



## 單元進度表

課程名稱： 第三屆室內設計文憑課程 (192-441600-01)  
單元名稱： 3D 仿真室內環境繪製上色及展示 (202-441606-01)  
上課時間： 逢星期四晚上 7 時 - 10 時  
導師： 鄭康山先生  
上課地點： 九龍尖沙咀漆咸道南 67 號安年大廈 1406 室  
課程統籌： 林惠芳女士 (聯絡電話：2209 7743 / 電郵：[connielam@cuhk.edu.hk](mailto:connielam@cuhk.edu.hk))

次序	課程內容	習作
1. 9-7-2020	<b>Introduction</b> –Understanding the 3D environment. The 3ds Max user interface, Command Panels. Basic Skill	
2. 16-7-2020	<b>Getting Started</b> –Setting Preferences Correctly-Viewport navigation and Configuration. Object creation and selection, Scene management	Assignment 1 –Basic Skill (10%)
3. 23-7-2020	<b>Assembling Project</b> –Starting a project, File linking, Merging files. Importing/exporting	
4. 30-7-2020	<b>Basic Modelling techniques</b> –Basis concepts. Modelling with primitives. Modifiers and transforms. Reference coordinate systems and transform centers. Cloning and grouping	
5. 6-8-2020	<b>Modelling</b> –Modelling with 3D geometry. Spline theory. Working with splines. Creating 3d models for interior design from 2D objects. Using shape modifiers. Using lofts. Creating multiple model concept from one idea.	
6. 13-8-2020	<b>Modelling</b> –Polygon modelling tools. Polygon theory. Creating and editing 3D polygon objects. Using snap and align tools for precision. Boolean Operation	Assignment 2 –Modelling (20%)
7. 20-8-2020	<b>Materials and Mapping</b> –The principles of materials and surfaces. Introduction to the materials editor. Different types of material. Applying material.	
8. 27-8-2020	<b>Materials and Mapping</b> –Using 2d maps. Introduction to UVW mapping. Editing UVW map Coordinates. Applying materials and maps.	
9. 3-9-2020	<b>Lighting</b> –Introduction to standard lighting system. Using Sky light and Light Tracer for external scenes. Standard light. Photometric light. Shadows and shadow theory.	
10. 10-9-2020	<b>Lighting</b> –Introduction to Vray lighting system. VRayLight –Plane, Dome. High Dynamic Rang Image. Creating 3 point and dome lighting rigs	
11. 17-9-2020	<b>Lighting</b> –Introduction to Arnold lighting system. ActiveShade Mode. Daylight system. Colour light theory	
12. 24-9-2020	<b>Rendering</b> –Scanline renderer, Arnold renderer	
1-10-2020	假期	



次序	課程內容	習作
13. 8-10-2020	<b>Rendering</b> –Vray renderer. Network renderer. Render to texture	
14. 15-10-2020	<b>Camera</b> –Physical Camera. Target and free camera parameter. Depth of View. Motion Blur. Camera paths. Dolly. Focus. Field of View. F-stop. Boken Effects	
15. 22-10-2020	<b>Camera</b> –Arnold Camera, Vray Camera, Stereoscopic Camera. Virtual Reality Camera.	
16. 29-10-2020	<b>Animation</b> – General Principles. Working with key-frames. Animating objects and camera. Animating an object with Autokey. Animation bipeds.	Assignment 3 – Photo realistic rendering (20%)
17. 5-11-2020	HDRI, Virtual Reality – photos and animation. Augmented Reality	
18. 12-11-2020	Project Tutorial	
19. 19-11-2020	Project Tutorial	
20. 26-11-2020	Presentation	Final Project (30%)

**評核準則：**

1. Assignment	50%
2. Presentation	10%
3. Project	30%
4. Class Participation	10%

**習作要求：**

To ensure students are able to master interior design presentation techniques, this course requires participants to complete assigned exercises and assess their ability based on those exercises.

註：課程可因教學情況及學員表現而調整。