



E2ANI001C

(Token- required)

Animation Course (Level II)

Explore Local Cultural Features with 3D Animation

Instructor from Astro Heart Limited



Application Deadline

**30 Oct 2023
12:00 noon**

Intended Learning Outcomes

Upon completion of the programme, participants should be able to:

1. explain the basic workflow of 3D animation;
2. apply the skills of using commonly used 3D graphic tools;
3. create personal 3D computer modeling works;
4. enhance creativity through thematic research

Result Release

10 Nov 2023

◆ Introduction

The course is designed for students who are beginners to computer animation. Starting with basic animation concepts, it explores local cultural features, encourages creativity, and guides students in creating their own 3D computer modeling works.

Through teaching methods that combine theory and practice, students will gain an understanding of the development of the animation industry, the use of 3D computer software, and the production process. The course content includes an introduction to polygonal modeling, basics of animation, digital lighting, and rendering techniques.

◆ Schedule

Session	Date	Time	Venue
1	9 December 2023 (Saturday)	10:00 a.m. – 1:00 p.m.	Room 9, 8/F, Kwai Cheong Centre, 50 Kwai Cheong Road, Kwai Chung, NT, Hong Kong (Map)
2	16 December 2023 (Saturday)		
3	23 December 2023 (Saturday)		
4	30 December 2023 (Saturday)		
5	6 January 2024 (Saturday)		
6	13 January 2024 (Saturday)		

◆ Target Participants

- S1 – S6 HKAGE student members in 2023/24 school year.
- Class size: 17
- Student members would be selected randomly by the computer system. The decision of HKAGE on the result of the selection should be final.

◆ Pre-requisite

No special prerequisites are needed

◆ Medium of Instruction

Cantonese with Chinese/ English handouts

◆ Certificate

E-Certificate will be awarded to participants who have:

- attended **AT LEAST 5 sessions**; AND
- completed all the assignments with satisfactory performance