Postgraduate Certificate

3DS Max in Art for Virtual Reality

tech technological university

tech technological university

Postgraduate Certificate
3DS Max in Art for Virtual Reality

- Modality: **online**
- Duration: **6 weeks**
- Certificate: **TECH Technological University**
- Dedication: **16h/week**
- Schedule: **at your own pace**
- Exams: **online**

Website: www.techtitute.com/in/design/postgraduate-certificate/3ds-max-art-virtual-reality

Index

01

Introduction

Gamers are looking for a Virtual Reality video game that will immerse them in a new world with great vividness. All artistic designers want their creations to be part of that space that every gamer wants. This 3DS Max-centered program allows both dreams to come together. Thanks to the mastery of this course, digital artists will perfect their 3D modeling and improve their workflow. Our specialized teaching team has experience in the graphic area and creating VR titles and will help the designers grow in their professional career. All this with a flexible course with a 100% online modality, in which designers choose how to distribute the entire course load at their convenience.

This Postgraduate Certificate is the specialization in 3D modeling that you need to have PRO designs"

The Postgraduate Certificate in 3DS Max in Art for Virtual Reality allows artistic designers to improve their modeling for VR video games using real workflow techniques, which will bring them closer to the high level demanded by the gaming industry.

During the six weeks of this course, the faculty of this program will guide designers through the essential tools of the software to offer a high-quality artistic design. In this way, the keys to correct lighting, texturing, and compatibility with other creative programs will be discussed.

A specialization that will lead designers to simulate real situations and projects where they will have to demonstrate all their artistic skills in a very competitive graphic design sector. The wide range of multimedia resources, the Relearning system based on concept reiteration, and an online modality allow students to retain all the learning of this course in a simple and practical way.

This **Postgraduate Certificate in 3DS Max in Art for Virtual Reality** contains the most complete and up-to-date program on the market. The most important features include:

- The development of case studies presented by experts in Art for Video Virtual Reality
- The graphic, schematic, and practical contents with which they are created, provide practical information on the disciplines that are essential for professional practice
- Practical exercises where the self-assessment process can be carried out to improve learning
- Its special emphasis on innovative methodologies
- Theoretical lessons, questions to the expert, debate forums on controversial topics, and individual reflection assignments
- Content that is accessible from any fixed or portable device with an Internet connection

A creative studio is waiting for digital artists like you to join their design teams. Enroll in this Postgraduate Certificate and perfect your 3D modeling"

Digital artists are widely demanded by the VR video game industry. Specialize in 3D animation with this Postgraduate Certificate"

Get a simple but powerful modeling with this Postgraduate Certificate.

Show the potential of your 3D designs. Create imaginative and realistic characters with software that allows you to make higher-quality renders. Enroll now.

The program's teaching staff includes professionals from the sector who contribute their work experience to this educational program, as well as renowned specialists from leading societies and prestigious universities.

Its multimedia content, developed with the latest educational technology, will allow professionals to learn in a contextual and situated learning environment, i.e., a simulated environment that will provide immersive education programmed to prepare in real situations.

The design of this program focuses on Problem-based Learning, by means of which professionals must try to solve the different professional practice situations that are presented to them throughout the academic year. For this purpose, the student will be assisted by an innovative interactive video system created by renowned and experienced experts.

