

全国职业院校技能大赛 赛项规程

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36	3602	360206	3D
55	5501	550103	3D
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56	5602	560206	3D
			AI
			3D
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AIGC

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			480	5
		AI 3D 1920dpi*1080dpi, 3 300dpi JPG EV	480	30
		25-30 3D / 1920dpi*1080dpi) H264, 25	480	35

		25 / 1920dpi*1080dpi)	H264,		
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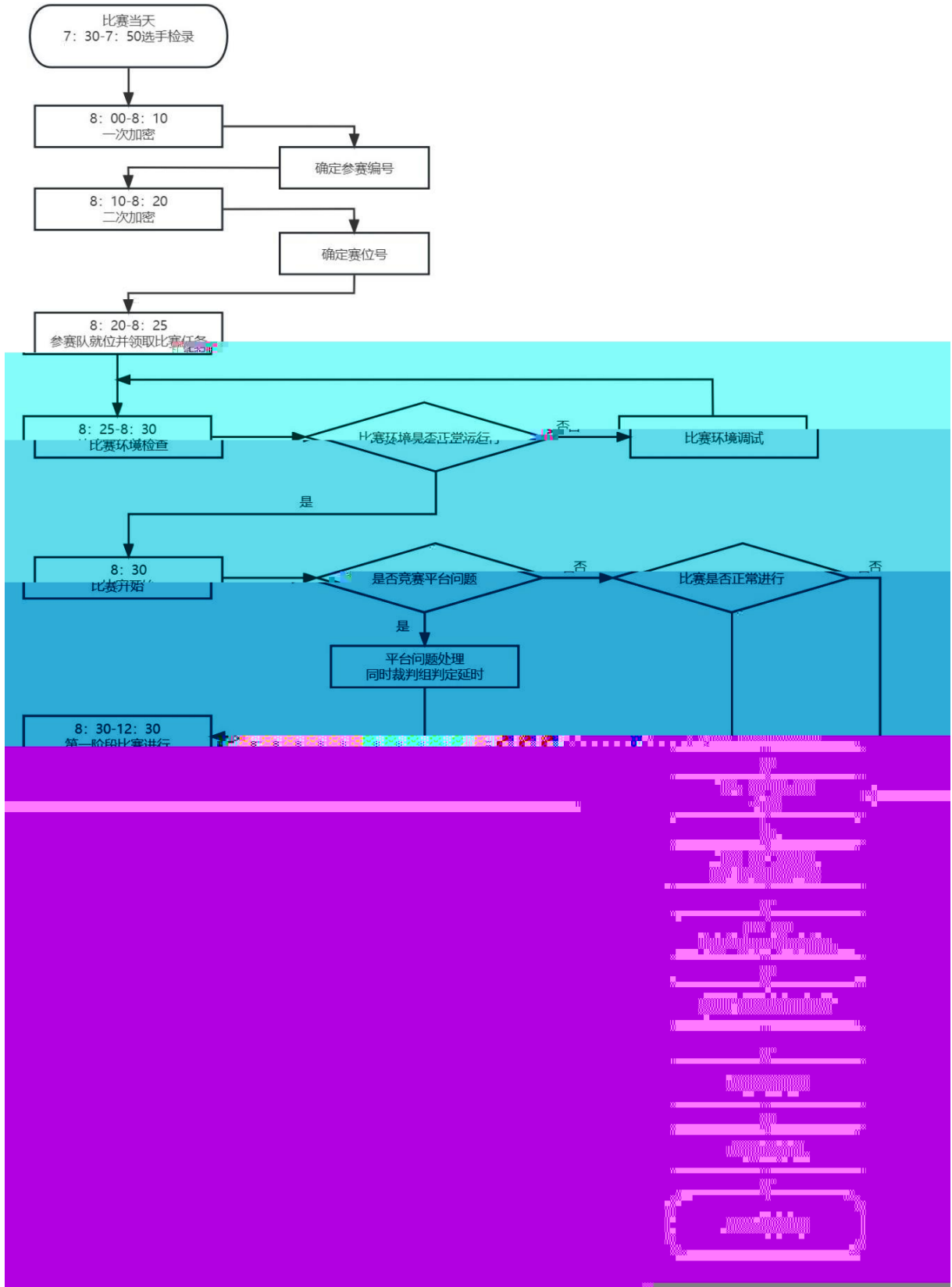
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	9:00-13:00 14:00-15:30		

