朝陽科技大學 099學年度第1學期教學大綱
Computer Animation 電腦動畫製作

當期課號	2086	Course Number	2086
授課教師	呂南湖	Instructor	LU,NAN HU
中文課名	電腦動畫製作	Course Name	Computer Animation
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	1.使學生了解瞭解動畫製作的過程及知識(知識)2.具操作動畫製作軟體之技術(技能).能具備動畫師之專業態度(態度)4.能了解動畫製作與數位媒體的最新演進(其他)	Objectives	1. Understand how to make computer animations (knowledge) 2. Learn how to operate computer animation software (skills) 3. Develop the attitude of a professional animator (development) 4. Understand the latest digital media and computer animation innovations (other)
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) 5, Maya 2011 tutorial原廠教學手冊	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 5. Maya 2011 tutorial
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(以Maya 2011爲主), 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 software is Maya 2011). 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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