

MAA 601 Special Topics

It's a theme-based course, covering the topics of animation and new media arts. Lecturers are the experts from digital contents field, each addressing a specific topic relevant to the course.

MAA 602 Research Methods

This course introduces various studies to make a systematic, controlled, empirical, and critical investigation of natural phenomena by making definition or research hypotheses. Students are guided to become familiar with the research methods that may be applied to topics of research.

MAA 603 Studies on Computer Animation (I)

This course introduces techniques for computer animation such as modeling, texture mapping, lighting, animation, rendering, and special effects. The course also includes an overview of story-boarding, scene composition, and motion capture. The course will explore current research topics in computer animation.

MAA 604 Interactive Design in Animation

Animation has become the most important presentation media for various kinds of performance, not only because of its wide application in most multidisciplinary projects but also the unique visual impact resulted from the combination of animation and interactive programming. The course covers:

1. Introduction and discussion on how it has been applied by various performing teams.
2. Requirement for students to propose a research topic on interactive performance and make discussion.
3. Guidance for students to learn more about multidisciplinary art, improving their skills and vision.

MAA 605 Independent Animation Workshop

This course will guide students to understand experimental animation skills and independent production methods, which are then used to create personal animation works. How to express the unique views and attitudes of one's individual personality in animated works will be an important learning goal. This course also encourages students to escape the shackles of thinking in their creative endeavors, and to push back artistic boundaries, and bring aesthetics into play in their creativity!

MAA 606 Practical Training and Internship for Animation Project

This course will provide opportunities for students to practice making creative design and experience the processes through special animation projects or academic-industry cooperation programs.

MAA 607 Video Animation

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 608 3D Animation Project I

This course emphasizes the development of individual creativity. Through observation and discussion of short animated films, students are able to accumulate observation and commentary abilities, which can then be applied to the creation of their own personal animation story. The course combines group classes with individual guidance, to assist students to complete story conception development writing, visual design planning, scenario division design, as well as dynamic scripting production and other pre-production operations for personal short animation films.

MAA 609 3D Animation Scripting

This course aims to guide students to understand the structure, grammar and writing skills of 'script languages' through paradigm analysis, and to enable students to use real machine operation methods, to let students use the program interface provided by Maya to enhance the richness of 3D animation. The main contents include: 1. MEL script node architecture; 2. Interface window; 3. Model construction; 4. Hair control; 5. Light and shadow control; 6. Character control.

MAA 610 Experimental Animation Research and Practice

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 611 Animation Music Research

This course aims to help students understand the importance of the music in animation. Through watching animation and analyzing the music, students realize how good music may affect animation, and then create animation with well-composed music.

MAA 612 Studies on Computer Animation (II)

This course introduces techniques for computer animation such as modeling, texture mapping, lighting, animation, rendering, and special effects. The course also includes an overview of story-boarding, scene composition, and motion capture, and explores current research topics on computer animation.

MAA 613 Computer Animation Project

The course explores current research topics on computer graphics.

MAA 614 Scriptwriting for Animation

This course will lead students to practice the operational procedures of animation script writing: from the establishment of a script's story structure, and character development, through to incisive and attention-grabbing dialog. Students will also learn to find the styles and sounds of animation projects, to create solid story outlines and practice putting their work on stage. Furthermore, they will face script draft reviews, and demands for story changes. The goal of this course is to complete an animation text script.

MAA 615 Project Planning for Animation

In this course, students will develop stories for their own graduation works, or for TV animations or animated films. At the end of the semester, each student must complete an animation planning project that can be submitted as a proposal to subsidizing bodies.

MAA 616 Research and Practice on Animation Festival

This course will first lead students to become familiar with international and Taiwanese animated film festivals, and thereupon begin training for the practical work of film festivals.

MAA 617 3D Animation Project II

This course focuses on the production of individual project on 3D animation. Through presentations, peer reviews, and discussions on individual animation project at different stages of production, students gain experiences on critiquing and problem-solving skills which help them prepare for becoming a director and creating individual short animation film.

MAA 618 Animation Aesthetics

Based on aesthetics, this course makes studies on the contents, styles, visual language, technology, and overall presentation of animation. Students will learn how to deconstruct and analyze animation, enhance their theoretic foundation and aesthetic training, as well as broaden their visions for developing a career as animation producers in the future.

MAA 619 Digital Sound Effect Practice and Research

This course aims to help students understand the sound effect in animation. Through watching animation and analyzing the sound effect of animation music, students will realize how to make proper sound effect for animation.

MAA 657 Music-Inspired Design Research

This course aims to discover how and what music can inspire innovative design. It's involved three basic questions: Can music inspire design creativity? If so, how? and what can music inspire? No requirements of students' background in either music or design, but desires.

MAA 658 Interactive Sound Research

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 659 Qualitative Research

This course will introduce the foundation of qualitative research and clarify the theoretical distinction between quantitative and qualitative research. It introduces various examples of qualitative research, enabling students to understand the theory and practice of qualitative research methodology. This course will focus on research methods in the field of arts and humanities such as participant observation, in-depth interviews, and ethnography, etc. Students will have to complete a pilot study for their future research.

MAA 666 Multimedia Music Research

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 667 Interactive Audio and Image 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 668 Internet Technology and Application

It introduces the client-server information service methods of the World Wide Web (WWW), and explores the programs and network information technologies.

