

### **MAA 101** Drawing

1. To sketch the still life or gypsum statue with pencils or charcoal. Extracurricular assignments also require the practice of sketching.
2. In addition to depiction through artwork, students are also required to improve the originality of their work, with equal attention paid to creativity and technique. Students are encouraged to develop their own creations.

### **MAA 102** Computers and the Internet

While the WWW has become an important information media, this course teaches the software for making interactive-multimedia webpage such as Dreamweaver, Flash and Actionscript, to enable students to make homepage design and interactive programming to build a website for use either at work or personal daily life, or even become an important information provider in the Internet world.

### **MAA 103** Painting

This course introduces the techniques, composition, forms, and other basic concepts of painting, giving explanations, demonstrations and opportunities of practice for students to learn how to apply these techniques and materials, as well as the skills to master lines, shapes, lighting, colors and forms. It integrates the skills of live drawing and visual arts and explores various traits of painting. Students could thus be inspired both visually and intellectually and know how to use their insight as foundation for future art practice.

### **MAA 104** Introduction to Computer Graphics

It's an introductory course for multimedia and animation, focused on application of graphic design software. Through principle introduction and demonstration, students are guided to make practices in using these software, make assessment of example works and discuss with each other to spur creativity. Students are encouraged to take part in both domestic and international contests to broaden their global vision.

### **MAA 105** Basic Photography

1. History of photography and photography introduction.
2. Basic photography skills ( speed, aperture, shutter, metering, lens).
3. Composition, light/flash, color.
4. Black and white photography and darkroom operations.
5. Introduction to theme-based photography and thematic thinking for photography.

### **MAA 106** 2D Animation

Through the training of hand-drawn animation, students are guided to understand the basic principles of animation movement, and learn how to use the software of Flash or Toon Boom Studio, to produce the digital 2D animation on their own.

### **MAA 107** Digital Photography

Photography is increasingly important as a tool for image design, computer graphics design, advertising creation, and other such visually demanding work. As a student of visual communication design, it's very important to learn how to understand photography, and how to convey messages and symbols through a photographic image. This course teaches photography from the foundation level, supplemented with appreciation of photographic classics and special camera operations, both theoretical and practical.

### **MAA 109** Comics

The course is a pre-requisite course of animation, aimed at helping students understand the presentation formats, characteristics, and production processes of comics. Through actual practices of doing theme-based comic, self-portrait, and series of works, students are trained to create cartoon characters, special facial expression, dynamic performance, and cultivate the ability of story-telling.

### **MAA 111** Illustration

This is an introduction course of Illustration, with equal emphasis on theory and practice. The purpose of this course is to help students understand the process of creative thinking and become able to create their own expression through illustration. Through demonstrations of applying different media and techniques to create an illustration, students learn how to use tools to embody their creativity by creating their own illustration in a narrative way.

### **MAA 113** Introduction to Computer Animation

1. To understand the basic concepts of computer animation, and to introduce the production process for making "Computer Animation," as well as related skills and knowledge.
2. To control the key design factors of computer animation and dynamic production principle, as well as production process.
3. To make creative use of digital media design concepts.

### **MAA 115** Sculpture of Character

This course uses examples to help students understand the characteristics of plastic material ranging from basic to complex semi-solid models, strengthening their three-dimensional perception and sense of space.

### **MAA 117** Character Design

Roles occupy very important positions in films. Apart from imitation, this course also allows students to create characteristically unique styles of their own. And design modeling is carried out through such exercises as borrowing, imagination, copying, and sketching.

### **MAA 119** History of Western Arts

Students are able to understand the styles and cultural ideologies of Western art genres. Teaching content uses the analysis of works, as well as the characteristics of particular genres in Western art, further exploring the mutual relationships between art and its era, between art and culture, and between art and creation in general, and thereby arriving at a comprehensive understanding of the development of art history. In addition to integrating the schools of thought found in the development of Eastern and Western art history, this teaching is also designed to explore the background and the influence of art schools and cliques, to give students inspiration in their cultural and artistic literacy, to serve as a basic level of inner accomplishment for future creative work.

