



电脑图像设计文凭



由宏恩基督教学院及数谱研究院有限公司合办之「**电脑图像设计文凭**」课程旨在为学生提供入行及晋升机会，透过学习3D动画制作的计算机图形（Computer Graphics，简称CG）的基础知识及了解CG行业的工作流程，为日后成为CG艺术家打下基础。

3D艺术已渗透世界各地的数码媒体，于网络世界更是无处不在。对着迷于令人兴奋的视觉效果的人来说，专门从事三维动画制作的CG艺术家是创意产业内的首选职业。

CG艺术家擅长运用计算机软件来开发创新的3D图像和视频。由CG艺术家制作的数字图像可应用于电子游戏、电影、动画、广告、网络界面、产品设计、科学仿真等领域。

课程特色

1. 优秀学员可获转介至大湾区CG工作室实习计划
2. 另设4类进阶课程，提供持续进修阶梯，助学生累积实战经验
3. 逾20年资历的CG动画设计精英导师团队，轻易解答初学者常见问题
4. 附送免费网上教学片，学生自行预习基本操作，迅速建立CG动画设计基础
5. 网上教育平台于毕业后6个月持续提供教材及教学支援
6. 加入数谱大家庭，享受旧生福利
7. 邀请行业大师分享CG制作经验
8. 运用免费强大动画设计软件Blender 进行教学
9. 毕业后由宏恩基督教学院颁发专业证书，并获受行业认可的数谱资历架构认证
10. 优良校舍，离港车站仅1分钟路程

学习目标

1. 掌握 3D 动画的基础知识和理论
2. 熟悉 CG 动画制作的流程
3. 掌握 CG 动画制作中涉及的包括建模、渲染、后期声音制作在内的技术
4. 掌握完整开发 CG 动画的方法
5. 制作专业、逼真的毕业作品集，以动态特色作品建立个人品牌

为什么学习CG 动画？

- ① 培养艺术美感和创意，以达致全人发展
- ② 抓紧元宇宙及创意产业趋势
- ③ 扩展职场技能，以投身电影、广告、特效、产品设计、元宇宙开发等相关行业
- ④ 培养立体空间感及数字逻辑思维

导师团队

阮文焯 先生

阮先生是香港电影界的资深制作人员及导师，在电影制作行业内拥有24年以上经验。阮先生在动画、CG制作、电影后期制作各方面拥有深厚的工作经验，精通 Maya、Softimage、Alias、Wavefront Explore 等专业软件。阮先生曾经参与诸多国际电影及电视剧的制作，包括中国首部CG电影《魔比斯环》、《朝花夕拾·芳华绝代》、《十月初五的月光》、《暗色天堂》、《导火新闻线》、《桃姐》、《同谋》、《满城尽带黄金甲》、《长江7号》、《越光宝盒》等。

郭芳铨 先生

郭先生在设计行业内有20年以上资历，由平面设计到多媒体设计都拥有深厚经验。郭先生曾与多个品牌合作，例如 **CARTOON NETWORK 亚太地区**及**FANCL**，亦曾参与 20 多部电影制作，包括《泄密者们》、《哪一天我们会飞》等。郭先生亦参与过几款独立游戏制作，包括《Dokidoki Daily》及《foodieFrog》，并在东京游戏展及台北游戏展和香港动漫游戏展展出。郭先生更参与过香港教育城的《小校园》游戏网站开发。郭先生对Blender、Adobe 系列、Final Cut Pro、Clip Studio paint 和 Unity亦有相当认识，曾于多所学院、社区组织任教数码媒体课程。

杨启诚 先生

从事美术设计相关行业多年，历任东方日报、星岛日报、广告公司的美术总监或美术部主管，在印刷平面设计、插图制作及网上平台等美术相关工作上，具有广泛而深入的了解及制作经验。早年曾为**电脑广场**杂志撰写专栏文章，以介绍美术软硬件及软件使用等相关的内容为主，及后为台湾出版社编写美术软件的教学书本。在教学经验方面，于历任多间公司的美术部主管期间，曾为中學生及内部员工制作及教授美术印刷或软件相关的培训课程，之后也曾为多间中小学校的短期培训课程，任导师或助教之职。