MAA 669 Game Design Research

This course makes use of literature, reading and discussion on gaming to allow students to fully understand game theories and organization architecture. Basic game group theory is utilized to put forward innovative concepts, and these concepts are used in cultural industries. This enables cultural industries to use game methods to more directly convey their knowledge and content. Man-machine interfaces and game interaction are also objectives of this course.

MAA 670 Animation Applied in Interactive Performance Project

Animation has become the most important presentation media for various kinds of performance, not only because of its wide application in most multidisciplinary projects but also the unique visual impact resulted from the combination of animation and interactive programming. The course covers:

1. Introduction and discussion on how it has been applied by various performing teams.
2. Requirement for students to propose a research topic on interactive performance and make discussion.
3. Guidance for students to learn more about multidisciplinary art, improving their skills and vision.

MAA 701 Academic and Professional English in New Media and Animation Arts

Students are guided to develop the capability in studying English literature on multimedia or animation arts, and acquire following knowledge and skills:

- (1) Special terms of multimedia/animation;
- (2) Basic format of technology research paper, composed of abstract, introduction, method explanation, research result and discussion;
- (3) Capability to grasp the messages conveyed by the author of the document studied.

MAA 702 Special Topics on Computer Graphics (I)

This course introduces techniques for making computer graphics such as modeling, texture mapping, lighting, rendering, and composition. The course will also explore current research topics in computer graphics.

MAA 703 Computer Language in Internet-Animation

Internet-animation and its interactive application are important tools of digital-art creation. This course teaches Flash and action script to construct interactive- animation webpage. Students will develop the ability of web-page designing and interactive-programming. Moreover, students may become potential internet-animation creator in the future.

MAA 704 Animation Director

This course will guide students to become familiar with the animation genre and directors. Through the animation projects proposed by students themselves or others, students are trained to strengthen their experience and ability to direct animation films.

MAA 705 Animation and Performance Art

Through literature review and actual practice, the course enables students to understand the types of combination of animation and performance art, as well as its development trend. Through a range of art practices, the course allows students to make creative thinking and thus present their artistic productions. The object for this course is to combine different traits of animation production, video shooting techniques and performance art, in order to provide further interdisciplinary training and enable students to apply what they have learned to make creation under the trend of digital art.

MAA 706 Research on Animation

The purpose of this course is to introduce various topics, forms and content in the field of animation research. Through the reading, analysis and discussion of relevant papers, students will be able to gain a preliminary understanding of the scope of animation research, and proceed from there to developing their own research topics, carrying out pioneering research.

MAA 707 Studies on Animated Film

This course will train students' appreciation of animated films and their analytical abilities, and thereby allow them to be able to carry out in-depth study of the development, aesthetic styles, and creative content of foreign and domestic animation works.

MAA 708 Special Topics on Computer Graphics (II)

This course introduces techniques for computer graphics such as modeling, texture mapping, lighting, rendering, and composition, and explores current research topics on computer graphics.

MAA 709 Storyboarding for Animation

This course focuses on turning stories or text scripts into illustrated scripts. Students in the classroom will practice freehand sketches, demonstrating the scene order and the scene arrangement of a short animation film.

MAA 710 Visual Culture Research

This course aims to introduce the study on contemporary visual culture. By introduction of different cultural images and communications through various media, such as painting, advertising, photography, film, and digital technology, students are encouraged to explore their visual experience in their daily life, and to understand the historical development and theoretical context of visual culture.

MAA 711 Curatorial Project

This course uses such means as exemplary analysis and case studies to understand the meaning, content, methods and practice of plan implementation of exhibition curating, learning the practical applications of audio and video art curatorial work. Students learn to employ curatorial creativity and presentation methods in an empirical approach, to explore the forms of presentation and the execution skills of exhibition planning. The main contents include: 1. The formation of curatorial concepts; 2. Analysis of audio and video works; 3. How to write exhibition plans; 4. Exhibition implementation practices; 5. Art promotion education.

MAA 712 Project Management & International Marketing

This course aims to explore the role of animation projects' producer. Students are trained to manage an animation project for promoting animation works on both domestic and international markets.

MAA 754 Game Proposal

The gaming industry has become the largest sector of the digital content industry. The important factors in its success lie in game creativity and rich interaction. The content of this course covers game concepts, functions, picture description and market analysis through the reading of literature, communication and discussion, to stimulate game creativity. After rationalization, this is then combined with practical considerations. Brief report writing abilities, and project planning management are also important items of training in this course.

MAA 755 Interdisciplinary Art Project

This course trains students from different fields such as multimedia, theater art, and dance performance to understand the theories and thoughts of multidisciplinary project. The course objectives are:

1. Interdisciplinary art projects on multimedia art.
2. Interdisciplinary art projects on dance.
3. Interdisciplinary art projects on theater stage and lightings.
4. Final project proposal and discussion.
5. Final public presentation and seminars

MAA 756 Web Planning and Practice

The course provides students with the opportunity to complete an interactive website. This course uses, A. Formulation, publishing and review of a business proposal; B. Special topic production; C. Testing and amending works, in order to enable the students taking the course to gain a complete experience of building an interactive website.

MAA 764 Interactive Web Site Design

An ability in interactive website design is the foundation for the realization of various website applications. This course discusses existing interactive website forms (blogs, Internet shopping stores...) and guides students to make actual practice to further develop concepts and produce practical future interactive websites.