

# Postgraduate Certificate Blender in Art for Virtual Reality





## Postgraduate Certificate Blender 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/pk/design/postgraduate-certificate/blender-art-virtual-reality](http://www.techtitute.com/pk/design/postgraduate-certificate/blender-art-virtual-reality)

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# 01

# Introduction

Free software programs maintain their importance within the Virtual Reality video game industry. Blender is a cross-platform application that allows artistic creators to perform 3D modeling with a professional and high-quality result. In this Postgraduate Certificate, the main tools to take art to another level are unraveled. The extensive multimedia content of this training will take designers through the main points of the interface, Hard Surface modeling, workflow, and addons. All this will allow digital artists to incorporate into their knowledge one of the most widely used programs as Blender is the main tool in most of the design kits of the major studios.





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*Obtain professional results by  
mastering Blender thanks to  
this Postgraduate Certificate”*



The Postgraduate Certificate in Blender in Art for Virtual Reality is aimed at creators and artistic designers who wish to master all the programs available to them, in order to improve in the artistic sector of Virtual Reality.

In this program, we will delve into Blender and all the possibilities it offers for students to achieve optimal results in 3D modeling. A teaching team with academic experience in graphic design and video game creation will be in charge of setting the guidelines and showing students the keys to correctly execute a procedural modeling, an animation project, or the development of works in a faster and more organized way.

Throughout this teaching, digital artists will be immersed in the proposed simulations to create more realistic designs. A program with which they will achieve a higher level of specialization in a sector of Virtual Reality video games that requires skilled creators and designers.

An excellent opportunity to progress in the field of Art for Virtual Reality, with the support of an online methodology that allows students to combine their personal and work life with high-quality education. Designers will be able to access the multimedia content library at any time with a device with Internet connection. In this way, they will learn at their own pace, without fixed schedules, or in-person classes.

This **Postgraduate Certificate in Blender 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 self-assessment can be used 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



*Add a powerful tool to your professional skills and gain access to the best VR game studios"*

“*No 3D art designer will be able to resist you. Improve your Blender technique with this Postgraduate Certificate*”

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.

*Your 3D creations will be on a par with the best titles. Master all the tools with this Postgraduate Certificate and win over all leading studios.*

*Learn how to make quality renders with Eevee and Cycles. Perfect your animations and show your full potential thanks to this Postgraduate Certificate.*



# 02

## Objectives

The syllabus of this Postgraduate Certificate in Blender in Art for Virtual Reality will ensure that, at the end of this course, digital artists are able to develop 3D modelings and VR animations, as well as handle the latest brushing tools that this multiplatform application has incorporated. Additionally, our teachers with experience in the sector will guide students to successfully obtain high-quality VR objects by carrying out a project in a fast and efficient way. The interactive material and complementary readings will provide students with all the resources they need to improve their skills.





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*TECH provides you with the knowledge that will allow you to advance in the VR gaming industry”*



## 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

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- ◆ Develop procedural materials
- ◆ Be able to animate a modeling
- ◆ Use fluid, hair, particles, and clothing simulations with ease
- ◆ Create high-quality renders in both Eevee and Cycles
- ◆ Learn how to operate the new grease pencil and how to get the best out of it
- ◆ Learn how to use the new geometry nodes and be able to do fully procedural modeling

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*The case study simulations provided in this Postgraduate Certificate will take you to the real situations that you will experience in any creative studio”*



# 03

## Course Management

In its philosophy of offering students an elite education within everyone's reach, TECH establishes a careful selection process for the teaching team that teaches its courses. Based on these guidelines, a specialized professional team with experience in the sector has been formed to provide its extensive knowledge in graphic design and the creation of video games with Virtual Reality technology. Simulated cases and interactive summaries complement this teaching with a dynamic, hands-on learning.





*Take a leap in your professional career.  
Add one of the most versatile programs for  
your artistic creations in Virtual Reality to  
your design toolkits"*



## 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 in Art and Design for Video Games by U-Tad University of Madrid

## Professors

### Mr. Morro, Pablo

- ♦ 3D Artist specialized in modeling, VFX, and textures
- ♦ 3D Artist at Mind Trips
- ♦ Graduated in Video Game Creation and Design at Jaume I University




# 04

## Structure and Content

The syllabus of this course has been developed by a specialized teaching team with the aim of obtaining the best results in 3D modeling thanks to the multiple options available in the Blender program. With this goal in mind, a syllabus has been established detailing each of the modeling, texturing, and rendering tools offered by this software. The Relearning system, based on the reiteration of content, and the multimedia material will allow to consolidate the learning that will propel designers in their professional career.







“A flexible program that allows  
you to access online content  
whenever you want”

## Module 1. Blender

- 1.1. Interface
  - 1.1.1. Software Blender
  - 1.1.2. Controls and Shortcuts
  - 1.1.3. Scenes and Customization
- 1.2. Modeling
  - 1.2.1. Data Science
  - 1.2.2. Mesh
  - 1.2.3. Curves and Surfaces
- 1.3. Modifiers
  - 1.3.1. Modifiers
  - 1.3.2. How Are They Used
  - 1.3.3. Types of Modifiers
- 1.4. Hard Surface Modeling
  - 1.4.1. Prop Modeling
  - 1.4.2. Prop Modeling's Evolution
  - 1.4.3. Prop Modeling's Final Assessment
- 1.5. Materials
  - 1.5.1. Assignment and Components
  - 1.5.2. Creating Materials
  - 1.5.3. Creating Procedural Materials
- 1.6. Animation and Rigging
  - 1.6.1. Keyframes
  - 1.6.2. Armatures
  - 1.6.3. Constraints
- 1.7. Simulation
  - 1.7.1. Fluids
  - 1.7.2. Hair and Particles
  - 1.7.3. Clothing







- 1.8. Rendering
  - 1.8.1. Cycles and Eevee
  - 1.8.2. Light
  - 1.8.3. Cameras
- 1.9. Grease Pencil
  - 1.9.1. Structure and Primitives
  - 1.9.2. Properties and Modifiers
  - 1.9.3. Examples
- 1.10. Geometry Nodes
  - 1.10.1. Attributes
  - 1.10.2. Types of Nodes
  - 1.10.3. Practical Example

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*A Postgraduate Certificate that will give a plus to your artistic designs and will help you access the Virtual Reality-based video game sector”*

# 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.



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*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.