嘉宾讲师*

梁定雄 先生

- 《魔比斯环》（2005）制片人
- 深圳大学数码媒体科技研究院 创办人及院长
- 新加坡南洋理工大学数码游戏科技研究院 创办人及院长

施仁毅 先生

- 香港游戏产业协会创办人
- 智傲集团（Gameone Group Limited）创办人

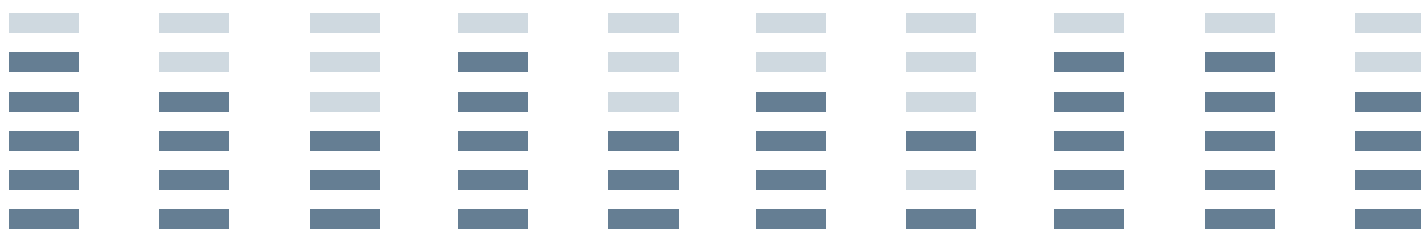
庞子杰 先生

- 香港数码娱乐协会会长
- 火狗创意有限公司董事总经理

邹燊 先生

- 深圳市昂驰动画设计有限公司 总经理
- 《小虎墩大英雄》（2022）导演
- 《豆福传》（2017）导演
- 《吃饭睡觉打豆豆》（2015）导演

*名单将视乎嘉宾时间表作修改



嘉宾讲师*

姜辉 先生

- 友梦工作室 总经理
- 《风语咒》（2018）
- 《豆福传》（2017）制片人
- 《西游记之大圣归来》（2015）制片人

陈明 先生

- 中国首部电脑动画电影《魔比斯环》（2005）艺术导演和制作总监
- 北京水晶石影视动画科技有限公司 副总经理
- 中国传媒大学动画学院教师

*名单将视乎嘉宾时间表作修改

大湾区就业网络

本课程获国际数字文化科技联盟（DCTA）支持。优秀毕业生可获推荐至联盟成员工作室及公司参与实习。



教学理念

原则 1：现实介绍动漫游戏行业及相关技术

应聘者往往对游戏行业有不准确的印象；通过培训设立正确的期望至关重要。此外，展示数字娱乐行业的亮点可以激发我们学生的热情。

原则 2：为基本技术技能奠定基础

我们的课程针对培训 CG 动画师或游戏艺术家所需的基本技术技能提供全面而有意义的培训。这包括设计概念、游戏系统和动画理论中的基础模块。

原则 3：促进 CG 艺术家之间的团队合作

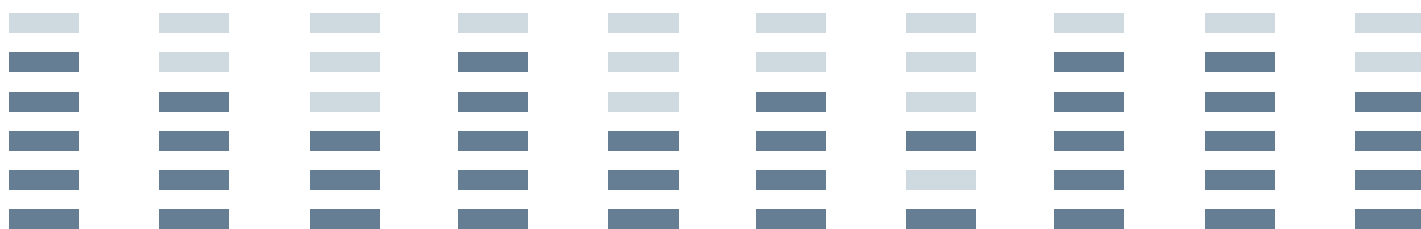
我们鼓励 CG 艺术家之间的密切互动。这反映了游戏和动画工作室的实际工作条件，CG 艺术家经常需要交流以分享知识、技术要求和关注点。

