

嶺東科技大學114學年度入學新生課程標準

Ling Tung University Curriculum Standards in effect since 2025

Department(系所別):(動漫遊戲美術應用學士學位學程)

College(學院):College of Design(設計學院)

Academic Year of Entrance(入學年):2025

Program:Four-year B.D. for Day Division(日間學制四年制)

第一學年第一學期				
科目名稱	Course Title	R/E	Credits	Hours
中文閱讀與思考	Chinese Reading and Thinking	R	2	2
職涯與職能發展	Career and functional development	R	2	2
體育（一）	Physical Education I	R	2	2
英文（一）	English I	R	2	2
專業講座	Topics Lectures	R	2	2
動漫遊戲美術專題(一)	Integrated Training in Comic, Animation, and Game Art I	R	1	1
數位暨生成式影像處理	Digital and Generative Image Processing	R	2	2
素描(一)	Drawing I	R	3	3
動漫遊戲美感基礎技法(一)	Introductory Aesthetic Skills in Comic, Animation, and Game Art I	R	3	3
遊戲世界觀哲學	Philosophy and Aesthetics of Game Worldbuilding	E	2	2
動漫作品賞析	Introduction to Animation and Comic Appreciation	E	2	2
第一學年第二學期				
科目名稱	Course Title	R/E	Credits	Hours
中文應用書寫表達	Application of Chinese	R	2	2
體育（二）	Physical Education II	R	2	2
英文（二）	English II	R	2	2
繪畫	Painting	R	3	3
動漫遊戲美術專題(二)	Integrated Training in Comic, Animation, and Game Art II	R	1	1
素描(二)	Drawing II	R	3	3
動漫遊戲美感基礎技法(二)	Introductory Aesthetic Skills in Comic, Animation, and Game Art II	R	3	3
遊戲美術基礎軟體	Fundamental Software for Game Art	E	3	3
3D電腦建模	3D Computer Modeling	E	3	3
動漫短篇劇情設計	Short Storytelling for Animation and Comic	E	3	3
動漫公仔設計	Figure Design for Animation and Comic	E	3	3
第二學年第一學期				
科目名稱	Course Title	R/E	Credits	Hours
博雅通識（一）	General Education I	R	2	2
AI思維與應用	AI thinking and application	R	2	2
群己倫理與生命關懷	Ethnics and Interpersonal Relationships	R	2	2
劇本寫作	Scriptwriting	R	2	2
透視學	Perspective	R	2	2
動漫世界觀概論	Introduction to Anime & Game Worldbuilding	R	2	2
動漫進階彩繪技法(一)	Advanced Anime Painting Techniques I	R	3	3
數位軟體證照實務	Digital Software Certification Practices	E	2	2
動態圖像設計(一)	Motion Graphics Design I	E	2	2
攝影實務	Practical Photography Studies	E	2	2
複合媒材與立體創作	Mixed Media & Three-Dimensional Creation	E	2	2
動漫潮玩設計	Designer Toy Design for Anime & Games	E	2	2
繪本與插畫創作	Picture Book & Illustration Creation	E	2	2
全民國防教育（一）	National Defense Education I	E	2	2
第二學年第二學期				
科目名稱	Course Title	R/E	Credits	Hours
博雅通識（二）	General Education II	R	2	2
職場英文	Workplace English	R	2	2
劇場表演鑑賞	Theatre Performance Appreciation	R	2	2
動漫進階彩繪技法(二)	Advanced Anime Painting Techniques II	R	3	3
動漫角色創作	Anime Character Creation	R	3	3
3D場景建模	3D Environment Modeling	E	2	2

嶺東科技大學114學年度入學新生課程標準

Ling Tung University Curriculum Standards in effect since 2025

Department(系所別):(動漫遊戲美術應用學士學位學程)

College(學院):College of Design(設計學院)

Academic Year of Entrance(入學年):2025

Program:Four-year B.D. for Day Division(日間學制四年制)