02

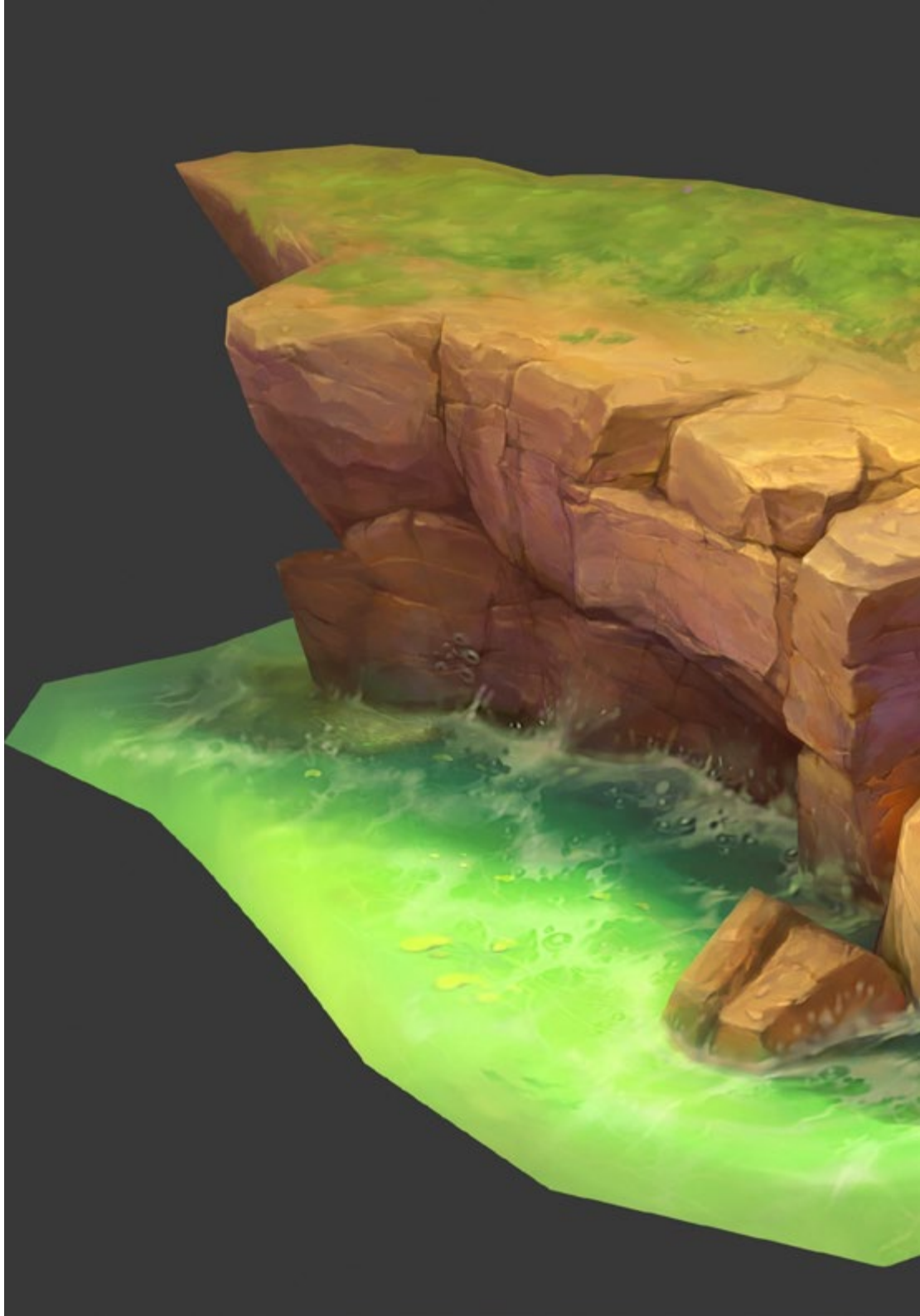
Objectives

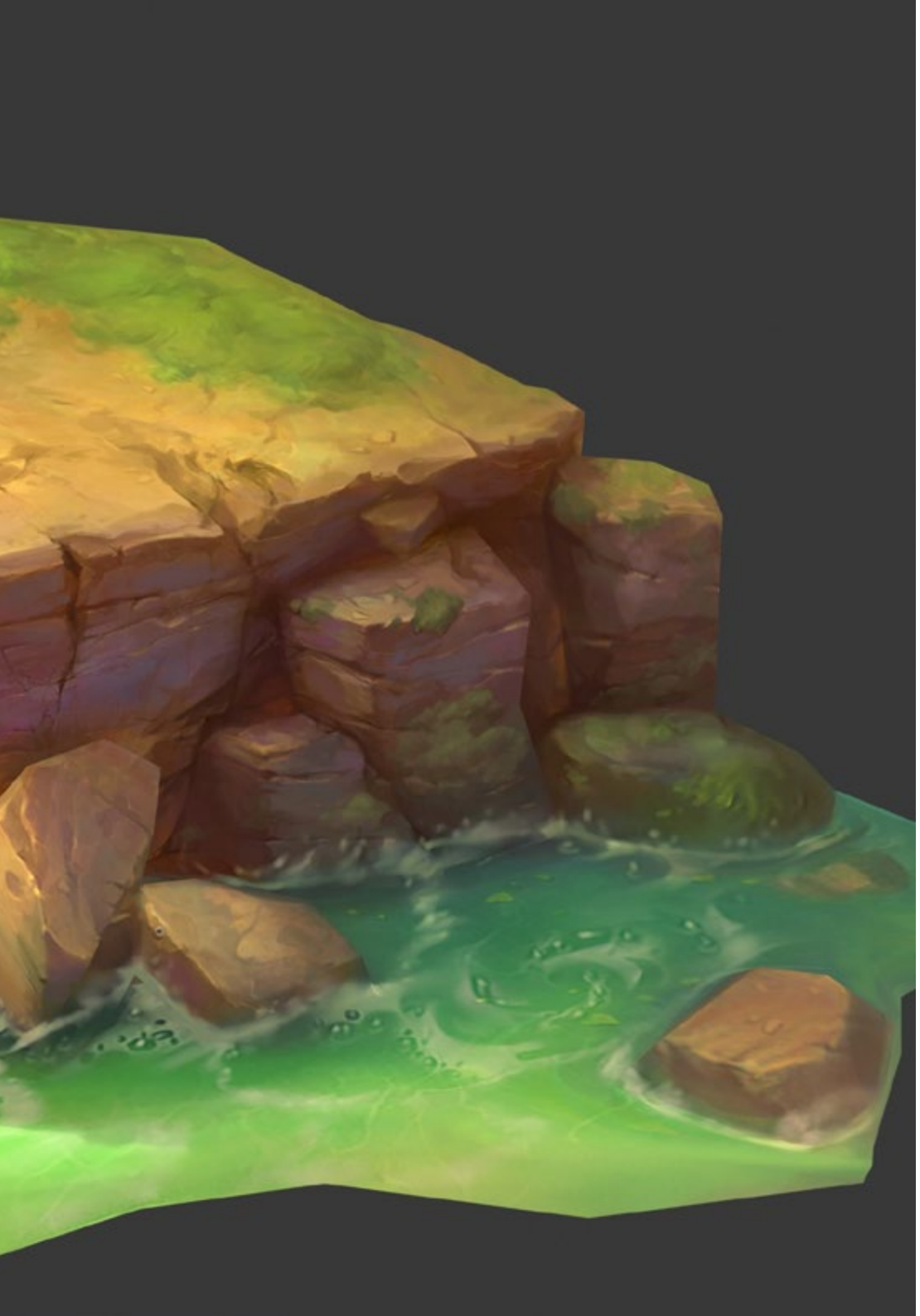
The Postgraduate Certificate in 3DS Max in Art for Virtual Reality will provide creative artists with the necessary tools to carry out a three-dimensional modeling project with guaranteed success. Upon completion of this program, students will know how to perfectly handle the different tools of this powerful software so that their artistic creations focused on VR video games do not lose a single bit of quality. The real cases offered during this course by the experienced faculty will facilitate learning and correction of frequent errors in the execution of the designs.

Create a fascinating world of Virtual Reality thanks to this Postgraduate Certificate"

General Objectives

- Understand the advantages and constraints provided by Virtual Reality
- Develop high-quality hard surface modeling
- Create high-quality organic modeling
- Understand the principles of retopology
- Understand the principles of UVs
- Master baking in Substance Painter
- Expertly manage layers
- Be able to create a dossier and submit works at a professional level, at the highest quality
- Make a conscious decision as to which programs best fit your Pipeline





Specific Objectives

- Master modeling in 3DS Max
- Learn the compatibility of 3DS Max with Unity for VR
- Learn the most used modifiers and be able to handle them with ease
- Use real workflow techniques

Be more efficient in your workflows, and creative studios will pick up on your ability to tackle big projects"

03

Course Management

The teaching team of this Postgraduate Certificate has been carefully selected by TECH to ensure that students get a high-quality education and according to the requirements of the VR video game industry. Therefore, the faculty of this program has a specialized academic curriculum in graphic design and video game creation, in addition to having experience in a sector that requires highly qualified professionals.