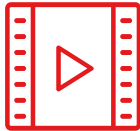
*Relearning will allow you to learn with less effort and better performance, involving you more in your training, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation for success.*

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.



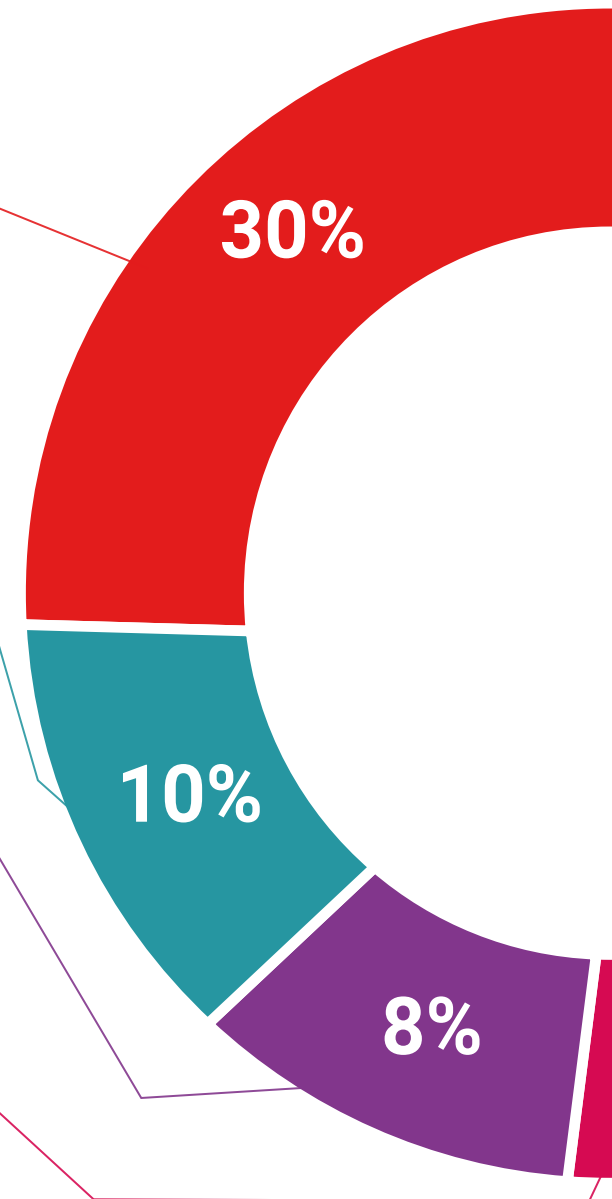
#### Practising Skills and Abilities

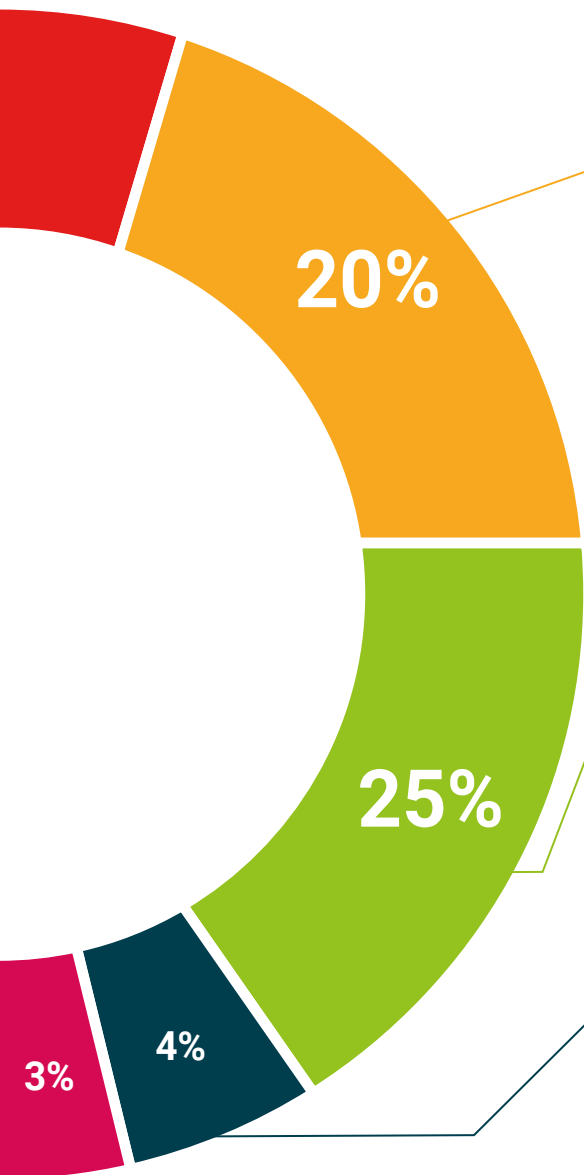
They will carry out activities to develop specific competencies and skills in each thematic area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization that we are experiencing.



#### 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 Blender 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.





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

This **Postgraduate Certificate in Blender 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 Blender in Art for Virtual Reality**

Official N° of hours: **150 h.**



\*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.



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# Postgraduate Certificate

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