原则 4：让学生接触开源工具、技术和行业实践

与典型的付费软件不同，课程将教授动画和游戏行业的开源工具、应用程序和技术，学生可以永久免费使用它们。

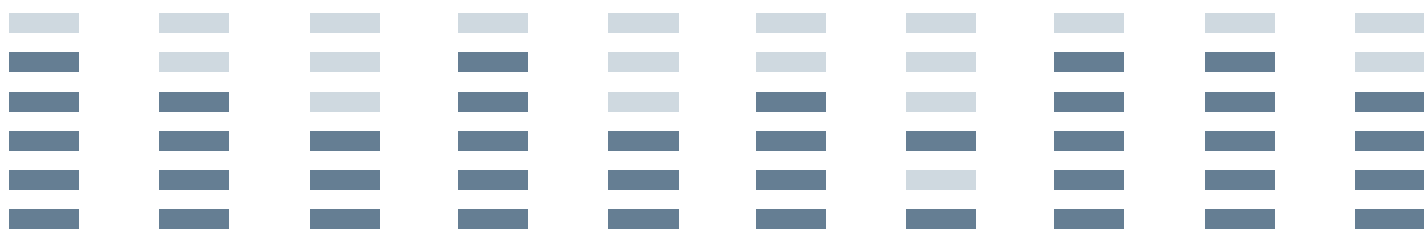
原则 5：理论培训与实践工作的平衡教育

我们高度重视与实际工作相关的培训。课程所提供的综合理论培训将通过讲座、作业和实验室工作中的实践得到加强。



教学大纲

周数	学习内容
第一周	网格建模：创建简单的模型，如椅子、桌子、电视和战斗机
第二周	网格编辑操作和基本雕刻技术：设计你梦想中的数字房屋资产，如沙发、橱柜和灯具
第三周	材质和 UV 贴图介绍：了解如何将颜色、材料、UV 映射和玻璃着色器应用于模型
第四周	
第五周	动画和图形编辑器操作基础：为你的飞碟喷射器、弹跳球和牛顿球创建动画
第六周	灯光和渲染：了解灯光和渲染设置以完成最终项目
第七周	接触Blender的平面绘图工具 Grease Pencil，创建多元化、多层次的艺术作品
第八周	学习运用Blender的模拟功能，增强作品逼真度 <ul style="list-style-type: none">• Geometry Nodes• Particles and Physics
第九周	学习运用Blender的进阶合成功能，增强作品精致度 <ul style="list-style-type: none">• Composition Nodes• Tracking• Video Editing
第十周	综合课堂所学的知识，制作专业、逼真的毕业作品集，以动态特色作品建立个人品牌



入学资格

对 3D 动画有浓厚兴趣，希望投身创意制作，15 岁或以上学员

上课日期

2023年6月12日至8月18日（第一期）

2023年6月19日至8月25日（第二期）

上课时间

逢星期一至五 上午9时至下午6时

教学语言

英语，辅以普通话/广东话

上课地点

宏恩基督教学院

香港九龙石硤尾伟智街5号

(港铁石硤尾站C出口)