Having specialized 3D design faculty in the VR video game field will help you thrive in a booming industry"

Management

Mr. Menéndez Menéndez, Antonio Iván

- Senior environment and element artist and 3D consultant at The Glimpse Group VR
- 3D model designer and texture artist at Inmoreality
- Props and environment artist for PS4 games at Rascal Revolt
- Graduated in Fine Arts at the UPV
- Specialist in Graphic Techniques from the University of the Basque Country
- Master's Degree in Sculpture and Digital Modeling by the Voxel School of Madrid
- Master's Degree in Art and Design for Video Games by U-Tad University of Madrid

04

Structure and Content

The syllabus of this course will cover the main elements that every digital artist should know about one of the most used programs by VR video game studios. The syllabus is designed to go through each point of the 3DS Max program, addressing its possibilities for the creation of characters and objects based on Virtual Reality and its compatibility with Unity. The extensive library of multimedia content will support the online learning that designers receive in their quest to specialize in a field in great demand.

Without mastering one of the most complete 3D modeling programs for VR games currently available, you will not achieve your goal. Sign up"

Module 1. 3DS Max

1.1. Interface Set-up
- 1.1.1. Project Start
- 1.1.2. Automatic and Incremental Saving
- 1.1.3. Measuring Units

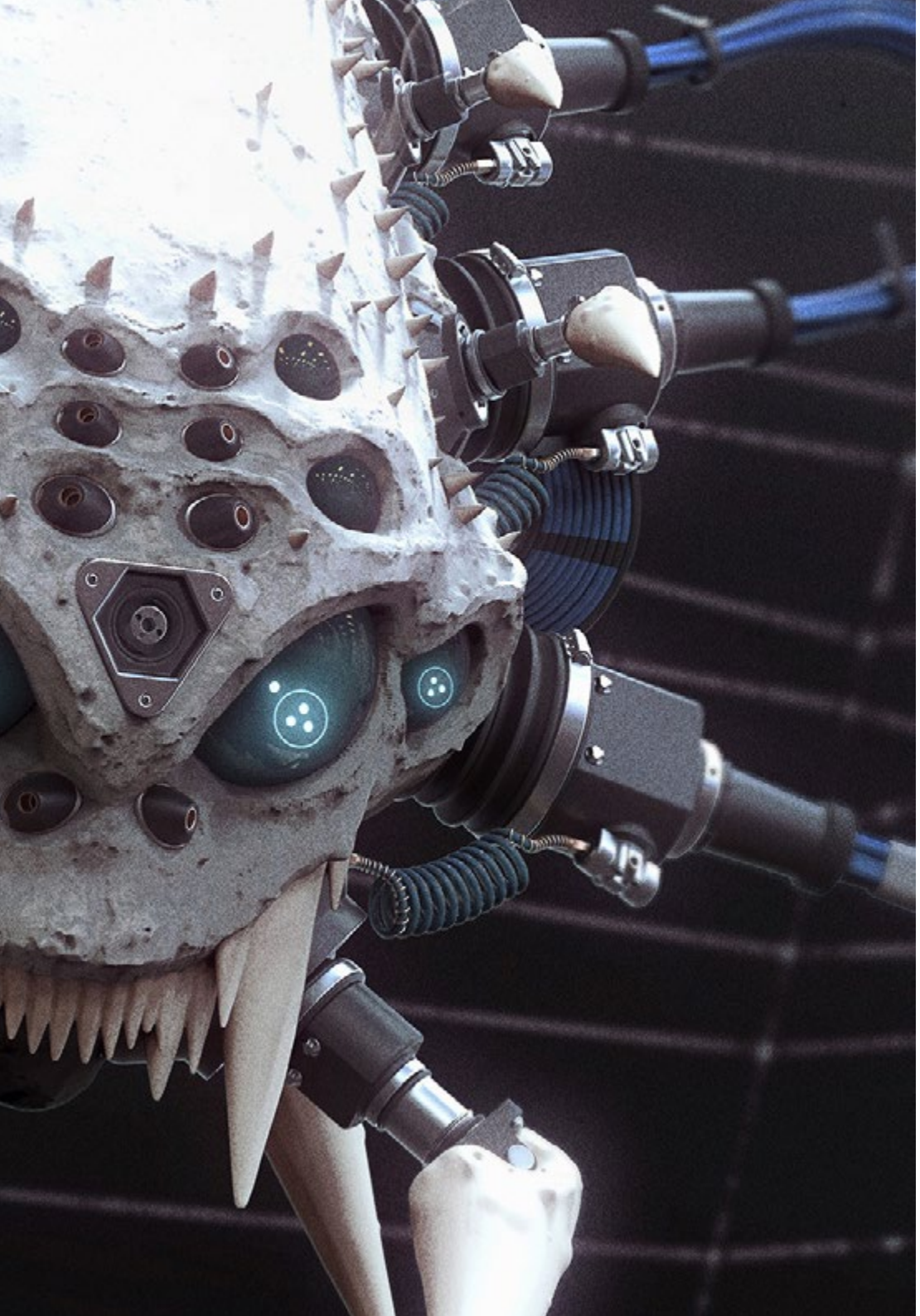
1.2. The Create Menu
- 1.2.1. Objects
- 1.2.2. Light
- 1.2.3. Cylindrical and Spherical Objects

