

# Exercises in Digital Manga Production

Syllabus Number

3D232

Special Subjects

Elective 1 credit

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## 1. Course Description

The development of the multimedia content consists of production of digital images and production of multimedia contents using digital images as materials. This course introduces the digital image production technique using software and the production technique of dynamic contents that include animated images and interactive interface.

This course is related to diploma policy DP4M.

## 2. Course Objectives

By the end of the course, students should be able to do the following:

- acquire the knowledge and technologies on the digital manga production.
- create manga pictures as digital images.
- develop digital manga works as a multimedia contents.

## 3. Grading Policy

Grading will be decided based on students' work (50%) and final presentations (50%).

## 4. Textbook and Reference

Textbook

The Learning materials will be printed or published on the LMS.

## 5. Requirements(Assignments)

Students are expected to complete undone work as reviews, and make plans to work on by the next class. It will take one hour for these activities.

## 6. Note

Classes will be held in Teikyo University and Bunsei University.

## 7. Schedule

- |      |                                                                       |
|------|-----------------------------------------------------------------------|
| [1]  | Guidance, introduction, usage of the exercise environments            |
| [2]  | Digital image production (1) software basics                          |
| [3]  | Digital image production (2) rough outline                            |
| [4]  | Digital image production (3) line drawing                             |
| [5]  | Digital image production (4) underpainting                            |
| [6]  | Digital image production (5) paint details                            |
| [7]  | Digital image production (6) finish and adjustment                    |
| [8]  | Multimedia contents production (1) basic usage of Unity2D             |
| [9]  | Multimedia contents production (2) scenes and game objects            |
| [10] | Multimedia contents production (3) 2D splite images                   |
| [11] | Multimedia contents production (4) animation basics                   |
| [12] | Multimedia contents production (5) scripts and interactive operations |
| [13] | Multimedia contents production (6) physics-like movements             |
| [14] | Multimedia contents production (7) final presentation                 |
| [15] | Multimedia contents production (8) peer reviews, summary              |