



電腦圖像設計文憑



由宏恩基督教學院及數譜研究院有限公司合辦之「**電腦圖像設計文憑**」旨在為學生提供入行及晉升機會，透過學習3D動畫製作的電腦圖形（Computer Graphics，簡稱CG）的基礎知識及了解CG行業的工作流程，為日後成為CG藝術家打下基礎。

3D藝術已滲透世界各地的數碼媒體，於網絡世界更是無處不在。對著迷於令人興奮的視覺效果的人來說，專門從事3D動畫製作的CG藝術家是創意產業內的首選職業。

CG藝術家擅長運用電腦軟件來開發創新的3D圖像和視頻。由CG藝術家製作的數字圖像可應用於電子遊戲、電影、動畫、廣告、網絡界面、產品設計、科學模擬等領域。

課程特色

1. 優秀學員可獲轉介至大灣區CG工作室實習計劃
2. 另設4類進階課程，提供持續進修階梯，助學生累積實戰經驗
3. 逾20年資歷的CG動畫設計精英導師團隊，輕易解答初學者常見問題
4. 附送免費網上教學片，學生自行預習基本操作，迅速建立CG動畫設計基礎
5. 網上教育平台於畢業後6個月持續提供教材及教學支援
6. 加入數譜大家庭，享受舊生福利
7. 邀請行業大師分享CG製作經驗
8. 運用免費強大動畫設計軟件Blender 進行教學
9. 畢業後由宏恩基督教學院頒發專業證書，並獲受行業認可的數譜資歷架構認證
10. 優良校舍，離港鐵站僅1分鐘路程

學習目標

1. 掌握 3D 動畫的基礎知識和理論
2. 熟悉 CG 動畫製作的流程
3. 掌握 CG 動畫製作中涉及的包括建模、渲染、後期聲音製作在內的技術
4. 掌握完整開發 CG 動畫的方法
5. 製作專業、逼真的畢業作品集，以動態特色作品建立個人品牌

為甚麼學習CG 動畫？

- ① 培養藝術美感和創意，以達致全人發展
- ② 抓緊元宇宙及創意產業趨勢
- ③ 擴展職場技能，以投身電影、廣告、特效、產品設計、元宇宙開發等相關行業
- ④ 培養立體空間感及數字邏輯思維

導師團隊

阮文輝 先生

阮先生是香港電影界的資深製作人員及導師，在電影製作行業內擁有24年以上經驗。阮先生在動畫、CG製作、電影后期製作各方面擁有深厚的工作經驗，精通 Maya、Softimage、Alias、Wavefront Explore 等專業軟件。阮先生曾經參與諸多國際電影及電視劇的製作，包括中國首部CG電影《魔比斯環》、《朝花夕拾·芳華絕代》、《十月初五的月光》、《暗色天堂》、《導火新聞線》、《桃姐》、《同謀》、《滿城盡帶黃金甲》、《長江7號》、《越光寶盒》等。

郭芳銓 先生

郭先生在設計行業內有20年以上資歷，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** 亞太地區及**FANCL**，亦曾參與 20 多部電影製作，包括《洩密者們》、《哪一天我們會飛》等。郭先生亦參與過幾款獨立遊戲製作，包括《Dokidoki Daily》及《foodieFrog》，並在東京遊戲展及臺北遊戲展和香港動漫遊戲展展出。郭先生更參與過香港教育城的《小校園》遊戲網站開發。郭先生對Blender、Adobe 系列、Final Cut Pro、Clip Studio paint 和 Unity亦有相當認識，曾於多所學院、社區組織任教數碼媒體課程。

楊啓誠 先生

從事美術設計相關行業多年，歷任東方日報、星島日報、廣告公司的美術總監或美術部主管，在印刷平面設計、插圖製作及網上平臺等美術相關工作上，具有廣泛而深入的瞭解及製作經驗。早年曾為電腦廣場雜誌撰寫專欄文章，以介紹美術軟硬件及軟件使用等相關的內容為主，及後為台灣出版社編寫美術軟件的教學書本。在教學經驗方面，於歷任多間公司的美術部主管期間，曾為中學生及內部員工製作及教授美術印刷或軟件相關的培訓課程，之後也曾為多間中小學校的短期培訓課程，任導師或助教之職。