1.3. The Modify Menu
- 1.3.1. The Menu
- 1.3.2. Button Configuration
- 1.3.3. Uses

1.4. Edit Poly: Polygons
- 1.4.1. Edit Poly Mode
- 1.4.2. Edit Polygons
- 1.4.3. Edit Geometry

1.5. Edit Poly: Selection
- 1.5.1. Selection
- 1.5.2. Soft Selection
- 1.5.3. IDs and Smoothing Groups

1.6. The Hierarchy Menu
- 1.6.1. Pivot Conditions
- 1.6.2. Reseting XFom and Freeze Transform
- 1.6.3. Adjusting the Pivot Menu



1.7. Material Editor
- 1.7.1. Compact Material Editor
- 1.7.2. Slate Material Editor
- 1.7.3. Multi/Sub-object

1.8. Modifier List
- 1.8.1. Modeling Modifiers
- 1.8.2. Modeling Modifiers' Evolution
- 1.8.3. Modeling Modifiers' Final Assessment

1.9. XView and Non-Quads
- 1.9.1. XView
- 1.9.2. Checking for Errors in Geometry
- 1.9.3. Non-Quads

1.10. Exporting to Unity
- 1.10.1. Triangulating the Asset
- 1.10.2. Direct Signs X or Open Gl for Normal
- 1.10.3. Conclusions

"Perfect and detail the 3D models contained in the video game with professionalism thanks to this Postgraduate Certificate"

05

Methodology

This academic program offers students a different way of learning. Our methodology uses a cyclical learning approach: **Relearning.**

This teaching system is used, for example, in the most prestigious medical schools in the world, and major publications such as the **New England Journal of Medicine** have considered it to be one of the most effective.

Discover Relearning, a system that abandons conventional linear learning, to take you through cyclical teaching systems: a way of learning that has proven to be extremely effective, especially in subjects that require memorization"

Case Study to contextualize all content

Our program offers a revolutionary approach to developing skills and knowledge. Our goal is to strengthen skills in a changing, competitive, and highly demanding environment.

At TECH, you will experience a learning methodology that is shaking the foundations of traditional universities around the world"

You will have access to a learning system based on repetition, with natural and progressive teaching throughout the entire syllabus.

The student will learn to solve complex situations in real business environments through collaborative activities and real cases.

A learning method that is different and innovative

This TECH program is an intensive educational program, created from scratch, which presents the most demanding challenges and decisions in this field, both nationally and internationally. This methodology promotes personal and professional growth, representing a significant step towards success. The case method, a technique that lays the foundation for this content, ensures that the most current economic, social and professional reality is taken into account.

> *Our program prepares you to face new challenges in uncertain environments and achieve success in your career"*

The case method is the most widely used learning system in the best faculties in the world. The case method was developed in 1912 so that law students would not only learn the law based on theoretical content. It consisted of presenting students with real-life, complex situations for them to make informed decisions and value judgments on how to resolve them. In 1924, Harvard adopted it as a standard teaching method.

What should a professional do in a given situation? This is the question we face in the case method, an action-oriented learning method. Throughout the program, the studies will be presented with multiple real cases. They will have to combine all their knowledge and research, and argue and defend their ideas and decisions.