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	17:30-		
	7:30-8:30		
	9:00-10:00		
	10:00		





WorldSkills Occupational Standard: WSC2022 WSOS50 3D

Digital Game_Art

O*NET OnLine: Special Effects Artists and Animators 27-1014.00

ESCO: Digital Artist Occupation Code 2166.5

内

3D

3D

3D

3ds Max

MAYA

ZBrush

Marvelous Designer

alpha

Normal maps

OCC

3D

UV

3D

UV

PS

Substance Painter

PBR

Normal maps

OCC

FK IK

		Maya 2020		
		3Ds Max2020		
		Blender2.93		
		Cinema 4D 2020		
		ZBrush		
		Marvelous Designer		
		Substance Painter		
		AIxPainting 绘画工具		
		Adobe Photoshop 2020		
		SAI		
		Adobe Premiere 2020		
		Adobe After Effects 2020		
		虚幻引擎 Unreal Engine 4.27.2		
		Microsoft office 2016		
		EV 录屏		

AixPainting

<https://aip.school.youdao.com>, 亦可在搜索引擎中搜

AixPainting

3D

AI

30

20-30

1

1.

2. Photoshop SAI AIXPainting AIXPainting

<https://aip.school.youdao.com>, 亦可在搜索引擎中搜

AIxPainting

1. JPG
 2. 1920*1080 300dpi
 3. FSF_Concept_Final_YY YY
—
_01 _02
 4. U U U
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- 1.
2. Maya 3Ds Max Cinema 4D Blender2.93 ZBrush

Marvelous Designer Substance Painter

1. 3 JPG
2. .MA .Max FBX
3. FSF_Body_Final_YY
YY ,

FSF_Scenes_Final_YY YY ,
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4. U

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3D

1 3D

25-30

1.

2. Maya 3DMAX Cinema 4D

1.1 .MA .MAX .C4D

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3. FSF_Animation1_Final_YY

YY

_01 _02

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2. Adobe After Effects Premiere

1.

H.264

25 / 1920*1080

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FSF_Animation2_Final_YY

YY

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2. Unreal Engine

1.3 JPG

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3. FSF_Scenes_Final_YY

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H.264 25 / 1920*1080

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2. Adobe After Effects Premiere Pro