嘉賓講師*

梁定雄 先生

- 《魔比斯環》（2005）製片人
- 深圳大學數碼媒體科技研究院 創辦人及院長
- 新加坡南洋理工大學數碼遊戲科技研究院 創辦人及院長

施仁毅 先生

- 香港遊戲產業協會創辦人
- 智傲集團（Gameone Group Limited）創辦人

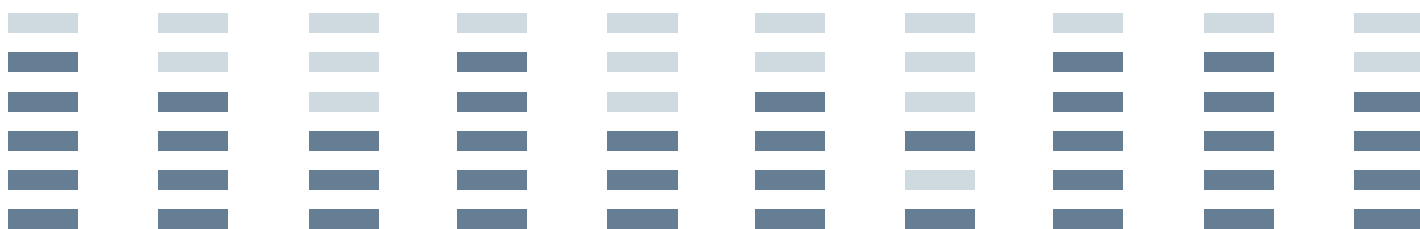
龐子傑 先生

- 香港數碼娛樂協會會長
- 火狗創意有限公司董事總經理

鄒燦 先生

- 深圳市昂馳動畫設計有限公司 總經理
- 《小虎墩大英雄》（2022）導演
- 《豆福傳》（2017）導演
- 《吃飯睡覺打豆豆》（2015）導演

*名單將視乎嘉賓時間表作修改



嘉賓講師*

姜輝 先生

- 友夢工作室 總經理
- 《風語咒》（2018）
- 《豆福傳》（2017）製片人
- 《西遊記之大聖歸來》（2015）製片人

陳明 先生

- 中國首部電腦動畫電影《魔比斯環》（2005）藝術導演和製作總監
- 北京水晶石影視動畫科技有限公司 副總經理
- 中國傳媒大學動畫學院教師

*名單將視乎嘉賓時間表作修改

大灣區就業網絡

本課程獲國際數字文化科技聯盟（DCTA）支持。優秀畢業生可獲推薦至聯盟成員工作室及公司參與實習。



教學理念

原則 1：現實介紹動漫遊戲行業及相關技術

應聘者往往對遊戲行業有不準確的印象；通過培訓設立正確的期望至關重要。此外，展示數字娛樂行業的亮點可以激發我們學生的熱情。

原則 2：為基本技術技能奠定基礎

我們的課程針對培訓 CG 動畫師或遊戲藝術家所需的基本技術技能提供全面而有意義的培訓。這包括設計概念、遊戲系統和動畫理論中的基礎模塊。

原則 3：促進 CG 藝術家之間的團隊合作

我們鼓勵 CG 藝術家之間的密切互動。這反映了遊戲和動畫工作室的實際工作條件，CG 藝術家經常需要交流以分享知識、技術要求和關注點。

原則 4：讓學生接觸開源工具、技術和行業實踐

與典型的付費軟件不同，課程將教授動畫和遊戲行業的開源工具、應用程序和技術，學生可以永久免費使用它們。

原則 5：理論培訓與實踐工作的平衡教育

我們高度重視與實際工作相關的培訓。課程所提供的綜合理論培訓將通過講座、作業和實驗室工作中的實踐得到加強。



教學大綱

週數	學習內容
第一週	網格建模：創建簡單的模型，如椅子、桌子、電視和戰鬥機
第二週	網格編輯操作和基本雕刻技術：設計你夢想中的數字房屋資產，如沙發、櫥櫃和燈具
第三週	材質和 UV 貼圖介紹：了解如何將顏色、材料、UV 映射和玻璃著色器應用於模型
第四週	
第五週	動畫和圖形編輯器操作基礎：為你的飛碟噴射器、彈跳球和牛頓球創建動畫
第六週	燈光和渲染：了解燈光和渲染設置以完成最終項目
第七週	接觸Blender的平面繪圖工具 Grease Pencil，創建多元化、多層次的藝術作品
第八週	學習運用Blender的模擬功能，增強作品逼真度 <ul style="list-style-type: none">• Geometry Nodes• Particles and Physics
第九週	學習運用Blender的進階合成功能，增強作品精緻度 <ul style="list-style-type: none">• Composition Nodes• Tracking• Video Editing
第十週	綜合課堂所學的知識，製作專業、逼真的畢業作品集，以動態特色作品建立個人品牌