### **MAA 121** History of Chinese Arts

Students are able to understand the styles and cultural ideologies of Chinese art genres. Teaching content uses the analysis of works, as well as the characteristics of particular genres in Chinese art, further exploring the mutual relationships between art and its era, between art and culture, and between art and creation in general, and thereby arriving at a comprehensive understanding of the development of art history. In addition to integrating the schools of thought found in the development of Eastern and Western art history, this teaching is also designed to explore the background and the influence of art schools and cliques, to give students inspiration in their cultural and artistic literacy, to serve as a basic level of inner accomplishment for future creative work.

### **MAA 123** Basic Color Scheme

This course focuses on basic understanding of color, enabling students to understand the basic color theories and their application at work. This course introduces color in relation to the optical illusions, physical impact, and psychological perceptions that applied to arts and design in our daily life.

### **MAA 125** Digital Image Analysis

This course helps students understand the characteristic of image in the Digital Era, and possess the ability to make assessment of digital arts. It introduces different types of digital images, discusses their creation concepts, digital skills, aesthetic presentation, and styles, analyzes the impact of digital technologies on art performance, and explores future development trend to inspire students' ideas of visual art creation, performing skills, and aesthetic cultivation.

### **MAA 201** Scriptwriting for Animation

To inspire students to think how to make an animated story. This course introduces special vocabulary, script writing skills, as well as the tips regarding how to name a play.

### **MAA 202** Programming Languages

Internet programming languages are the foundation to realize a variety of web applications. This course covers:

A. Instructions of Internet programming languages; B. Execution of order architecture, selection of architecture, and repetition of architecture; C. Architecture of memory processing; D. File databases; and E. Application of the Internet. It endows students with the ability to write network programming language application systems and become providers of computer application systems.

### **MAA 203** Storyboarding for Animation

Students are led to carry out story idea generation and story writing for animated stories. The course introduces specialized terminology used in script writing, writing scripts, and analysis of famous scripts.

This course leads students in a diverse range of animation methods. And in terms of development of animation stories, this includes animation terminology, an introduction to the language of scenes, and the use of scenes. Students are guided to actually produce storyboard animatics and story reels.

## **MAA 204** Multimedia Design

Multimedia Design is one of the most important courses in this department. For a period of two years, this course will start with Website Design, including HTML websites, Flash websites, and hybrids. The main contents introduced in the first semester will be Dreamweaver and related technology. The second semester will focus on design practices, from Idea-forming, proposal writing, presentation, to place the whole website online. Students are required to be able to work independently and cooperate with each other for teamwork.

## **MAA 205** A Guide to Digital Music and Sound Effects

The goal of this course is to methodically and systematically raise and guide students' interest in digital audio and video creation, and to lay a solid foundational music concept, giving them both basic professional capabilities in animation and digital multimedia music production, and an ability to demonstrate their own individual flair. The course includes: (1) Basic music theory; (2) Simple harmonics; (3) Overview of music styles during different periods; (4) Analysis of film soundtracks; (5) Teaching of digital music software; (6) Teaching of digital sound effects software.

## **MAA 206** 3D Computer Animation ( I )

It's an introductory course of 3D computer animation, enabling students to create their own 3D animation. It's focused on 3D modeling in the first semester, and 3D animation in the second semester. Through principle introduction and demonstration, students build up their theoretical foundation and make actual exercises to experience the process of animation production and become capable of creating 3D animation of their own.

## **MAA 207** Digital Music and Sound Effects

This advanced course on "Guide of Digital Music and Sound Effects" allows students to continue their study on music and apply what they have learned to practice. Topics include: digital music and sound effects, basic music theories and film music.

