



CUSCS

香港中文大學專業進修學院
School of Continuing and Professional Studies
The Chinese University of Hong Kong

3ds Max 立體模型製作入門 Fundamental of 3D Modelling using 3ds Max



122-159315-01

The objective of this course is to introduce the basic concepts of 3D graphics and fundamental 3D modelling techniques. Content includes: (1) Understanding 3D terminologies, familiar with 3ds max interface and workflow; (2) Understanding of basic 3D geometry; (3) Creating basic 3D objects and structures; (4) Utilizing modelling tools; (5) Basic scenery and character design; (6) Camera and lighting skills ; (7) 3D rendering techniques; (8) Models and images input and output techniques. Participants with prior experience in multimedia design are advantageous.

Language:	Cantonese (supplemented with English)
Total Hours:	30 hours (10 sessions)
Commencement Date & Time:	July 18, 2012 Wednesday (6:45 p.m. – 9:45 p.m.)
Tuition Fee:	HK\$ 3,200
Place:	Tsimshatsui Oriental Learning Centre (13/F, Oriental Centre, 67 Chatham Road South, Tsim Sha Tsui, Kowloon)
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Application:	Please refer to CUSCS website: www.scs.cuhk.edu.hk



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