

Blender 3D Modelling: Open-Source Professional 3D Production

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

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

HKPC/152/2023(RT)

One of the most powerful and accessible 3D software available, Blender is an open-source software that users can use unlimitedly at no cost. Its features include modelling, rendering, animation, sculpting, geometry nodes, Python programming, physics simulation, 2D animation, and more. In terms of functionality and performance, it is comparable to the commonly used 3D software in the industry, such as Maya, 3ds Max, Cinema 4D, and so on. Most importantly, from beginners to professional digital artists, Blender can meet the needs of its wide spectrum of users without the inhibitions imposed by cost and licensing issues.

Programme code	10013474-03
Date & Time	22, 25, 29, 31 January & 1 February 2024 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

The course will start from the basics and guide students through learning and using Blender for building models, mapping, lighting, setting camera angles, rendering and basic animation. In addition, we will introduce and demonstrate some unique features of Blender, such as sculpting, image compositing, geometry nodes, and physics simulation, so that students can gain a deeper understanding of Blender and pursue future learning goals according to their own interests.

Certificate of Attendance will be issued to participants who have attended 70% or more of the classes.

Course Outline

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

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;
- NITTP Training Grant Application:**
 - Companies should submit their NITTP training grant application for their employee(s) via <https://nittp.vtc.edu.hk/rttp/login> at least **five weeks before** course commencement. Alternatively, [application form](#) could be submitted to the Secretariat in person, by post, by fax or by email to nittp@vtc.edu.hk together with supporting documents.



Inquiry

Ms CHAN | +852 2788 5634 | training_2213@hkpc.org

Ms LUI | +852 2788 5919 | training_2213@hkpc.org