## **MAA 208** Sonic Design

This course will introduce students to the fundamentals of digital audio design and provide them with the basic tools to use the technology appropriately, creatively, and effectively. The Topics include (1) Max/MSP; (2) Pure Data; (3) DSP; (4) Audio and Visual interaction; (5) Audio and movement interaction; (6) Midi interface; (7) Sound specialization

### **MAA 209** 2D Animation Planning

This course guides students to be familiar with the whole process of making 2D animation, which includes idea-generating, character design, storyboarding, post production, etc. Through participating in a 2D animation project, students will understand project planning, budget control, and the importance of team works.

### **MAA 211** Animation Project Management

This course guides students to be familiar with the whole process of making 2D animation, including idea-generating, character design, storyboarding, post production, etc. Through participating in a 2D animation project, students will understand project planning, budget control, and the importance of team works.

### **MAA 213** Non-Linear Editing

This course enables students to understand the principles of Non-Linear Editing and its application in video editing practice. It introduces operations of the Non-Linear Editing, from making import, transition, sound, to export, discusses related issues, and guides students to practice making the Digital AE Effect. The course not only integrate different video editing techniques of Non-Linear Editing, along with actual practices, concrete study on Digital Editing skill, but also enables students to employ their insight from this course into their future Digital video making and artworks.

### **MAA 215** Film Production

This course help students understand the process and the techniques of film making. It covers script design, studies on storyboards, analysis on films, production practices, and discussions on the relevant issues, in order for students to present their own film production and finished artworks. Other than embodying the concepts of Non-Linear Editing techniques, filming, video post-production, and artistic notions, this course also offers creative and inspiring discussions to stimulate students' creative thinking and to apply their insight to film production in the future.

### **MAA 217** Layout Design

Students are guided to understand the "shape psychology," as well as to become able to use design elements and color, and to make creative thinking as the basis for making effective composition of layout design.

### **MAA 219** Application of Layout Design

Through extending the spirit of basic arrangement principles, the course continues to train students to cultivate a broad design field of vision, sophisticated design execution, and innovative cutting-edge design skills, as well as a sense of integrity in design production processes. A diverse range of forms and experimental techniques are introduced to improve the practicality, influence, and appeal of a design, to make finished products with more ideal designs. Teaching content includes: design interpretations, cognitive learning, appeal index, practical value, and design decision-making.

### **MAA 221** Digital Image Processing

The course deals with (1) essential theories of digital image processing including image acquiring, digital image formats, color models, image analysis, image transfer etc.; (2) practice in using photoshop software and handling the “after effect”; (3) practice in making special effect of images and strengthening the skills for making real-time presentation and interactive images. The course includes: 1. digital image processing; 2. video processing; 3. interaction and real-time control; 4. stereo image/video.

### **MAA 223** Movie Genre Study for Animated Film

This course uses means such as film appreciation, group reports, and discussion, to lead students to understand categories of animated film. Teaching content includes an introduction to such movie types as fantasy, science fiction, horror, literary and art films, and so forth, and comparative analysis of well-known animation films.

### **MAA 225** Academic and Professional English in New Media and Animation Arts

English proficiency is a basic requirement of a company for its manpower, and professional English is a primary capability of an individual to enhance his/her competitiveness in the field of multimedia/ animation. This course teaches multimedia/animation jargons, discusses latest technology and information issues, as well as introduces European and American culture and customs, to help students strengthen their capability in English writing, reading, speaking, and listening.

### **MAA 227** History of Media Art

This course introduces the history of Media Art and explores the artistic style and humanistic traits of Media Art, analyzing its relation with contemporary society and culture. Besides integrating the structures of Media Art, it analyzes development of Digital, Multimedia, Dynamic Video and Interactive Art in different eras, in order to inspire student's vision and humanity cultivation in the Digital Era, as the foundation for making art creation in the future.

### **MAA 229** Trend of Thought in Contemporary Art

This course inspires students to recognize the artistic style and humanistic concepts in Contemporary Art, via analyzing various artworks and illustrations of different models. It looks into the mutual relations between contemporary art, culture, society and humanities, aimed at integrating the creative thinking, current trend, humanity cultivation, and art medias. It will also stimulate student's creativity by offering diverse forms of discussions and combining the humanistic spirit and artistic presentation together, enabling students to apply what they have learned to digital art creation.