基礎模型製作	Fundamental Model Making	E	2	2
水墨圖像表現	Ink Painting Visual Expression	E	2	2
角色扮演實務	Character Role-Playing Practice	E	2	2
配樂與情緒設計	Music Scoring & Emotional Design	E	2	2
動態圖像設計(二)	Motion Graphics Design II	E	2	2
全民國防教育(二)	National Defense Education II	E	2	2
第三學年第一學期				
科目名稱	Course Title	R/E	Credits	Hours
博雅通識(三)	General Education III	R	2	2
世界觀設定實務	Practical Worldbuilding	R	2	2
概念美術角色創作	Concept Art for Character Design	R	3	3
動漫分鏡圖製作	Anime Storyboard Production	R	3	3
生成式2D動畫製作(一)	Generative Programming for 2D Animation I	E	2	2
角色扮演造型創作	Character Design for Role-Playing	E	2	2
聲優配音實務	Voice Acting and Dubbing Practices	E	2	2
漫畫產業實務與行銷	Comic Industry Practice and Marketing	E	2	2
藝術心理學	Psychology of Art	E	2	2
鋼筆水彩與速寫	Pen and Watercolor Sketching	E	2	2
角色衍生商品設計	Character-Based Merchandise Design	E	2	2
第三學年第二學期				
科目名稱	Course Title	R/E	Credits	Hours
博雅通識(四)	General Education IV	R	2	2
創意思考與企畫	Creative Thought & Planning Practice	R	2	2
專業英文	English for Specific Purposes	R	2	2
美學與藝術批評	Aesthetics and Art Criticism	R	2	2
概念美術物件與場景創作	Concept Art for Objects and Environment Design	R	3	3
概念美術生物創作	Concept Art for Creature Design	R	3	3
生成式2D動畫製作(二)	Generative Programming for 2D Animation II	E	2	2
3D遊戲美術	3D Game Art	E	2	2
進階模型製作	Advanced Model Making	E	2	2
插畫與繪本編輯	Illustration and Picture book Editing	E	2	2
動畫聲音製作	Animation Sound Production	E	2	2
校外實習	External Internship	E	2	2
第四學年第一學期				
科目名稱	Course Title	R/E	Credits	Hours
畢業專題(一)	Capstone Project I	R	3	3
數位作品集	Digital Portfolio	E	2	2
提案與企畫技巧	Proposal and Planning Techniques	E	2	2
漫畫視覺文化研究	Comics Visual Culture Studies	E	2	2
第四學年第二學期				
科目名稱	Course Title	R/E	Credits	Hours
畢業專題(二)	Capstone Project II	R	3	3
創作者品牌行銷	Creator Branding & Marketing	E	2	2
AI影音內容製作	AI Video Production	E	2	2
IP知識產權	Intellectual Property and Creative Rights	E	2	2

備註:R=Required;E=Elective

Regulations

1. The graduation requirement is 128 credits, including 28 university-required compulsory credits, 9 college-required compulsory credits, 55 department-required compulsory credits, and 36 professional elective credits. The college-required compulsory credits are divided into the Design Discipline (Department of Visual Communication Design, Department of Digital Media Design, Department of Creative Product Design, and Bachelor's Program in Comics and Animation Arts) and the Fashion Discipline (Department of Fashion Styling Design, Department of Fashion Design, and Department of Fashion Business Management). Students shall complete the credits required by their respective discipline. Students intending to take courses across disciplines must obtain approval from the department chair.

2. Students in their first to third years may take 16–25 credits per semester, while fourth-year students may take 9–25 credits. Detailed regulations are governed by the University Academic Regulations.

3. In accordance with the University's implementation guidelines for Chinese proficiency, English proficiency, information technology competency, and physical fitness, students must pass all required assessments to be eligible for graduation.

4. Students must meet the assessment standards stipulated in the Bachelor's Degree Program "Professional Competency Assessment Implementation Guidelines" in order to graduate. Certificates obtained through passing the university's Information Literacy Assessment shall be recognized by the Bachelor's Degree Program as certificates of fundamental workplace information application competency.

5. Students may take courses offered by other departments that are not available in this Bachelor's Degree Program. Credits earned from such courses may, upon departmental approval, be counted toward the program's professional elective credits, up to a maximum of 8 credits (including credits earned from interdisciplinary credit programs). Students may also take courses at other institutions if such courses are not offered by this Bachelor's Degree Program; however, this is limited to one course only. Credits earned from other institutions shall be included in the calculation of external elective credits. Enrollment in intercollegiate courses shall be handled in accordance with the university's "Implementation Guidelines for Intercollegiate Course Selection."

6. For elective courses offered by the Department that are designated with "(I)" and "(II)" as sequential courses, students who have not completed the prerequisite course "(I)" may not enroll in the subsequent course "(II)".

7. For internship courses, each credit shall correspond to a maximum of 80 internship hours.

8. Students participating in the Ministry of National Defense Reserve Officers' Training Corps (ROTC) who have completed required training and obtained certification may apply for exemption from internship courses, up to a maximum of 10 credits. Students applying for a full-semester internship exemption must complete registration and enroll in at least one course during that semester.