

朝陽科技大學 099學年度第2學期教學大綱  
3D Dynamics and Visual Effect 3D動力學與視覺特效

當期課號	3386	Course Number	3386
授課教師	徐振嵐	Instructor	HSU,CHEN LAN
中文課名	3D動力學與視覺特效	Course Name	3D Dynamics 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	1.培養學生在數位短片之獨立執行能力。 2.使學生熟悉故事腳本、視覺特效、物理動力學、音效、MEL與合成等。 3.建立學生在3D數位動畫短片的現實案例執行能力。	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 animation. The class will cover story telling, visual effect, dynamics, audio effect, MEL, and compositing . Students with some experience in 3D animation project will benefit from learning more about the problem-solving aspects of 3D short animation on real world case.
教材	自編講義 3ds Max 3D動力特效設計	Teaching Materials	Dynamics and effect for 3d animation
成績評量方式	平時(40%) 期中考(20%) 期末作品(20%) 出席率(20%)	Grading	Basic performance(40%) Midterm(20%) Final work(20%) Attendance (20%)
教師網頁	-		
教學內容	本學期教學內容以「動態模擬」與「視覺特效」為主。上機實際操作練習，熟悉軟體工具與應用。 1.Reactor動力模擬器 2.Particle分子系統特效 3.3D素材整合數位合成特效 4.動態關鍵影格屬性應用	Syllabus	The syllabus of this semester is focusing on dynamics and effect for animation.

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