

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	10012319-01
Date and time	15, 17, 21, 24 Feb & 1 Mar 2022 19:00 – 22:00
Venue	1/F, HKPC Building, 78 Tat Chee Avenue, Kowloon Tong
Medium	Cantonese
Course fee	HK\$4,500* (May apply up to HK\$3,000 subsidy)
Remarks	Duration: 15 hours (5 lectures)

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)



Hong Kong Software
Industry Association
香港軟件行業協會



KRYSTAL INSTITUTE
DIGITAL ECONOMY CORE TECHNOLOGY

Course Outline

Session	Agenda
Session 1 Closed- to Open-source: Maya and 3ds Max to Blender	<ul style="list-style-type: none"> • System interface - 3D Viewport and Navigation, Workspaces • Closed-source software (Maya, 3ds Max) function and hotkey equivalents 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 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
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 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 (attention to Ms Jade Tai). 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 along with supporting documents.

