

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

CONNECTION TECHNOLOGY 裝備未來
FUTURE SKILLS

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	10019053-01
Date & Time	5 & 12 May 2026 09:00 – 18:00 Total 15 hours (2 lectures)
Venue	HKPC Building, 78 Tat Chee Avenue, Kowloon Tong
Medium	Cantonese
Course fee	HK\$4,500* <i>(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.

Inquiry

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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 Mike NG

Mike founded Mike Creative Design Studio after graduating from Hong Kong Polytechnic University, where he attained his Master's Degree in System Design and Marketing (Product Design), and has been working on interior design projects for numerous office spaces, luxury properties and large-scale shopping malls. He has acquired international certifications in Autodesk and 3ds Max Design, and has participated and achieved accolades in many international interior design competitions..Awards include: "World's Top 100 3D Visual Designers" by 3dats (Autodesk Authorized Publisher), Winner of "Interior Design - Other" category of Int'l Design Award 2008 organized by International Designers Association, European design award and Sit Design Award. Currently, Mike focuses on themes such as AI, VR, UNREAL ENGINE and BLENDER to bring the best software to interior design, architecture and animation.

Enrolment method

- Scan the QR code to complete the enrolment and payment online;



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