

# Blender 3D 建模： 從 Maya 和 3ds Max 到 Blender

CONNECTION TECHNOLOGY 裝備未來  
**FUTURE SKILLS**

課程費用: HK\$4,500 (最高可獲得資助: HK\$3,000)

\*此為最高資助金額，資助款項以最終批核為準。



2021年底推出的新一代免費Blender 3.0，將帶領用家進入開源軟件的年代，並提供革新體驗。它不但具有零成本優勢，而且建模工具容易操作，與其他常用3D軟件實力相當。本課程為有經驗的數碼藝術家而設，協助熟悉Maya、3ds Max、Cinema 4D等軟件的人士轉型使用新的製作流程。導師將深入講解轉型的細節及實用技巧，例如比較不同軟件的建模流程、檔案轉換流程和標準、使用者介面及Shortcuts等，讓你可立即將學到的知識和技能應用於製作中。本課程亦會使用3D建模作例子，探討並解決開源製作時會遇到的難題。在本課程，學員將能夠學習到如何運用個人對電腦模型、動畫及數字媒體製作的知識，配合開源軟件的有效方法創建出藝術作品。

課程編號	10012319-02
日期及時間	2022年8月30及9月6·13·20·27日 19:00 – 22:00 共15小時 (每節3小時)
地點	九龍塘達之路78號生產力大樓
語言	廣東話
課程費用	HK\$4,500* (最高獲得資助港幣3,000元; 2位或以上報名, 可享團體優惠。請聯絡我們查詢詳細)
備註	本課程包括功課實習, 建議學生亦在家下載 Blender 軟件方便完成功課。

## 課程重點

課程適合擁有 Maya、3ds Max 建模經驗的3D藝術家、數碼藝術家、工業設計師、產品設計師。完全課程後，學員可使用強大且實惠的方式製作基本產品設計、3D模型和數字藝術。學員完成滿七成出席率，將獲頒發證書。

## 支持機構 (以英文字母排序)



此課程已獲「再工業化及科技培訓計劃」認可，合資格學員最高可獲得2/3學費資助。

詳情請瀏覽：<https://rttp.vtc.edu.hk>。

## 課程內容

課堂	內容
<b>課堂一</b> <b>從閉源至開源：Maya 和 3ds Max 至 Blender</b>	<ul style="list-style-type: none"> <li>系統介面 - 3D 視窗和導航、工作區</li> <li>Blender中與閉源軟件（Maya、3ds Max）對應的功能和熱鍵</li> <li>從閉源到開源的 3D 檔案轉換流程和標準</li> </ul>
<b>課堂二</b> <b>案例分析：硬質表面建模（Hard Surface Modelling）</b>	<ul style="list-style-type: none"> <li>比較建模流程：切割和合併（Knife and Join）、物體修改器（Object Modifier）- 鏡像（Mirror）和倒角（Bevel）、拆邊（Edge Split）和實體化（Solidify）、晶格（Lattice）和簡易形變（Simple Deform）、表面細分（Subdivision Surface）、收縮包裝（Shrinkwrap）</li> </ul>
<b>課堂三</b> <b>案例分析：材質（Material）和著色器（Shader）</b>	<ul style="list-style-type: none"> <li>比較材料和著色器設計流程：材質設定、著色器節點使用、UV映射工具</li> </ul>
<b>課堂四</b> <b>案例分析：Blender 照明基礎</b>	<ul style="list-style-type: none"> <li>比較照明設計流程：HDRI 照明、燈光設計</li> </ul>
<b>課堂五</b> <b>案例分析：Blender 動畫工具</b>	<ul style="list-style-type: none"> <li>比較動畫工作流程：物體動畫與骨架（Armature）、動畫相機和燈光、基本模擬效果（Simulation Effects）</li> </ul>

## 阮文輝先生

阮文輝先生是香港電影界的資深製作人員及導師，在電影製作行業內擁有24年以上經驗。阮先生在動畫、CG製作、電影后期製作各方面擁有深厚的工作經驗，精通Maya、Softimage、Alias、Wavefront Explore等專業軟件。阮先生曾經參與諸多國際電影及電視劇的製作，包括中國首部CG電影《魔比斯環》、《朝花夕拾·芳華絕代》、《十月初五的月光》、《暗色天堂》、《導火新聞線》、《桃姐》、《同謀》、《滿城盡帶黃金甲》、《長江7號》、《越光寶盒》等。

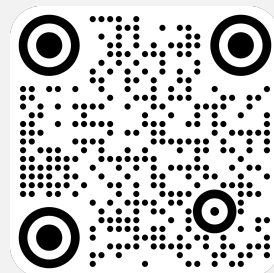


## 報名方法

- 請掃描QR code並完成網上報名及付款；或
- 請填妥報名表、連同劃線支票郵寄至香港生產力促進局：九龍達之路78號生產力大樓三樓（收件人：Ms KO, DTD）。請於信封上註明課程名稱及編號。報名表請於<https://www.hkpcacademy.org>下載。

### 申請RTTP培訓資助

公司如需為僱員申請RTTP培訓資助，須於開課至少兩星期前於<https://rttp.vtc.edu.hk/rttp/login>提交申請。另外，申請表連同證明文件亦可電郵至rttp@vtc.edu.hk 提交予秘書處。



# Blender 3D Modeling: From Maya and 3ds Max to Blender

CONNECTION TECHNOLOGY 裝備未來  
**FUTURE SKILLS**

Course Fee: HK\$4,500 (May apply up to HK\$3,000 subsidy)

\*Maximum saving, with the final grant subjects to approval.