### **MAA 301** Internship

In order to strengthen students' working experience and their competitiveness on the job market, this course cooperates with related institutions to offer opportunities for students to practice or apply to join the school/enterprise cooperation projects.

### **MAA 302** New Media Art Project

Students will learn different types of Video Art/Animation combination, and how it's applied in digital video. After learning editing techniques, as well as making actual art practices and discussions, students are guided to synthesize artistic concepts and video animation artworks. The design of this course aims to incorporate non-linear editing, video shooting, creative concept, animation production and presentation techniques in order for students to study the interdisciplinary artistic production of integrated mixed media and video technology.

### **MAA 303** Animation History ( I )

Through film appreciation, group discussion, and oral presentation, students are guided to understand the origin of animation and the development of animation history. Animation History ( 1 ) mainly focuses on American animation and Japanese anime, explore the animation industry development and industrial styles. Students are required to study the styles/aesthetics of American animation and Japanese anime. A written paper is required.

### **MAA 304** 3D Computer Animation ( II )

This course introduces techniques for computer animation such as modeling, texture mapping, lighting, animation, rendering, and special effects.

### **MAA 305** Animation History ( II )

Through film appreciation, group discussion, and oral presentation, guiding students are guided to understand the origin of animation and the development of animation history. Animation History ( 2 ) mainly focuses on Russian, European, Canadian, and Asian animation, explore the development and styles of socialist and art animation. Students are required to study the styles/aesthetics of Russian, European, Canadian, and Asian animation. A written paper is required.

### **MAA 306** Project Production

1. To inspire students to create freely with their own media. Their creativities can be inspired through mutual discussions in classes and extracurricular activities.
2. To instruct students to control the key points of the topic and select proper media to present and further reach a unique level of creation.
3. To encourage students to take part in exhibitions or competitions.
4. To promote academia/industry exchange and cooperation to strengthen students experience in actual practice.

### **MAA 307** Digital Music

This course aims to develop students' ability to use fundamental digital software to compose music. Music theories, computer music and different digital music composition software will be introduced and elaborated during the semester. The goal is to help animation-majored students understand composers' language and successfully collage their own music for their animation works.

### **MAA 309** Mixing and Mastering

This course is an advanced course of Digital Music. It aims to enhance students' ability to use fundamental digital software to compose music. Mixing and Mastering will be introduced and elaborated during the semester. The goal is to help animation-majored students understand composers' language and successfully collage their own music for their animation works.

### **MAA 311** 3D Character Animation

Students are trained in the ability to set the skeletons of character models, and in the techniques of animation. Students will be able to control animation character actions flexibly, to the benefit of their future work in film production and to enable them to bring their abilities fully into play in future employment.

### **MAA 313** Advanced 3D Character Animation

Training in the object editing skills for the skeletal settings of dynamic animal and human bodies. Training in skeletal reverse controller setting skills and character model pose setting skills, as well as teaching of animation standard applications, to allow students to flexibly control character actions in animations.

### **MAA 315** Motion Graphics

1. To introduce the motion graphics to students with commercial film, movie title sequence, music video, business briefing video, etc., guiding them to know every aspect of motion graphics.
2. To enable students to understand basic knowledge of digital format, and to utilize the popular software After Effects for practices and making creation.
3. Through showing the good example with full explanation, this course will guide students to think the possibility of making even more diverse motion graphics.

### **MAA 317** Visual Effects

1. An exploration of the theories and practice of digital image processing: basic principles of computer digital imaging, image formats, image channels, digital synthesis, blue and green screen use and other knowledge and concepts, plus using mainstream industry digital image processing software to explain practices.
2. Creation of diversified videos using various different media, such as animations combining 2D and 3D media, actual photographic images, and so on.
3. Stimulating students creative thinking and their understanding of processes through appreciation of and commentary on domestic and foreign films, advertising videos, music videos and so forth.

