

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	3414	Course Number	3414
授課教師	徐振嵐	Instructor	HSU,CHEN LAN
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(四進)三A	Department	
修習別	選修	Required/Elective	Elective
學分數	2	Credits	2
課程目標	<p>1.培養學生在3D角色動畫之獨立執行能力。</p> <p>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。</p> <p>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。</p>	Objectives	<p>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.</p>
教材	<p>3D Max動畫設計指南</p> <p>3D Max基礎建模設計與渲染</p>	Teaching Materials	<p>The Guide to Animation - 3D Max</p> <p>The modeling and rendering - 3D Max</p>
成績評量方式	<p>平時(40%)</p> <p>期中考(20%)</p> <p>期末作品(20%)</p> <p>出席率(20%)</p>	Grading	<p>Basic performance (40%)</p> <p>Midterm (20%)</p> <p>Final work (20%)</p> <p>Attendance (20%)</p>
教師網頁	-		
教學內容	<p>本學期教學內容主要在3D電腦動畫建模與渲染。以實際上線操作使學生對3D建模、材質、貼圖、UV貼圖、燈光陰影、鏡頭、著色算圖等有基本了解。學生能有執行能力於實務案例。</p>	Syllabus	<p>The syllabus of this semester is focusing on 3D computer modeling and rendering for animation. With basic computer operation and training, students have basic understandings for 3D modeling, texture, mapping, UV texture mapping, surface shading, lighting, camera, rendering. Students have the capability to deal with the practical programme.</p>

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