Relearning Methodology

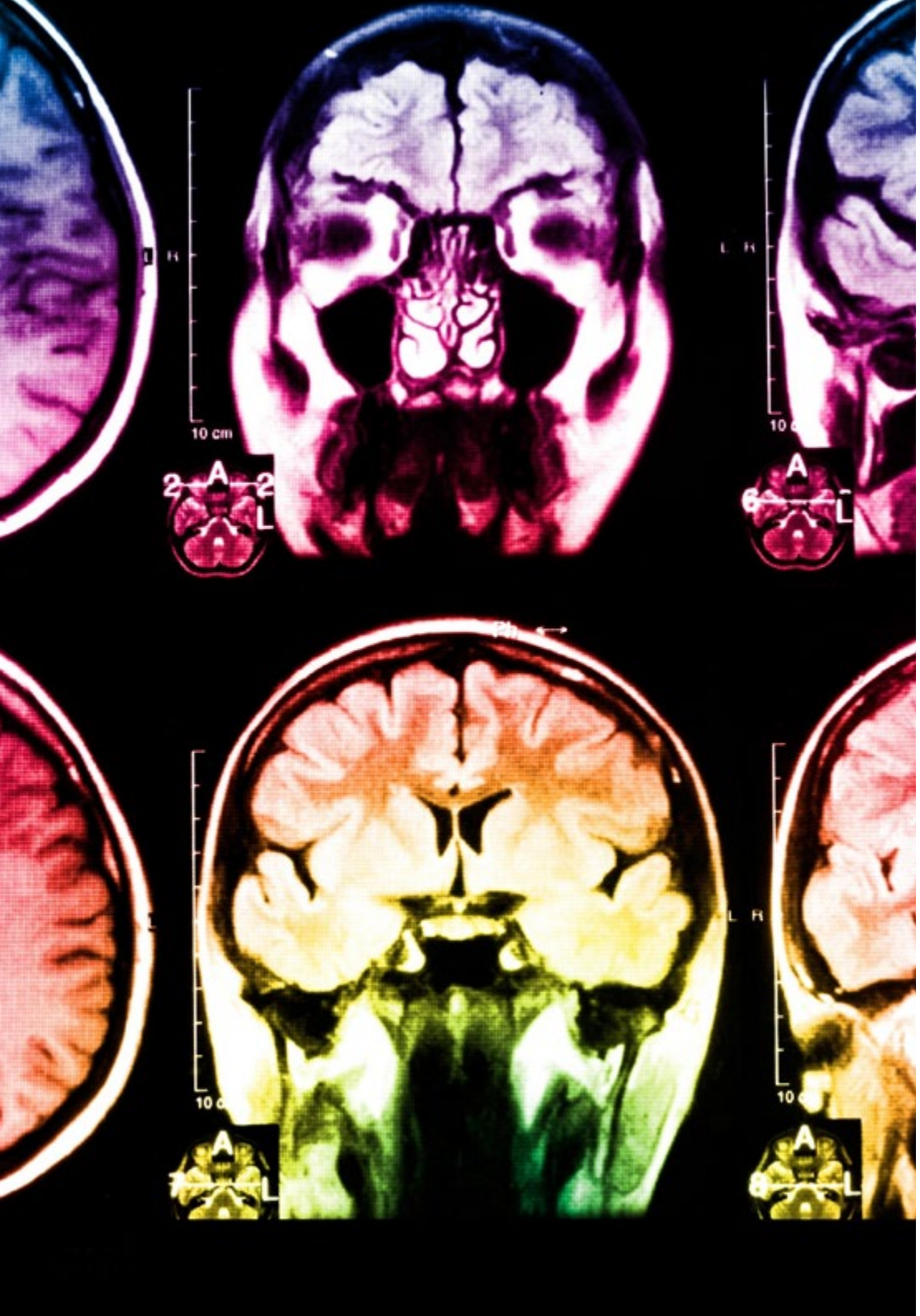
TECH effectively combines the Case Study methodology with a 100% online learning system based on repetition, which combines 8 different teaching elements in each lesson.

We enhance the Case Study with the best 100% online teaching method: Relearning.

In 2019, we obtained the best learning results of all online universities in the world.

At TECH you will learn using a cutting-edge methodology designed to train the executives of the future. This method, at the forefront of international teaching, is called Relearning.

Our university is the only one in the world authorized to employ this successful method. In 2019, we managed to improve our students' overall satisfaction levels (teaching quality, quality of materials, course structure, objectives...) based on the best online university indicators.



In our program, learning is not a linear process, but rather a spiral (learn, unlearn, forget, and re-learn). Therefore, we combine each of these elements concentrically. With this methodology we have trained more than 650,000 university graduates with unprecedented success in fields as diverse as biochemistry, genetics, surgery, international law, management skills, sports science, philosophy, law, engineering, journalism, history, markets, and financial instruments. All this in a highly demanding environment, where the students have a strong socio-economic profile and an average age of 43.5 years.