学费

本地学生 HK\$66,000

非本地学生 HK\$99,000



学生须知

1. 学员需自备计算机上课，设备需满足软件运行最低要求，如有需要可联络校方推荐供应商
2. 学员需自备数位板上课，设备需满足软件运行最低要求，如有需要可联络校方推荐供应商
3. 若学员需办理学生签证，请提早与校方查询

报名查询

电话：+852 5804 4143

电邮：admission@gratia.edu.hk

网址：www.gcc.edu.hk

传真：+852 2116 1586

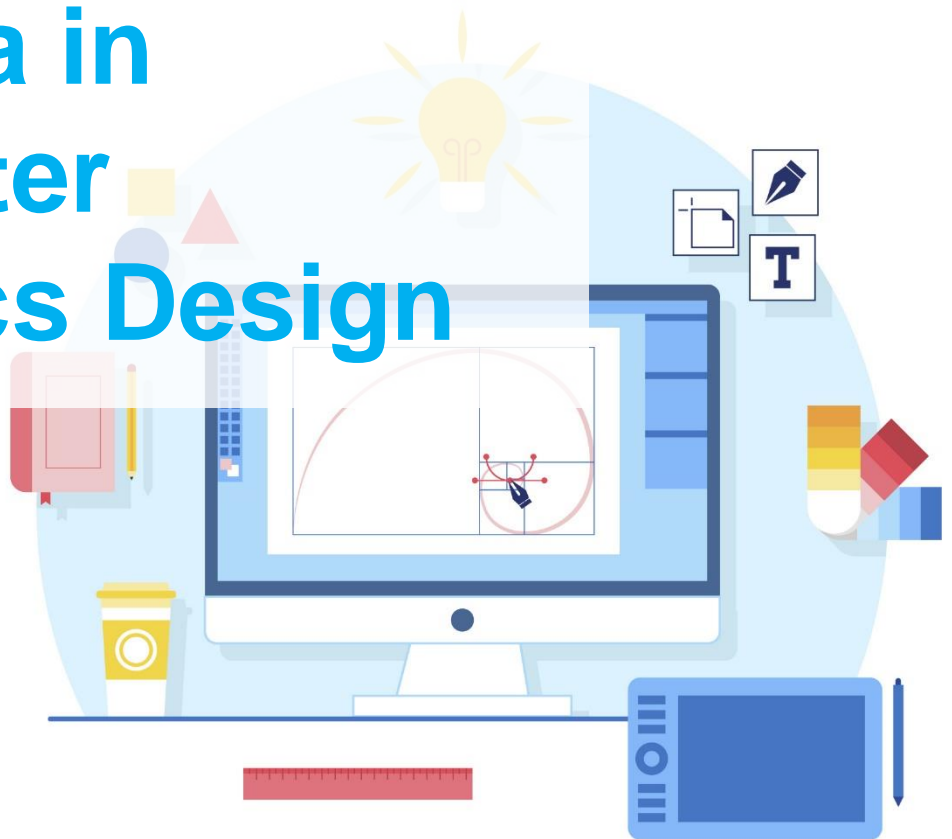
地址：宏恩基督教学院

香港九龙石硤尾伟智街5号





Diploma in Computer Graphics Design



The "Diploma in Computer Graphics Design" jointly offered by Gratia Christian College and Krystal Institute aims at providing students with an opportunity to learn the fundamentals of Computer Graphics (CG) animation, understand the workflow of the CG industry, and lay the foundation for their future as CG Artists.

3D Art is common in digital media in the global world today. For those who are fascinated by exciting visual effects, becoming a CG Artist specializing in 3D animation is a great choice for an exciting career as a Creative Artist.

CG Artists use computer software to develop artistic 3D images and videos. Digital images produced by CG Artists are used in video games, movies, animation, advertising campaigns, web interfaces, product designs, scientific simulations, and much more.

