

## SparkAR and Blender for Augmented Reality Filter creation

課程費用: HK\$5,100 (最高可獲得資助: HK\$3,400)

\*此為最高資助金額，資助款項以最終批核為準。



本課程會介紹兩個軟件-META SPARK AR STUDIO 及 BLENDER。

Meta Spark AR Studio 主要是用來製作和發佈 IG /FB 濾鏡，而Blender 主要用來製作獨特的3D元素。課程會透過實例講解整個 IG/FB 濾鏡的製作方式，使學員能夠掌握基本的四個偵測方式，去製作及發佈具有個人特色的IG/FB濾鏡。

Programme code	10014319-01
Date & Time	2023年6月6 · 8 · 13 · 20 · 27日 共15小時 (每節3小時)
Venue	九龍塘達之路78號生產力大樓
Medium	廣東話
Course fee	HK\$5,100* (最高獲得資助港幣3,400元; 2位或以上報名, 可享團體優惠。請聯絡我們查詢詳細)
Remarks	本課程包括功課實習，建議學生亦在家下載 Blender& SparkAR軟件方便完成功課。

### 課程特色

本課程將由基礎入門開始，深入淺出教導零基礎學生認識及使用Blender及Spark AR的基本操作，建造模型、貼圖、材質設定運用、渲染及製作基本的動畫等。另外還會介紹並示範Spark AR studio的佈局，移動和控制，例如4種類型的跟蹤器，更包括添加3D物件的互動元素，令學員對Blender和Spark AR有更深入的認識，靈活運用兩個軟件製造IG/FB濾鏡。

### Course Outline

Session	Agenda
<b>第一堂</b> <b>Meta Spark AR Studio 及 Blender 介紹及模型製作</b>	<ul style="list-style-type: none"> <li>• 基本 3D 概念</li> <li>• Blender 基本操作</li> <li>• 基礎建模和編輯</li> </ul>
<b>第二堂</b> <b>Blender 模型製作，基本建模及材質設定</b>	<ul style="list-style-type: none"> <li>• 多邊形工具建模和編輯 2</li> <li>• 基礎材質設定</li> <li>• 基礎UV貼圖</li> </ul>
<b>第三堂</b> <b>Meta Spark AR Studio 基本操作及 FACE/HAND偵測</b>	<ul style="list-style-type: none"> <li>• Spark AR Studio 佈局、移動和控制</li> <li>• 項目設定</li> <li>• 4 種追蹤器第 1 部分 ( 面部、手部 )</li> <li>• 添加材質</li> </ul>
<b>第四堂</b> <b>Meta Spark AR Studio 互動及Plane /Target 偵測</b>	<ul style="list-style-type: none"> <li>• 4 種類型的跟蹤器第 2 部分 ( 平面、目標 )</li> <li>• 添加和編輯粒子系統</li> <li>• 簡介Patch編輯器</li> <li>• 添加文字</li> </ul>
<b>第五堂</b> <b>Meta Spark AR Studio 多媒體輸入及濾鏡發佈</b>	<ul style="list-style-type: none"> <li>• 添加與 3D 物件的互動元素</li> <li>• 輸入幀格動畫</li> <li>• 發佈到 Facebook 和 IG</li> </ul>

### Mr Chris Kwok

郭先生在設計行業內有20年以上經驗。由平面設計到多媒體設計都擁有深厚經驗。郭先生曾與多個品牌合作，例如 CARTOON NETWORK 亞太地區，也參與過 20 多部電影製作，包括《洩密者們》、《那一天我們會飛》等。郭先生亦參與過幾款獨立遊戲開發，並在東京遊戲展、台北遊戲展和香港動漫遊戲展展出。郭先生對各種新科技都有濃厚興趣，例如VR、AR、3D Printing及元宇宙概念等；郭先生亦考獲了 Meta Spark Creator 勳章。郭先生對Adobe 系列、Maya、Blender、Spark AR Studio、DaVinci Resolve、Final Cut Pro、Clip Studio paint 和 Unity亦有相當認識。