Relearning will allow you to learn with less effort and better performance, involving you more in your training, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation for success.

From the latest scientific evidence in the field of neuroscience, not only do we know how to organize information, ideas, images and memories, but we know that the place and context where we have learned something is fundamental for us to be able to remember it and store it in the hippocampus, to retain it in our long-term memory.

In this way, and in what is called neurocognitive context-dependent e-learning, the different elements in our program are connected to the context where the individual carries out their professional activity.

This program offers the best educational material, prepared with professionals in mind:

Study Material

All teaching material is produced by the specialists who teach the course, specifically for the course, so that the teaching content is highly specific and precise.

These contents are then applied to the audiovisual format, to create the TECH online working method. All this, with the latest techniques that offer high quality pieces in each and every one of the materials that are made available to the student.

Classes

There is scientific evidence suggesting that observing third-party experts can be useful.

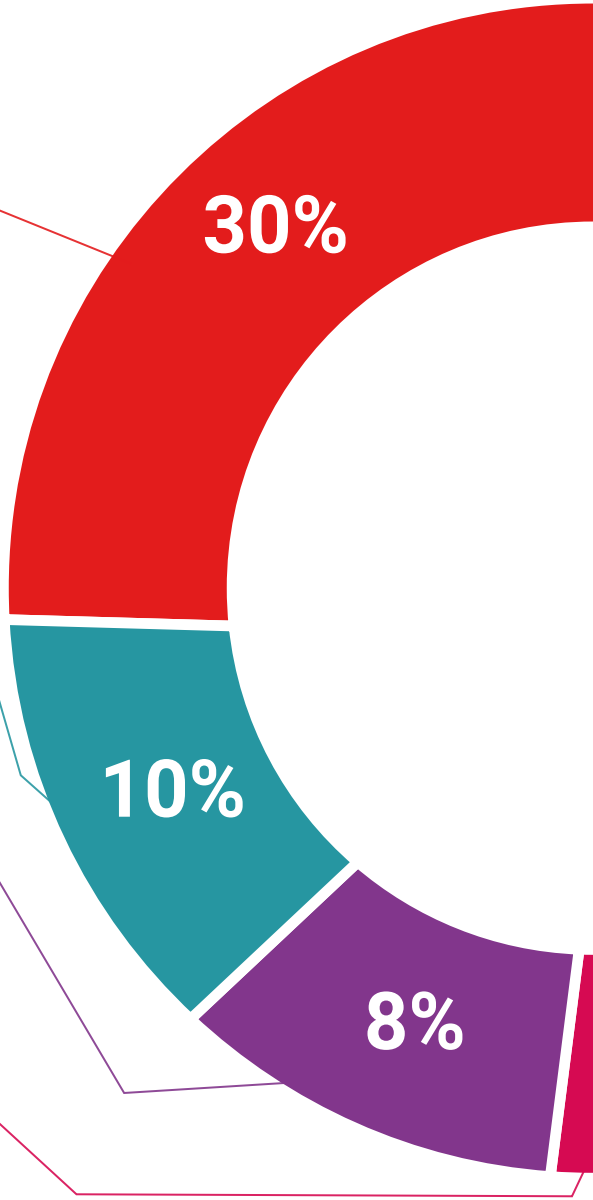
Learning from an Expert strengthens knowledge and memory, and generates confidence in future difficult decisions.