入學資格

對 3D 動畫有濃厚興趣，希望投身創意製作，15 歲或以上學員

上課日期

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）

上課時間

逢星期一至五 上午9時至下午6時

教學語言

英語，輔以普通話/廣東話

上課地點

宏恩基督教學院

香港九龍石硤尾偉智街5號

(港鐵石硤尾站C出口)

學費

本地學生 HK\$66,000

非本地學生 HK\$99,000



學生須知

1. 學員需自備電腦上課，設備需滿足軟件運行最低要求，如有需要可聯絡校方推薦供應商
2. 學員需自備電繪板上課，設備需滿足軟件運行最低要求，如有需要可聯絡校方推薦供應商
3. 若學員需辦理學生簽證，請提早與校方查詢

報名查詢

電話：+852 5804 4143

電郵：admission@gratia.edu.hk

網址：www.gcc.edu.hk

傳真：+852 2116 1586

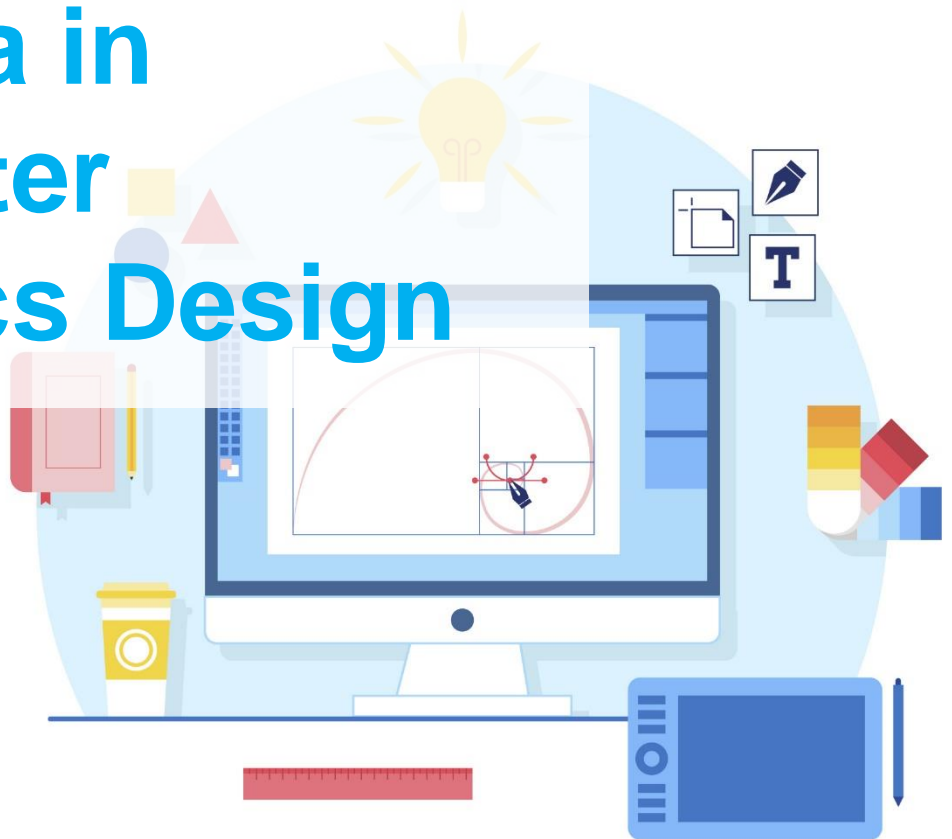
地址：宏恩基督教學院

香港九龍石硤尾偉智街5號





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

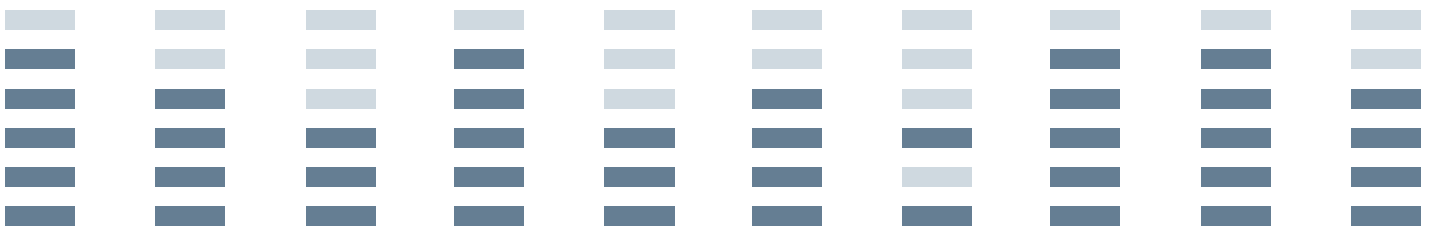
Mr. Gabriel Pang

- 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)