### 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 Ku, 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。



# SparkAR and Blender for Augmented Reality Filter creation

Course Fee: HK\$5,100 (May apply up to HK\$3,400 subsidy)

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



## Course Objectives

- Understand the principles and basic operations of Blender (Modeling and Textures)
- Create assets in Blender and export to Meta Spark AR
- Understand principles and basic operations of Meta Spark AR
- Utilize the 4 basic types of trackers and be introduced to the Patch Editor

## Suitable for

- Suitable for beginners with no prior experience in 3D Modeling and Animation (Blender)
- Suitable for beginners with no prior experience in Augmented Reality development (Spark AR)

Programme code	10014319-01
Date & Time	6, 8, 13, 20, 27 June Total 15 hours (5 lectures)
Venue	HKPC Building, 78 Tat Chee Avenue, Kowloon Tong
Medium	Cantonese
Course fee	HK\$5,100* <i>(May apply up to HK\$3,400 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 & SparkAR software at home in order to complete the work.

## Programme Highlights

- Develop original Augmented Reality experiences and filters with Meta Spark Studio
- Deploy Augmented Reality experiences and filters to the Meta family of apps and devices
- Create personalized 3D assets with the free software Blender

### Course Outline

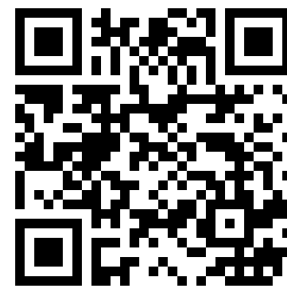
Session	Agenda
Session 1 <b>Overview of Spark AR and 3D Asset Production</b>	<ul style="list-style-type: none"> <li>• Basic 3D concepts</li> <li>• Navigation control in Blender</li> <li>• Basic modeling and editing with polygon tools (Part 1)</li> </ul>
Session 2 <b>Blender 3D Asset Creation</b>	<ul style="list-style-type: none"> <li>• Basic modeling and editing with polygon tools (Part 2)</li> <li>• Shaders and materials in Blender</li> <li>• UV mapping principles</li> </ul>
Session 3 <b>Spark AR Tracker for Content Creation</b>	<ul style="list-style-type: none"> <li>• Layout, movement and control</li> <li>• Project control</li> <li>• 4 types of trackers (Part 1) (Face, Hand)</li> <li>• Using Face tracker</li> <li>• Adding materials</li> </ul>
Session 4 <b>Spark AR Interactions</b>	<ul style="list-style-type: none"> <li>• 4 types of tracker (Part 2) (Plane, Target)</li> <li>• Adding and editing particle system</li> <li>• Adding Patch Editor for animation</li> <li>• Adding text</li> </ul>
Session 5 <b>Spark AR Publication</b>	<ul style="list-style-type: none"> <li>• Adding interactions with 3D objects</li> <li>• Frame animation</li> <li>• Publication to Facebook and Instagram</li> </ul>

### Mr Chris Kwok

Mr. Chris Kwok has more than 20 years of experience in the design and production field, from graphic design to creating interactive content for multiple brands and media, such as Cartoon Network Asia Pacific and FANCL. Mr. Kwok has participated in the production of over 20 international movies like “The Leakers”, “She Remembers, He Forgets”. Mr. Kwok also participated in the production of games and interactive experiences, such as educational games for Smallcampus.net of Hong Kong Education City Limited. He is active in the digital entertainment industry, participating in events such as the Indie Zone of ACGHK with “Dokidoki Daily”, and in the 2020 TGS with “foodieFrog”. Mr Kwok has a wealth of experience applying software such as Adobe Series, Final Cut Pro, Clip Studio Paint, and Unity in design and multimedia projects.

### 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 Ku, 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.