

課程大綱 Detailed Course Syllabus

● 課程說明(Course Description)

本學期將以大家熟悉的童話故事做為概念美術設計主題，要求同學設計出屬於自己的角色、場景與物件。由此介紹：1.概念美術設計角色的理論與繪圖技巧。2.概念美術場景的構圖與繪製方式。3. 概念美術場景圖繪製過程所需的光影與色彩研究理論。4. 概念美術物件的設計。使同學了解在遊戲與動畫市場中求職所需的插畫設計能力與繪畫技巧，最終使同學能完成進入市場所需的作品集。

● 參考書籍(References)

- 一、色彩與光線，詹姆士·葛爾尼，如何出版。
- 二、創意插畫聖經，安德魯·路米斯，讀書共和國

● 教學方式(Teaching Method)

- 一、理論講述與討論(30%)
- 二、個案分析與作品賞析(20%)
- 三、行動實作與報告(50%)

● 教學進度(Syllabus)

週次	日期	課程內容	備註
1	2023/02/14	學期課程大綱介紹。	簡單課程與學習重點介紹
2	2023/02/21	動畫與遊戲概念美術介紹：角色設計 概念介紹	理論講解、學生課堂實做
4	2023/03/07	動畫與遊戲概念美術介紹：角色設計 線稿要點介紹	作業講評討論、理論講解、 學生課堂實做
5	2023/03/14	動畫與遊戲概念美術介紹：角色的表 情與動態姿勢設計	作業講評討論、理論講解、 學生課堂實做
6	2023/03/21	動畫與遊戲概念美術介紹：角色五視圖 設計	作業講評討論、理論講解、 學生課堂實做
7	2023/03/28	動畫與遊戲概念美術介紹：角色上色 要點介紹	作業講評討論、課堂示範、 學生課堂實做
9	2023/04/11	動畫與遊戲概念美術介紹：概念美術 場景草稿與構圖基礎介紹 1	作業講評討論、理論講解、 學生課堂實做
10	2023/04/18	動畫與遊戲概念美術介紹：概念美術 場景草稿與構圖基礎介紹 2	作業講評討論、理論講解、 學生課堂實做
11	2023/04/25	動畫與遊戲概念美術介紹：概念美術 場景構圖詳細線稿繪製	作業講評討論、課堂示範、 學生課堂實做

12	2023/05/02	動畫與遊戲概念美術介紹：概念美術 場景光影研究	作業講評討論、理論講解、 學生課堂實做
13	2023/05/09	動畫與遊戲概念美術介紹：概念美術 場景色彩研究	作業講評討論、理論講解、 學生課堂實做
14	2023/05/16	動畫與遊戲概念美術介紹：概念美術 物件設計	作業講評討論、理論講解、 學生課堂實做
15	2023/05/23	動畫與遊戲概念美術介紹：概念美術 場景完稿	作業講評討論、理論講解、 學生課堂實做
16	2023/05/30	動畫與遊戲概念美術介紹：動畫原畫 被景圖介紹	作業講評討論、理論講解、 學生課堂實做
17	2026/06/06	插畫市場經營介紹與討論：關於作品 抄襲與否討論與介紹	作業講評討論、理論講解、 學生課堂討論
18	2022/06/13	期末作品集報告與講評	學生口頭報告與討論

● 成績考核(Evaluation)

- 一、作業表現評量(60%)
- 二、期末報告(30%)
- 三、上課參與(10%)

● 可連結之網頁位址 相關網頁(Personal Website)

教師個人作品網站:

shihfen.myportfolio.com

Detailed Course Syllabus

● Course Description

This semester, students will design their own characters, scenes and objects based on familiar fairy tales as the concept art design theme. This leads to the introduction of :
1.Theory and drawing skills of concept art design characters. 2.The composition and drawing method of conceptual art scenes. 3. Theory of light and color study required for conceptual art scene drawing process. 4. Design of conceptual art objects. Students will learn about the illustration design skills and drawing techniques needed to pursue a career in the game and animation market, and eventually complete the portfolio needed to enter the market.

● References

Color and Light by James Gurney

● NotesTeaching Method

- (1) Theoretical presentations and discussions(30%)
- (2) Cases Analysis and Artworks Appreciation(20%)
- (3) Practices and Reports(50%)

● Syllabus

Week	Date	Course Content	Notes
1	2023/02/14	Introduction of the semester syllabus	Introduction of the courses
2	2023/02/21	Animation and Game Concept Art Introduction: Character Design Concept Introduction	Theoretical Lectures, Student Practice
4	2023/03/07	Animation and Game Concept Art Introduction: : Points of the Character Design Line Drawing	Assignment presentation and discussion,Theoretical Lectures, Student Practice
5	2023/03/14	Animation and Game Concept Art Introduction: : Character expression and dynamic pose design	Assignment presentation and discussion,Theoretical Lectures, Student Practice
6	2023/03/21	Animation and Game Concept Art Introduction: : Character Design Turnaround	Assignment presentation and discussion,Theoretical Lectures, Student Practice
7	2023/03/28	Animation and Game Concept Art Introduction: : Character coloring points introduction	Assignment presentation and discussion,Theoretical Lectures, Student Practice
9	2023/04/11	Animation and Game Concept Art Introduction: : Introduction to	Assignment presentation and discussion,Theoretical

		concept art scene draft and composition basics 1	Lectures, Student Practice
10	2023/04/18	Animation and Game Concept Art Introduction: : Introduction to concept art scene draft and composition basics 2	Assignment presentation and discussion, Theoretical Lectures, Student Practice
11	2023/04/25	Animation and Game Concept Art Introduction: : Detailed line drawing of concept art scene composition	Assignment presentation and discussion, Theoretical Lectures, Student Practice
12	2023/05/02	Animation and Game Concept Art Introduction: : Concept art scene value study	Assignment presentation and discussion, Theoretical Lectures, Student Practice
13	2023/05/09	Animation and Game Concept Art Introduction: : Concept art scene color study	Assignment presentation and discussion, Theoretical Lectures, Student Practice
14	2023/05/16	Animation and Game Concept Art Introduction: : Concept art object design	Assignment presentation and discussion, Theoretical Lectures, Student Classroom Practice
15	2023/05/23	Animation and Game Concept Art Introduction: : Concept art scene finalization	Assignment presentation and discussion, Theoretical Lectures, Student Classroom Practice
16	2023/05/30	Animation and Game Concept Art Introduction: : Introduction of animation layout design	Assignment presentation and discussion, Theoretical Lectures
17	2026/06/06	Introduction and discussion on the operation of the illustration market : Discussion about the Artworks plagiarism	Assignment presentation and discussion, Theoretical Lectures, Student Practice
18	2022/06/13	Final presentation	Student oral presentations and discussions

● Evaluation

- (1) Assignment Performance (60%)
- (2) Final Presentation (30%)
- (3) Attendance (10%)

● Personal Website

shihfen.myportfolio.com