

S2STM002W

(Token- required)

Art-Tech Workshop (Level II): Motion Capture 3D Animation

Capmi Technology Limited



Intended Learning Outcomes

Upon completion of the gifted programme, gifted students should be able to:

- 1. Develop a strong foundation in animation making by actively creating a motion capture 3D animation
- 2. Familiarise with the tools and software used in capture motion 3D animation
- 3. Cultivate passion and enthusiasm for the animation industry

23 Aug 2024

Introduction

Unleash your creativity, explore the captivating world of motion capture 3D animation!

Through this workshop, participants will be able to unleash boundless creativity, learn about the tools and software for creating dynamic motion capture 3D animations, establish a foundation in animation, master advanced tools and software to enhance production efficiency and quality. Motion capture technology is a trend of the future; apply what you learn and seize professional opportunities. In this challenging and opportunistic field, cultivate a passion for the animation industry. Enhance your skills, broaden your horizons, and join us in shaping the future of animation through motion capture technology!

Schedule

Session	Date	Time	Venue
1 & 2	28 Aug 2024 (Wed)	9:00 a.m. – 12:30 p.m. 1:30 p.m. – 5:30 p.m.	Unit H, 12/F, Fu Cheung Centre, No. 5-7 Wong Chuk Yeung Street, Fotan, Shatin
3 & 4	29 Aug 2024 (Thu)		
5 & 6	30 Aug 2024 (Fri)		
7 & 8	31 Aug 2024 (Sat)		

Suitable for

S1 - S6 HKAGE student members (in 2023/24 school year)

Class size: 20

Pre-requisite

No special prerequisites are needed

Medium of Instruction

Cantonese supplemented by English

Certificate

E-Certificate will be awarded to gifted students who have:

- attended at least 6 sessions; and
- completed all the assignments with satisfactory performance

