朝陽科技大學 099學年度第1學期教學大綱
3D Rendering and Visual Effect 3D渲染與視覺特效

當期課號	1929	**Course Number**	1929
授課教師	黃俊明	**Instructor**	HUANG,CHUN MING
中文課名	3D渲染與視覺特效	**Course Name**	3D Rendering and Visual Effect
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/Rendering. LEARNING MAYA/Dynamics.	**Teaching Materials**	LEARNING MAYA/Rendering. LEARNING MAYA/Dynamics.
成績評量方式	平時(60%)，期中(20%)，期末(20%)，平時含出席率(20%)。	**Grading**	Homework(60%), Midtrem(20%), Final(20%)
教師網頁	_		
教學內容	以本學期教學內容主要在著色與視覺特效。以實際上線操作使學生對材質貼圖、打燈光影、控制著色、動態模糊、光跡追蹤、向量著色、分子特效與合成有更深入之了解。	**Syllabus**	This semester focus on renderings.

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