### **MAA 319** Interactive Programming

Interactive Programming is an important tool of digital-art creation. The topics include:

- A. interdiction to VVVV language
- B. input and output interface design
- C. sensor application
- D. interactive device programming, debug and testing
- E. VVVV library

Students can develop the ability of programming for interactive-application and later become interactive -application providers.

### **MAA 321** Digital Game Design

ActionScript 3.0 and Flash games are main subjects in this course. Three objectives are: (1) To be familiar with ActionScript 3.0; (2) To be able to re-write Flash games; (3) To be able to develop team work games.

### **MAA 323** Video Art

This course is designed to help students understand the history and the styles of different artworks. Via displaying and analyzing a range of video artworks, providing actual video practices, and giving relevant discussions, students thus have opportunities to propose their own artistic ideas and complete their own artworks. This course doesn't only incorporate the Non-Linear Editing, film production, concepts and video production together, but also aims to offer different ways to stimulate and inspire the students, so that they could display their own video art production, and therefore perform their insight into their future New Media productions.

### **MAA 325** Video Art Installation

The course enables students to understand the forms of video installation and trends in contemporary video art. It will then further lead students to present their own creative concepts and video installation works through a range of art practices and discussions. The aim for this course is to combine the concepts of Non-Linear Editing technique, video shooting and artistic notions together, and integrate student's creative ability in operating various materials and different projection effects. Students could therefore employ their artistic form into the future development in their Digital art practice.

### **MAA 327** Object-oriented Programming

Windows Programming is an important tool for computer. The topics include: A. develop- tool for Windows application, B. input and output interface design, C. object-orient and event-driven in programming C++, D. programming, debug and testing in windows programming, E. file and database. Students can develop the ability of programming for object-orient application and later become windows -application providers.

### **MAA 329** Multimedia Programming

Computer Language in Internet-Multimedia is an important tool of digital-art creation. This course covers:

- a. interdiction to Pure Data
- b. input and output interface design
- c. sound processing, graph processing
- d. image and interactive-device processing
- e. image and interactive-device processing

Students are trained to develop the ability of programming for multimedia -application and to become multimedia-application providers in Internet.

### **MAA 331** Maya Expression and MELs

The course focuses on Maya expression and language in order to improve the process of animation production, to extend the functions of visualization and simulation, and to provide for the possibilities of interaction/communication with other software/hardware.

The course includes ( 1 ) Creating interfaces, ( 2 ) I/O and interaction, ( 3 ) Animation expressions, ( 4 ) Particle expressions, ( 5 ) General commands and useful functions, ( 6 ) Script nodes and attributes, ( 7 ) Example scripts: modeling, animation, dynamics and rendering.

### **MAA 333** Motion Capture

This course uses practical operational training in motion capture to lead students to an understanding of the basic principles and further extends to animation training in 3D character animation.

### **MAA 335** Stop Motion Animation

This course will introduce the masters and famous studios of stop motion animation to students, such as Ladislav Starewich 、 Jiri Trnka 、 Jan Svankmajer 、 Ardman Studio 、 Will Vinton Studio, etc. Meanwhile, students will learn how to use creative ways to make their own puppets, sets, and animate their puppets.

### **MAA 337** Introduction to Virtual Reality

This course will help students learn the operational principles of virtual reality and understand what the real-time 3D virtual interactive environment is. In addition to vision, there is also the supplementary assistance of auditory, tactile and other stimuli, which together are used in order to produce the feeling of an actual physical experience. In the creation of design, there is some phenomena of using simulation of real space and non-real space, which demonstrate the characteristics of 3D virtual reality.

### **MAA 339** User Interface Design

Human Interface is one major factor to determine the success of a program. The course makes case study on existing programs, discussing their interface design problems and solutions. This course begins with introduction to Human Interface, and then gives training on how to discover hidden problems and figure out solutions. At the end, each student is expected to design a visionary human interface.

