效合成等。強調藍幕的運用。授課內容如下：</p> <p>3D 合成特效</p> <ol style="list-style-type: none"> 1. 3D Max 功能介紹 2. 基本合成實例1. 搖動木馬 3. 基本合成實例2. 彈跳球 4. 基本合成實例3. 替身 5. 基本合成實例4. 攝影機補捉 6. 進階合成實例1. 火箭人 7. 進階合成實例2. 未來城市 <p>2D合成特效</p> <ol style="list-style-type: none"> 1. 動態設計1，動態設計2 2. 遮罩運用 | Syllabus | <p>"Digital Image Composition" is a professional course desinged for students can produce a digital special effect project. These tecnincs will can combine Film and TV Production such as logo, title design , Composition and Blue Screen. The content of the course is:</p> <p>Part 1-- 3D composition</p> <ol style="list-style-type: none"> 1. How to use 3D Max (Fuction) 2. The basic composition 1: a hobbyhorse 3. The basic composition 2: A bounce ball 4.The basic composition 3: A substitute 5. The basic composition 4: Camera Capture 6. The Advanced composition 1:The rocket man 7. The Advanced composition 2:The feture city <p>Part 2-- 2D composition</p> <ol style="list-style-type: none"> 1. Dynamical design 1, Dynamical design 2 2. Mask application |

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