

重新查詢

友善列印

0991學期 課程基本資料

系所 / 年級	數媒系 2年級	課號 / 班別	00U00074 / B
學分數	3學分	選 / 必修	選修
科目中文名稱	互動程式設計	科目英文名稱	Interactive Programming
主要授課老師	陳瓊蕙	開課期間	一學年之上學期
人數上限	60 人	已選人數	56 人

起始週 / 結束週 / 上課地點 / 上課時間

第1週 / 第18週 / H305 / 星期5第02節
第1週 / 第18週 / H305 / 星期5第03節
第1週 / 第18週 / H305 / 星期5第04節

請各位同學遵守智慧財產權觀念；請勿非法影印。

教學綱要

一、教學目標(Objective)

1.瞭解互動藝術與程式設計的原理。2.觀摩世界著名的互動藝術與互動裝置作品，瞭解最新發展趨勢。3.瞭解互動藝術與裝置的互動方式與如何實作。4.使用Processing軟體語言來進行互動作品設計。

二、先修科目(Pre Course)

無

三、教材內容(Outline)

上載於e化教學園平台

四、教學方式(Teaching Method)

課堂講授 每週上機練習 作品觀摩

五、參考書目(Reference)

書名：Learning Processing: A Beginner's Guide to Programming Images, Animation, and Interaction.
<http://www.learningprocessing.com/examples/>

2010/9/17	瞭解互動藝術與程式設計的關係	陳瓊蕙
2010/9/24	Chapter 1 □ Example 1-1: Stroke and Fill □ Example 1-2: noFill() □ Example 1-3: RGB Color	陳瓊蕙
2010/10/1	□ Example 1-4: Alpha Transparency □ Example 1-5: Zoog Chapter 2 □ Example 2-1: Zoog Again	陳瓊蕙
2010/10/8	Chapter 4 □ Example 4-1: Variable Declaration and Initialization Examples □ Example 4-2: Using Variables □ Example 4-3: Varying Variables □ Example 4-4: Many Variables □ Example 4-5: Using System Variables □ Example 4-6: Ellipse with Variables	陳瓊蕙

六、教學進度(Syllabi)