Course Features

1. Outstanding students can be referred to our Greater Bay Area CG Studio Internship Program
2. 4 advanced courses available, providing a continuous learning pathway to help you accumulate practical experience
3. Elite instructors with more than 20 years of experience in CG animation easily answer common questions from beginners
4. Free online tutorials are included for students to learn basic 3D operations that rapidly build up CG animation foundation
5. Online platform with teaching support for up to 6 months after graduation
6. Become an alumni of Krystal Institute and enjoy unique benefits such as exclusive learning content and discounted courses
7. Industry leaders will be invited to share their CG production experience
8. Blender, a free and powerful animation design software, will be used for teaching
9. Professional certificate from Gratia Christian College upon graduation, in addition to the industry-recognized Krystal Qualification Framework certification
10. Excellent school facilities are located only 1 minute away from the nearest MTR station

Learning Outcomes

1. Master the basic knowledge and theory of 3D animation
2. Be familiar with the process of CG animation production
3. Master the techniques involved in CG animation production, including modeling, rendering, and audio post-production
4. Master the method of developing a complete CG animation
5. Produce a professional and realistic portfolio upon graduation, and build a personal brand with dynamic artworks

Why study CG animation?

- ① Cultivate artistic aesthetics and creativity for holistic development
- ② Grasp emerging trends in Metaverse development and the Creative Industry
- ③ Expand practical digital skills to unlock a career in film, advertising, special effects, product design, Metaverse development and other related industries
- ④ Develop a 3D spatial awareness and computational, logical thinking abilities

Course Instructors

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"**.

Mr. Chris Kwok

Mr. 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.

Mr. Andy Yeung

Engaged in art and design for over 25 years, Mr. Yeung has served as Art Director of numerous newspapers and advertising companies including Sing Tao Daily and Oriental Daily. Mr. Yeung has extensive understanding of art-related projects, and with in-depth experience in print media graphic design, illustration production, and online platform design. In his early years, Mr. Yeung wrote column articles for **Computer Square Magazine**, mainly introducing art software, hardware and software usage. Later, he applied his creative expertise in authoring art software teaching books for Taiwan publishing houses. As an Arts Instructor, he produced and taught training courses related to art printing or software for both local K-12 and professional audiences. Mr. Yeung is well-versed in software such as the Adobe Series (Illustrator, Photoshop, InDesign, AfterEffect), Blender, Zbrush, 3ds Max, MediBang Paint, Inkscape, Krita, and GIMP.



Special Guest Lecturers*

Mr. Raymond Neoh

- Producer of *Thru the Moebius Strip* (2005)
- Founder and Director of the Institute of Digital Game Technology, Nanyang Technological University
- Founder and Director of the Institute of Digital Media Technology, Shenzhen University

Mr. Sze Yan Ngai

- Founder of Hong Kong Game Industry Association
- Founder of Gameone Group Limited

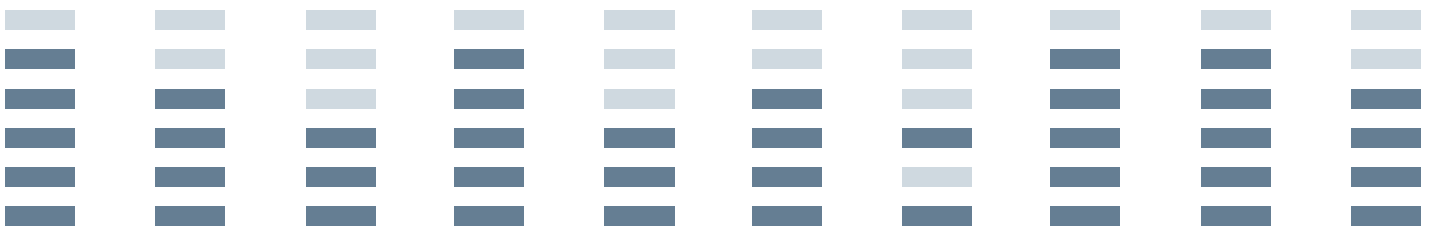
Mr. Gabriel Pang

- President of the Hong Kong Digital Entertainment Association
- Managing Director of Firedog Creative Company Limited