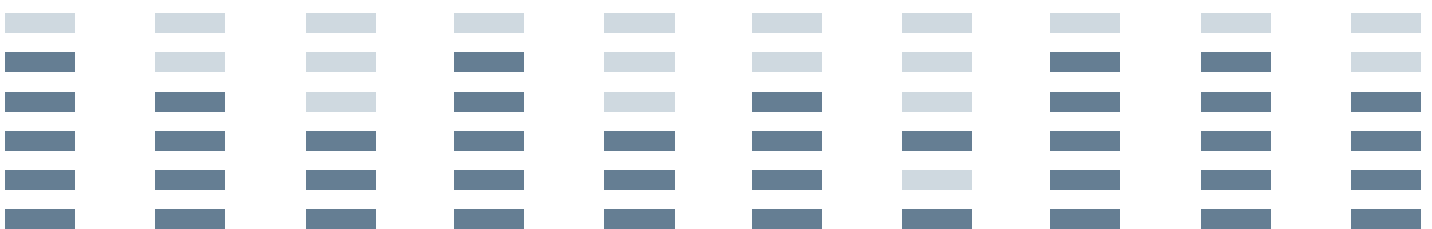
Mr. Ming Chen

- 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

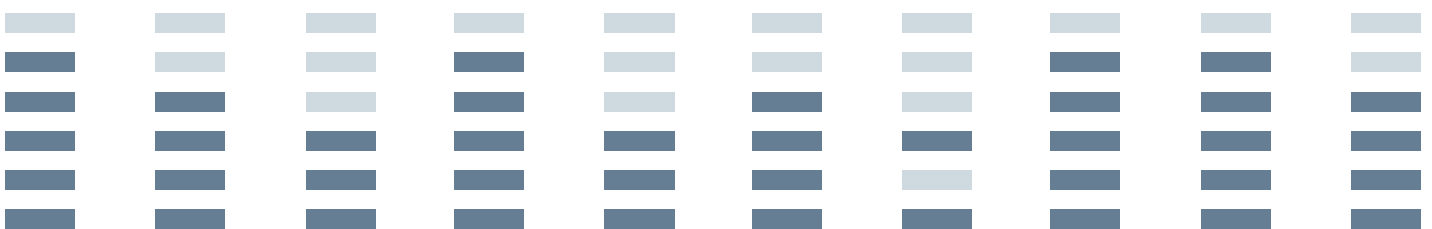
We encourage close interaction between CG artists. This reflects the actual working conditions in game and animation studios, where CG artists often need to communicate in order to share knowledge, technical requirements and concerns.

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.

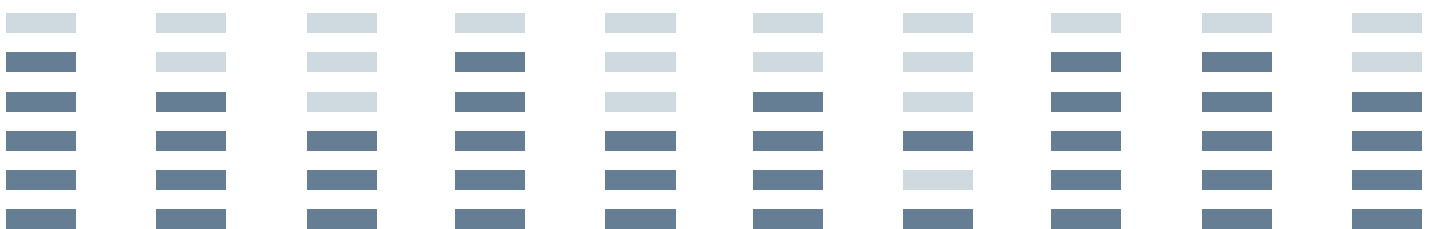
Principle 5: Balanced education between theoretical training and practical work

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

