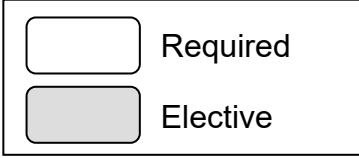


年級		一上	一下	二上	二下	三上	三下	四上	四下
核心能力	文化美學涵養	電腦動畫概論 (2 A)	動畫藝術鑑賞 (2 A)	新媒體藝術鑑賞 (2 A)					
	設計基礎技能	素描 (3 B)	繪畫 (3 B)	編排設計 (3 B)	應用編排設計 (3 B)	漫畫 (3 B)	插畫 (3 B)		
創意思考設計	電腦與網際網路	電腦與網際網路 (2 A)	電腦與網際網路 (2 A)	電腦程式語言 (2 A)	網際網路程式語言 (2 A)		自媒體應用實務 (2 B)		
	2D電腦繪圖	2D電腦繪圖 (3 B)		動畫電影類型分析 (3 A)	動畫影視分鏡概論 (2 B)	動畫編劇 (3 B)	動畫分鏡 (3 B)		
	角色造型設計	角色造型設計 (3 B)	角色塑形 (3 B)				實驗遊戲設計 (2 A)	遊戲敘事 (2 A)	
科藝創作知能	多媒體			基礎多媒體設計 (3 B)	進階多媒體設計 (3 B)	錄像藝術創作 (3 B)	新媒體藝術創作 (3 B)		
				2D遊戲製作實務 (3 B)	3D遊戲製作實務 (3 B)	虛擬實境設計 (3 B)			
	動畫	2D動畫	2D動畫 (3 B)	2D動畫企劃與製作 (3 B)	實驗動畫 (3 B)				
		3D電腦繪圖	3D電腦繪圖 (3 B)	基礎3D電腦動畫 (3 B)	進階3D電腦動畫 (3 B)	動態圖像 (3 B)			
傳達溝通合作				數位燈光製作 (3 B)	3D動畫整合應用 (3 B)				
				動畫專案管理 (3 B)	校外專業實習 (2 B)	專題製作 (3 B)	畢業專題 (3 B)	畢業專題 (3 B)	
						科技藝術 (3 B)	互動裝置藝術 (3 B)	數位藝術創作 (3 B)	跨領域創作 (3 B)
							多媒體動畫工坊(一) (3 B)	多媒體動畫工坊(二) (3 B)	

必修
 選修

A：學科（理論） B：術科（創作）

Grade		1st Academic Year		2nd Academic Year		3rd Academic Year		4th Academic Year	
Core Abilities		1st Semester	2nd Semester	1st Semester	2nd Semester	1st Semester	2nd Semester	1st Semester	2nd Semester
Aesthetic sensibilities with cultural insights		Introduction to Computer Animation (2A)	Animation Art Appreciation (2A)	New Media Art Appreciation (2A)					
Basic design abilities		Drawing (3B)	Painting (3B)	Layout Design (3B)	Application of Layout Design (3B)	Comics (3B)	Illustration (3B)		
			A Guide to Digital Music and Sound Effects (3A)	Digital Music and Sound Effects (3B)					
		Basic Photography (2B)	Digital Photography (2B)	Post-production and Visual Effects (3B)					
			Introduction to Computer Games (3B)						
Creative and innovative thinking		Computers and the Internet (2A)	Computers and the Internet (2A)	Computer Programming (2A)	Internet Programming (2A)		Self-media Application and Practice (2B)		
		2D Computer Graphics (3B)		Movie Genre Studies of Animated Film (3A)	Storyboarding for Animation and Film (2B)	Scriptwriting for Animation (3B)	Storyboarding for Animation (3B)		
		Character Design (3B)	Character Sculpture (3B)				Experimental Game Design (2A)		
							Game Narrative (2A)		
								Digital Art Creation (3B)	Interdisciplinary Art Project (3B)
						Technical Art (3B)	Interactive Installation Art (3B)		
Formal theories in practical application				Basic Multimedia Design (3B)	Advanced Multimedia Design (3B)	Video Art Project (3B)	New Media Art Project (3B)		
Multi-media				2D Game Production (3B)	3D Game Production (3B)	Virtual Reality Design (3B)			
						Multimedia and Animation Workshop (I) (3B)	Multimedia and Animation Workshop (II) (3B)		
Animation		2D Animation (3B)	2D Animation (3B)	2D Animation Planning and Production (3B)	Experimental Animation (3B)				
			3D Computer Graphics (3B)	Basic 3D Computer Animation (3B)	Advanced 3D Computer Animation (3B)	Motion Graphics (3B)			
					3D Character Animation (3B)	Advanced 3D Computer Animation (3B)			
					Lighting Effects (3B)	Integrated Application of 3D Animation (3B)			
Communication and corporation				Animation Project Management (3B)	Off-Campus Internship (3B)	Project Production (3B)	Graduation Project (3B)	Graduation Project (3B)	Graduation Project (3B)



Curriculum Map for the Daytime Bachelor's Degree Program in the Department of Multimedia and Animation Arts (Academic Year 112)

A : Subject (Theory) B : Skills (Creation)

Approved by the 5th Department Curriculum Committee in the Academic Year 112 (1130319)