Mr. Yi Zou (Joey)

- Founder of Ants Animation Studios
- Director, *Run, Tiger, Run!* (2022)
- Director, *Tofu* (2017)
- Director, *Eat, Sleep, Pummel Dodo* (2015)

*Subject to guest availability



Special Guest Lecturers*

Mr. Hui Jiang

- General Manager at Dreamers Studio
- Producer, *The Wind Guardians* (2018)
- Producer, *Tofu* (2017)
- Producer, *Monkey King: Hero Is Back* (2015)

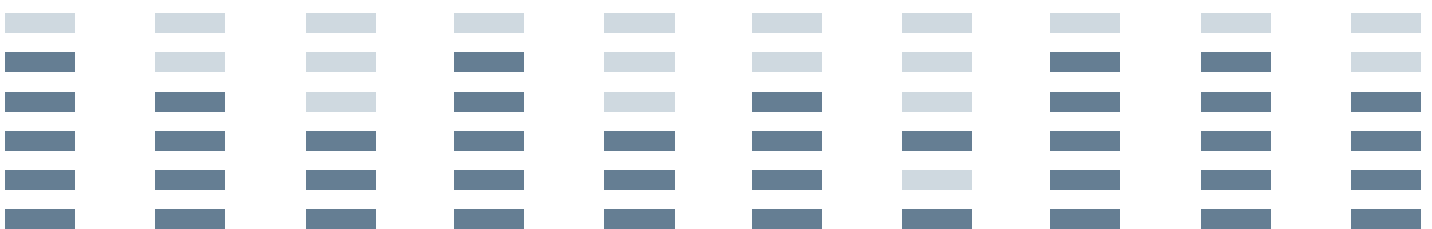
Mr. Ming Chen

- Art Director and Production Manager of China's first CG animation film, *Thru the Moebius Strip* (2005)
- Deputy General Manager of a renowned animation studio in Beijing
- Lecturer at Communication University of China Anima

*Subject to guest availability

Employment Network in the Greater Bay Area

This course is supported by the International Digital Content Technology Alliance (DCTA). Graduates with stellar performance can be recommended to Alliance member studios and companies for internship opportunities.



Course Design Principles

Principle 1: Realistic introduction to the animation and game industry and related technology

Candidates often have an inaccurate impression of the game industry; it is vital for correct expectations to be set through training. In addition, showing highlights of the digital entertainment industry can instill enthusiasm in our students.

Principle 2: Lay the groundwork in basic technical skills

Our course provides comprehensive and meaningful training in the basic technical skills required for a competent CG animator or game artist. This includes foundational modules in design concepts, game systems, and animation theory.

Principle 3: Promote teamwork and collaboration among CG artists

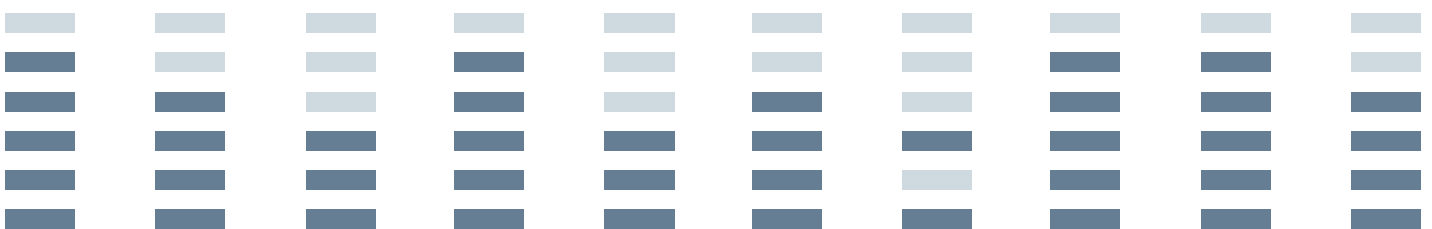
We encourage close interaction between CG artists. This reflects the actual working conditions in game and animation studios, where CG artists often need to communicate in order to share knowledge, technical requirements and concerns.

