

# 102-2 Preliminary Syllabus, Da-Yeh Univ

Information			
Title	遊戲美術設計	Serial No. / ID	2072 / MDI3010
Dept.	多媒體數位內容學位學程	School System / Class	大學日間部3年1班
Lecturer	陳志隆	Full or Part-time	專任
Required / Credit	Optinal / 2	Graduate Class	No
Time / Place	(一)34 / PX304	Language	Chinese

Introduction
The different styles of game content Planning, complete design roles, scenes and all kinds of props, and thus complies with the industry market 2D art talent.

Outline
American and Japanese and Korean style of the master Game plan writing Male and female design Monster Design All kinds of weapons and props design Armor design Scene design

Prerequisite
This course is required to be familiar with PHOTOSHOP. PAINTER software such as learning And has the ability to both good sketches, concepts and hand-drawn animation of the human body