### **MAA 341** Composition and Arrangement via Computer

This course aims to develop students' ability to use fundamental digital software to compose music. Music theories, computer music and different digital music composition software will be introduced and elaborated during the semester. The goal is to help animation-majored students understand composers' language and successfully collage their own music for their animation works.

### **MAA 343** Interactive Sonic Design

This course will introduce students to the fundamentals of digital audio design and provide them with the basic tools to use the technology appropriately, creatively, and effectively. The Topics include (1) Max/MSP; (2) Pure Data; (3) DSP; (4) Audio and Visual interaction; (5) Audio and movement interaction; (6) Midi interface; (7) Sound specialization

### **MAA 345** Digital Music and Performance

This course aims to develop students' ability to use fundamental digital software to compose music. Music theories, computer music and different digital music composition software will be introduced and elaborated during this semester. The goal is to help animation-majored students understand composers' language and successfully collage their own music for their animation works.

### **MAA 401** 2D Animation Project

This course will assist those students aimed at making 2D animation as their graduation project, guiding them to complete a 2D animation work by the end of their last semester. In this course, each student must practice character designing, scene designing, storyboarding, animation acting, etc., and each student is required to complete a short film of 2D animation.

### **MAA 402** Graduation Project

It's the course to help students complete their graduation works.

- A. work test and revision
- B. exhibition design
- C. exhibition activities

Students will be able to complete their graduation works for display and earn experience.

### **MAA 403** 3D Animation Project

This course focuses on the production of 3D animation. The purpose of this course is to allow students to create an individual or group 3D animation short film. Through watching a large number of award-winning animated short films, students will learn how to critically review short animation films, and that will help them transform their experiences to their independent or group animation project.

### **MAA 405** Booth Exhibition Design

This course is designed to improve students' ability in planning an exhibition or an aesthetic space. Through training in space structure, lighting, texturing, measurement, and so forth, students will learn to design an exhibition, and they are required to work out an exhibition design at the end of this semester, to demonstrate their ability of making an exhibition plan by their own.

### **MAA 407** Portfolio Design

No matter to pursue advanced studies in school or to work at a workplace, it's important for each student to collect his/her own works as a personal artwork portfolio. The main goal of this course is to help students develop personal styles of portfolios. Through workshop, students will learn the process, common problems and possible solutions. Apart from deeply understanding their own works of art, they also have to explain ideas precisely.

### **MAA 409** Lighting Effects

The purpose of this course is to bring the real life lighting techniques into the digital world. Through case studies, students could understand color and shadow changes. Hand-on experiences could be gained from operation of lighting on static objects and characters in 3D software Maya.

### **MAA 411** Advanced Lighting Effects

Of an advanced level of lighting effects, the course focuses on practical applications of light and shadow in 3D animation, including Ambient Light, Dynamic Lighting, and post-production effects. Through actual practice of using the software, students will understand how to use and design lighting effects in animation and films.

### **MAA 413** Technology Art

1. Discussion on the relevant discourses and actual creation examples of digital art in Taiwan and overseas.
2. Analysis of domestic and foreign digital art works, to understand their language and new aesthetic concepts.
3. Students' concepts and creative intension are established vis-à-vis aesthetics and digital arts.
4. The creativity and theoretical foundation of students' digital art is inspired.
5. Through exploration of digital art theories and works and through on-site exhibition visits, students are guided to develop profound commentaries and views and to organize relevant reports.

### **MAA 415** New Media Art

1. Discussion on the relevant discourses and actual creation examples of digital art in Taiwan and overseas.
2. Analysis of domestic and foreign digital art works, to understand their language and new aesthetic concepts.
3. Students' concepts and creative intension are established vis-à-vis aesthetics and digital arts.
4. The creativity and theoretical foundation of students' digital art is inspired.
5. Through exploration of digital art theories and works and through on-site exhibition visits, students are guided to develop profound commentaries and views and to organize relevant reports.