Principle 4: Expose students to open source tools, technology and industry practices

As opposed to typical paid software, open-source tools, applications and techniques for the animation and game industry will be taught in the course, and they are free for students to have forever.

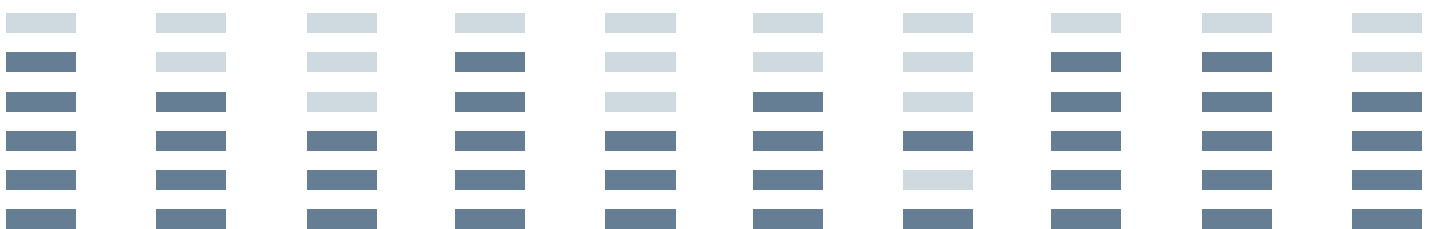
Principle 5: Balanced education between theoretical training and practical work

Our courses demand a strong emphasis on practical work and training. The comprehensive theoretical training provided would be reinforced through practice in lecture, assignments and laboratory work.



Course Syllabus

Week	Learning Contents
Week One	Master the basic knowledge and theory of 3D animation
Week Two	Mesh Editing Operations and Basic Sculpting: Design your dream house assets like couches, cabinets, and lamps
Week Three	Introduction to Materials and UV Mapping: Learn how to apply colors, materials, UV mapping, and glass shaders to your models
Week Four	
Week Five	Create animations for your flying saucer jets, bouncing balls, and Newton balls
Week Six	Understand the lighting and render settings to complete the final project.
Week Seven	Exposure to Blender's Grease Pencil for drawing and animation, enabling development of diverse artworks
Week Eight	Learn to utilize advanced simulation features of Blender to create more realistic outcomes <ul style="list-style-type: none">• Geometry Nodes• Particles and Physics
Week Nine	Learn to utilize advanced compositing features of Blender to elevate the finer details of the final artwork <ul style="list-style-type: none">• Composition Nodes• Tracking• Video Editing
Week Ten	Produce a professional and realistic portfolio upon graduation, and build a personal brand with dynamic artworks



Entry Requirements

Passionate about 3D animation, aspires to enter the world of creative media, aged 15 or above

Course Dates

12th June – 18th August, 2023 (1st Cohort)

19th June – 25th August, 2023 (2nd Cohort)

Class Schedule

Monday to Friday from 9am to 6pm

Medium of Instruction

English, supplemented by Putonghua/Cantonese

Location

Gratia Christian College

5 Wai Chi Street, Shek Kip Mei, Kowloon, Hong Kong

(Exit C, MTR Shek Kip Mei Station)

Tuition Fee

Local students HK\$66,000

Non-local students HK\$99,000



Notice to Students

1. Students are required to bring their own computers to class, and the equipment must meet the minimum requirements for software operation
2. Students are required to bring their own drawing tablets to class, and the equipment must meet the minimum requirements for software operation
3. If students need to apply for a student visa, please enquire through the College in advance

Application / Enquiry

Telephone: +852 5804 4143

Email: admission@gratia.edu.hk

Website: www.gcc.edu.hk

Fax: +852 2116 1586

Address: Gratia Christian College

5 Wai Chi Street, Shek Kip Mei, Kowloon, Hong Kong