1. H.264

1920*1080

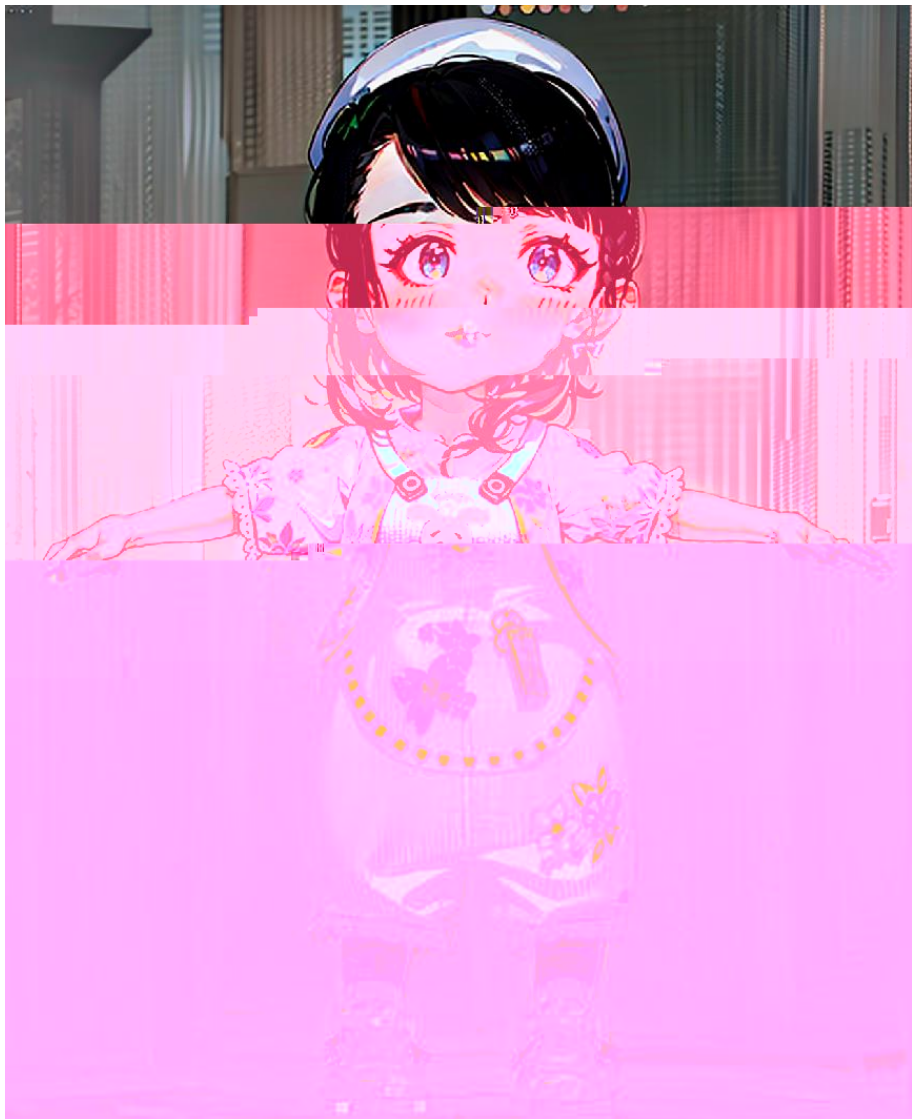
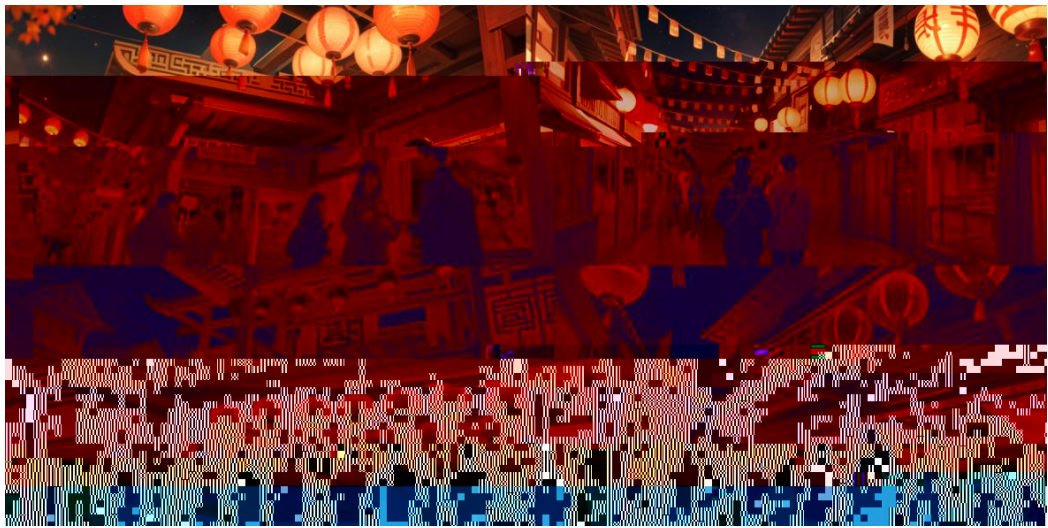
2. FSF_Scenes_Animation_Final_YY YY

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AIGC

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3D

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