The latest generation of free 3D modeling software, Blender 3.0, due to come out at the end of 2021, will lead the user to enter the open-source era and offer a brand-new experience. Besides the obvious benefit of zero subscription costs, Blender's modelling tools are easy to pick up and as powerful as other classic 3D software.

This course helps artists already experienced in working with closed-source alternatives such as Maya, 3ds Max, and Cinema 4D, to make the transition to apply a new production process. Details of the transition, down to the smallest details such as comparison of shortcuts, user interfaces, and file standards will be discussed to ensure immediate deployment in your production environment.

We will use 3D modelling as a case study for the transition. Students are expected to apply their existing knowledge, learn effective methods to model their desired outcomes, and render beautiful and realistic images by the end of the program.

Programme code	10012319-02
Date & Time	30 Aug & 6, 13, 20, 27 Sep 2022 19:00 – 22:00 Total 15 hours (5 lectures)
Venue	HKPC Building, 78 Tat Chee Avenue, Kowloon Tong
Medium	Cantonese
Course fee	HK\$4,500* <i>(May apply up to HK\$3,000 subsidy; Group discount will be offered to enrolment of 2 people or above, please contact us for details)</i>
Remarks	The course consists bring-home assignment, students are encouraged to install Blender software at home in order to complete the work.

## Programme Highlights

This course is suitable for 3D artists, digital artists, industrial designers, product designers with experience in modeling with Autodesk Maya and 3ds Max.

After the course, artists can produce basic product designs, production models, and digital art projects in a powerful and cost-effective way. Certificate of Attendance will be issued to participants who have attended 70% or more of the classes.

## Supporting Organisations (in alphabetical order)



## Course Outline

Session	Agenda
Session 1 <b>Closed- to Open-source: Maya and 3ds Max to Blender</b>	<ul style="list-style-type: none"> <li>• System interface - 3D Viewport and Navigation, Workspaces</li> <li>• Closed-source software (Maya, 3ds Max) function and hotkey equivalents in Blender</li> <li>• Closed-source to open-source 3D file conversion and standards</li> </ul>
Session 2 <b>Case Study: Hard-surface Modelling</b>	<ul style="list-style-type: none"> <li>• Comparing modeling workflows in performing the following: Knife and Join, Object Modifiers – Mirror and Bevel, Edge Split and Solidify, Lattice And Simple Deform, Subdivisional Surface, Shrinkwrap</li> </ul>
Session 3 <b>Case Study: Materials and Shaders</b>	<ul style="list-style-type: none"> <li>• Comparing materials and shader design workflows in performing the following: Material Assignment, Shader Nodes Usage, UV Mapping Tools</li> </ul>
Session 4 <b>Case Study: Lighting Basics in Blender</b>	<ul style="list-style-type: none"> <li>• Comparing lighting workflows in performing the following: HDRI lighting, Light Design</li> </ul>
Session 5 <b>Case Study: Animation Tools in Blender</b>	<ul style="list-style-type: none"> <li>• Comparing software workflows in performing the following: Object Animation with Armature, Camera and Lighting in Animation, Simple Simulation Effects</li> </ul>

## Mr Stanley Yuen

Mr Yuen is a veteran production artist and instructor, and has more than 24 years of experience in the Hong Kong film production industry. Mr Yuen commands deep knowledge in animation, CG production, and film post-production, and is proficient in professional software such as Maya, Softimage, Alias, and Wavefront Explore. Mr Yuen has participated in the production of many international movies and TV series, including China's first CG movie "Thru the Moebius Strip", "Dearest Anima", "Return of the Cuckoo", "Heaven In the Dark", "The Menu", "A Simple Life", "Conspirators", "Curse of the Golden Flower", "CJ7", and "Just Another Pandora's Box".



## Enrolment method

- Scan the QR code to complete the enrolment and payment online; or
- Mail the crossed cheque with payee name "Hong Kong Productivity Council" in HK dollar) and the application form should be mailed to Hong Kong Productivity Council, 3/F, HKPC Building, 78 Tat Chee Avenue, Kowloon (ATTN to Ms KO, DTD). Please indicate the course name and course code on the envelope. Enrolment form can be downloaded at <https://www.hkpcacademy.org>

**RTTP Training Grant Application** Companies should submit their RTTP training grant application for their employee(s) via <https://rttp.vtc.edu.hk/rttp/login> at least two weeks before course commencement. Alternatively, application form could be submitted by email to [rttp@vtc.edu.hk](mailto:rttp@vtc.edu.hk) along with supporting documents.