### **MAA 417** Digital Art Appreciation

- 1 · Appreciating and analyzing global digital art works to understand their languages and new aesthetic view.
- 2 · Introducing relevant digital art institutes and festivals globally to understand development of international digital art.
- 3 · Instructing students to have profound point of view through exploring digital art works in the class and visiting exhibitions.
- 4 · Dividing students into groups for digital art project discussion.

### **MAA 419** Digital Art Aesthetics

1. Discussing the papers on digital art to understand the art language and new aesthetics.
2. Discussing the works of digital art to explore their creative ideas and methods.
3. Guiding students to develop their basic understanding of aesthetics and digital art, inducing them to make study on related topics to build a strong foundation for advanced study or creation in the future.
4. Guiding students to make in-depth thinking on digital arts and related commentary through actual practice and visits at exhibition.

### **MAA 421** Interactive Design

Understanding the program principles of Interactive Design and its related application methods could enable students to propose their own perspective and creativity and further combine their knowledge with Interactive Art practices via group discussions. The course integrates basic skills of multimedia software and Interactive Design. Students could hence apply their artistic ability into the field of Interactive Media Art.

### **MAA 423** Interactive Installation Art

Understanding the program principles of Interactive Installation Art and its related application methods could enable students to propose their own perspective and creativity and further combine their knowledge with Interactive Art practices via group discussions. The design for this course is to integrate basic skills from multimedia software, Interactive Installation techniques, and program configuration, and further combine the actual practices and installation techniques together. Students could hence apply their artistic ability into the field of Interactive Media Art.

### **MAA 425** Digital Art Project

1. Students are inspired in terms of the directions and methods of writing they can utilize when engaged in creation.
2. Students' creative thinking is stimulated, to deepen their creativity and intension towards digital art.
3. Students are encouraged to develop their own styles of digital art creative work, and are guided to publish and exhibit works outside the school.
4. There is integration with relevant cross-disciplinary professionals during the learning process.
5. Works are published at semester's end, and work collections are submitted.

### **MAA 427** Interdisciplinary Project

1. To discuss the interdisciplinary art groups, and their creative concept and forms.
2. To help students establish professional basis for making creation through introducing relevant theories and works of interdisciplinary art.
3. To explore the technology in interdisciplinary creation, such as computer program and interactive system.
4. To encourage students to learn from each other by exchanging viewpoints to inspire creativity collectively, and to complete works to share with the public.

### **MAA 429** Experimental Animation

This course will explore the spirit and development of experimental animation in depth, and takes various forms of experimental animation as examples to introduce behind-the-scenes skills and aesthetic styles of experimental animation. The course covers a variety of experimental animation works and practice exercises, including paper-cutting animation, motion graphics, sand animation, paint-on-glass animation, live character animation, physical object animation, abstract animation, and digital animation.

### **MAA 431** Sonic Art

This course, through theme-based discussion, guides students to understand the development of digital art, the art of sound, and the potential of technology development, as reference for future creation. Major topics to be discussed include: multimedia, art of audio, Internet art, digital control technology, audio art on multimedia, animation, and so forth.

### **MAA 433** Internet Art

Internet art is one of the platforms for the creation of digital art. This course uses

- A. User-side interface design.
- B. Server-side shared information processing
- C. Sharing (co-authoring) of visual, sound and performance art through the Internet.
- D. Internet creative experiments enable students to create art for common media use (or remotely) through the Internet.

### **MAA 435** Digital Cultural Creativity

The goal of this course is to meet with the arrival of the cross-platform era, and the experiential economy brought about by the diverse applications of new media art, by teaching how to present new media in a curatorial form. It combines the cross-domain display of the physical space of a site, interactive devices, performing arts and so on, to allow users to experience the possibilities of digital content design and new media applications from their viewing, constructing a digital cultural creativity of future imagination, as well as the digital aesthetics of future society.