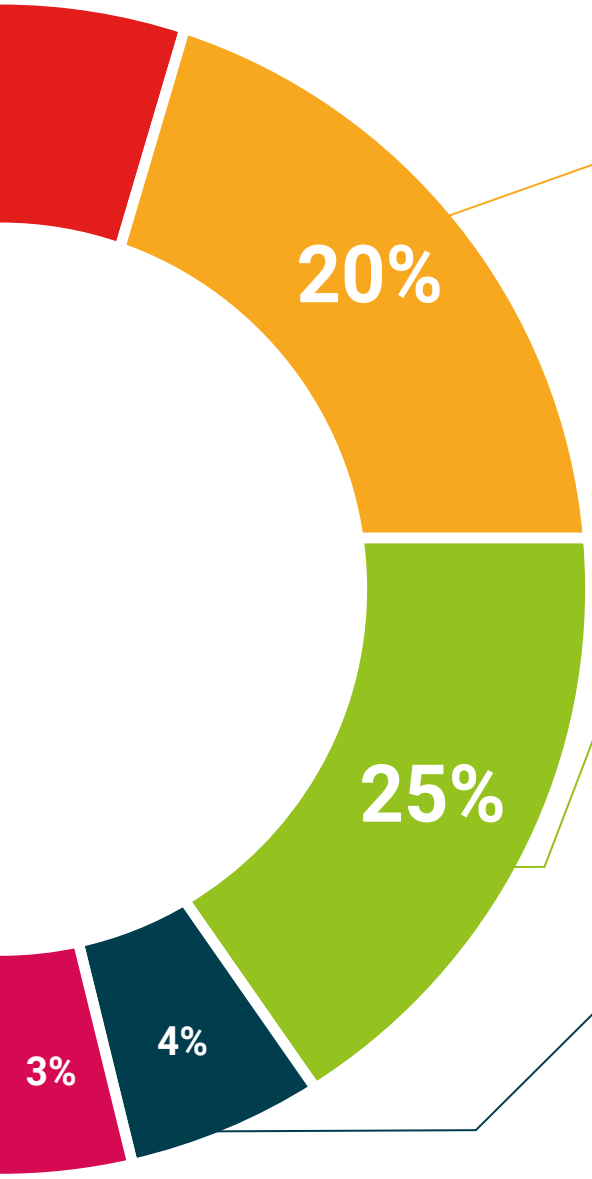
Practising Skills and Abilities

They will carry out activities to develop specific skills and abilities in each subject area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization that we are experiencing.

Additional Reading

Recent articles, consensus documents and international guidelines, among others. In TECH's virtual library, students will have access to everything they need to complete their course.





Case Studies

Students will complete a selection of the best case studies chosen specifically for this program. Cases that are presented, analyzed, and supervised by the best specialists in the world.

Interactive Summaries

The TECH team presents the contents attractively and dynamically in multimedia lessons that include audio, videos, images, diagrams, and concept maps in order to reinforce knowledge.

This exclusive educational system for presenting multimedia content was awarded by Microsoft as a "European Success Story".

Testing & Retesting

We periodically evaluate and re-evaluate students' knowledge throughout the program, through assessment and self-assessment activities and exercises, so that they can see how they are achieving their goals.

06

Certificate

The Postgraduate Certificate in 3DS Max in Art for Virtual Reality guarantees students, in addition to the most rigorous and up-to-date education, access to a Postgraduate Certificate issued by TECH Technological University.

Successfully complete this program and receive your university qualification without having to travel or fill out laborious paperwork"

This **Postgraduate Certificate in MAX 3DS in Art for Virtual Reality** contains the most complete and up-to-date program on the market.

After the student has passed the assessments, they will receive their corresponding **Postgraduate Certificate** issued by **TECH Technological University** via tracked delivery*.

The certificate issued by **TECH Technological University** will reflect the qualification obtained in the Postgraduate Certificate, and meets the requirements commonly demanded by labor exchanges, competitive examinations, and professional career evaluation committees.

Title: **Postgraduate Certificate in 3DS Max in Art for Virtual Reality**

Official N° of hours: **150 h.**


tech technological university

Awards the following

CERTIFICATE

to

Mr./Ms. _____, with identification number _____.

For having passed and accredited the following program

POSTGRADUATE CERTIFICATE

in

3DS Max in Art for Virtual Reality

This is a qualification awarded by this University, equivalent to 150 hours, with a start date of dd/mm/yyyy and an end date of dd/mm/yyyy.

TECH is a Private Institution of Higher Education recognized by the Ministry of Public Education as of June 28, 2018.

June 17, 2020

Tere Guevara Navarro

Dean

Unique TECH Code: AFWORD23S techtitute.com/certificates

*Apostille Convention. In the event that the student wishes to have their paper certificate issued with an apostille, TECH EDUCATION will make the necessary arrangements to obtain it, at an additional cost.

tech technological university

Postgraduate Certificate
3DS Max in Art for Virtual Reality

- Modality: **online**
- Duration: **6 weeks**
- Certificate: **TECH Technological University**
- Dedication: **16h/week**
- Schedule: **at your own pace**
- Exams: **online**

Postgraduate Certificate

3DS Max in Art for Virtual Reality

tech technological university