	□ Example 4-7: Filling Variables with Random Values □ Example 4-8: Variable Zoog	
2010/10/15	Chapter 4 □ Example 4-1: Variable Declaration and Initialization Examples □ Example 4-2: Using Variables □ Example 4-3: Varying Variables □ Example 4-4: Many Variables □ Example 4-5: Using System Variables □ Example 4-6: Ellipse with Variables □ Example 4-7: Filling Variables with Random Values □ Example 4-8: Variable Zoog	陳瓊蕙
2010/10/22	Chapter 5 □ Example 5-1: Conditionals □ Example 5-2: More Conditionals □ Example 5-3: Rollovers □ Example 5-4: Hold Down the Button □ Example 5-5: Button as Switch □ Example 5-6: Bouncing Ball □ Example 5-7: "Bouncing" Color □ Example 5-8: Square Following Edge, Uses a "State" Variable □ Example 5-9: Simple Gravity □ Example 5-10: Zoog and Conditionals	陳瓊蕙
2010/10/29	Chapter 6 □ Example 6-1: Many Lines □ Example 6-2: Many Lines with Variables □ Example 6-3: While Loop □ Example 6-4: Infinite Loop. Don't Do This! □ Example 6-5: Another Infinite Loop. Don't Do This! □ Example 6-6: Legs with a For Loop □ Example 6-7: Local Variables □ Example 6-8: Lines One at a Time □ Example 6-9: Simple While Loop with Interactivity □ Example 6-10: Zoog with Arms □ Example 6-11: Multiple Zoogs	陳瓊蕙
2010/11/5	個案:互動作品報告(一)	陳瓊蕙
2010/11/12	期中考週	陳瓊蕙
2010/11/19	Chapter 7 □ Example 7-1: Defining a Function □ Example 7-2: Calling a Function □ Example 7-3: Bouncing Ball with Functions □ Example 7-4: Using a Function that Returns a Value, Distance □ Example 7-5: Zoog with Functions	陳瓊蕙
2010/11/26	Chapter 8 □ Example 8-1: A Car Class and a Car Object □ Example 8-2: Two Car Objects □ Example 8-3: Zoog Object	陳瓊蕙
2010/12/3	Chapter 9 □ Example 9-1: Additional Array Declaration and Creation Examples □ Example 9-2: Initializing the Elements of an Array One at a Time □ Example 9-3: Initializing the Elements of an Array All at Once □ Example 9-4: Using a While Loop to Initialize All Elements of an Array □ Example 9-5: Using a For Loop to Initialize All Elements of an Array □ Example 9-6: An Array Operation □ Example 9-7: An Array Operation Using Dot Length □ Example 9-8: A Snake Following the Mouse □ Example 9-9: An Array of Car Objects □ Example 9-10: Interactive Stripes □ Example 9-11: Resizing an Array Using Append() □ Example 9-12: 200 Zoog Objects in an Array	陳瓊蕙
2010/12/10	□ Example 9-7: An Array Operation Using Dot Length □ Example 9-8: A Snake Following the Mouse □ Example 9-9: An Array of Car Objects □ Example 9-10: Interactive Stripes □ Example 9-11: Resizing an Array Using Append() □ Example 9-12: 200 Zoog Objects in an Array	陳瓊蕙
2010/12/17	□ Example 9-7: An Array Operation Using Dot Length □ Example 9-8: A Snake Following the Mouse □ Example 9-9: An Array of Car Objects □ Example 9-10: Interactive Stripes □ Example 9-11: Resizing an Array Using Append() □ Example 9-12: 200 Zoog Objects in an Array	陳瓊蕙
2010/12/24	Chapter 13 □ Example 13-1: Modulo □ Example 13-2: Random Number Distribution □ Example 13-3: Probabilities □ Example 13-4: Perlin Noise □ Example: Noise Graph □ Example: Random Graph □ Example 13-5: Polar to Cartesian □ Example 13-6: Oscillation □ Example 13-7: Wave □ Example 13-8: Recursion □ Example 13-9: Two-Dimensional Array □ Example 13-10: Two-Dimensional Array of Objects	陳瓊蕙
2010/12/31	Chapter 14 □ Example 14-1: A Growing Rectangle, or a Rectangle Moving Toward You? □ Example 14-2: Multiple Translations □ Example 14-3: A Rectangle Moving Along the Z- Axis □ Example 14-4: Pyramid Using beginShape(TRIANGLES) □ Example 14-5: Rectangle Rotating Around Center □ Example 14-6: rotateZ() □ Example 14-7: rotateX() □ Example 14-8: rotateY() □ Example 14-9: Rotate Around More than One Axis □ Example 14-10: Pyramid □ Example 14-11: A Growing Rectangle, using scale() □ Example 14-12: Rotating One Square □ Example 14-13: Rotating Another Square □ Example 14-14: Rotating Both Squares □ Example 14-15: Rotating Many Things Using Objects □ Example 14-16: Simple Solar System □ Example 14-17: Nested Push and Pop □ Example 14-18: Object-Oriented Solar System	陳瓊蕙
2011/1/7	個案:互動作品報告(二)	陳瓊蕙
2011/1/14	期末考週	陳瓊蕙

七、評量方式(Evaluation)

隨堂練習：40 % 期中考：30 % 期末考：30 %

八、講義位
址(<http://>)

<http://www.processing.org/exhibition/>

九、教育目標

- 1.當今產業對人性與美學融入資訊科技之設計人才需求殷切，資訊設計與視覺美學之整合發展，已成資訊技術之最新發展趨勢。
- 2.啟發學生在資訊設計研發方面之創造力。
- 3.培育學生兼富美學素養與資訊技術之專業能力。
- 4.養成e世紀具文化性、前瞻性、國際性之優質資訊設計專業人才。

重新查詢

課程查系統 Viewable With Any Browser & 1024 x 768 Resolution

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