Postgraduate Certificate
Exports to Unreal

tech technological university

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Postgraduate Certificate
Exports to Unreal

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

Website: www.techtitute.com/us/design/postgraduate-certificate/exports-unreal

Index

01 Introduction p. 4

02 Objectives p. 8

03 Course Management p. 12

04 Structure and Content p. 16

05 Methodology p. 20

06 Certificate p. 28

01

Introduction

Although it launched in 1998, it was not until 2015 that the Unreal Engine game engine began to expand and become popular. Gradually, its creators have been expanding features allowing greater data processing capacity, rendering, texture enhancement and integration of new functions. Today, it is a very organized and elegant editor used in different fields of design. This 100% online program aims to delve into the tools offered by the engine to develop skills in the rendering of hyper-realistic animations. All this focusing on specific notions to perfect techniques.

Increase the levels of depth and immersion in your projects thanks to the virtual reality offered by Unreal Engine"

TECH Technological University works with a teaching methodology based on online education and Relearning. That is, in making available quality content that lasts. Therefore, this Postgraduate Certificate in Exports to Unreal aims to strengthen and enrich the knowledge of design professionals in platforms such as Unreal Engine.

Although the creation of the program was initially focused on the world of video games, today multiple sectors implement it as a working tool for its powerful results when rendering and creating animations.

Its advanced level in dynamic lighting or particle systems enables digital artists in high-level developers demanded, even by an international market. With this program, the students will learn, over a period of 6 weeks, each of the edges that make up the creation of a quality rendering.

Also, they will have high-level teaching staff to achieve optimal results from a real expert. Therefore, they have designed a study plan and content that mixes theory with practice, since its objectives are based on "Learning by Doing".

This **Postgraduate Certificate in Exports to Unreal** contains the most complete and up-to-date program on the market. The most important features include:

- The development of practical cases presented by experts in 3D modeling with engines such as Unreal Engine
- 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

Unreal Engine allows real-time rendering. This Postgraduate Certificate will qualify you to become a true expert in the field"

Improve your knowledge in rendering through engines such as Unreal. Do not wait any longer and enroll in this program that will give you the keys to become an expert"

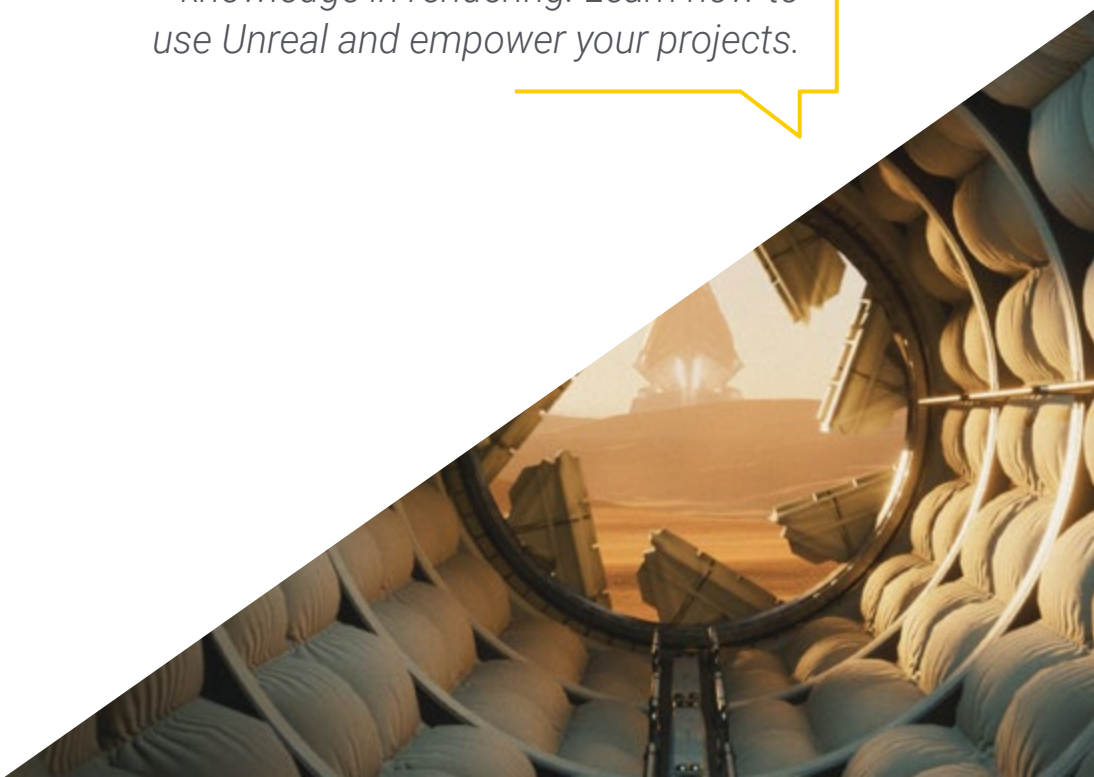
This Postgraduate Certificate is 100% online and adjusts to your own pace. Balance your responsibilities with this program and revolutionize your professional world.

Professionals in engineering, design, architecture and animation require knowledge in rendering. Learn how to use Unreal and empower your projects.

The program's teaching team 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 Exports to Unreal is a complete program designed for design professionals who want to delve into one of the 3D modeling tools, such as Unreal Engine. The main idea is that the user knows all the steps to export their renderings to the platform and also improve them by adding textures, lighting and techniques of the software.

Render with good visual effects: add textures, colors, lighting. Enroll in this Postgraduate Certificate"

General Objectives

- Know in depth all the steps to export a professional 3D modeling to Unreal
- Master several programs focused on modeling, texturing, real time and rendering used today in the professional world
- Apply the knowledge acquired in solving modeling problems
- Know and understand in detail how textures work and how they influence on the modeling
- Expertly use the knowledge acquired to create your own projects and intelligently add them to your portfolio
- Develop the resources of each program to achieve the best effect for your modeling

Specific Objectives

- Handle the real-time Unreal Engine in such a way that it performs perfectly when working with a 3D model and its textures
- Understand the properties of Unreal materials
- Know how to work with and understand Unreal material nodes, giving effects to textures to achieve unique materials
- Correctly light an Unreal scene in a realistic way according to the desired ambience
- Configure Unreal Lightmaps, achieving better resolution and optimizing engine performance
- Perform basic post-processing for rendering with good visual effects

Become an expert in rendering with the help of the high-level teachers involved in this program"

03

Course Management

Industry professionals have created this program in order to position designers in the international market as experts in the field. The teachers of this Postgraduate Certificate are of the highest prestige in their field, and have dedicated a large part of their careers to develop their texturing and rendering techniques. Therefore, they are at the forefront and, day by day, they work in the best studios or are part of large projects. In this way, their students will be able to learn all the relevant skills and knowledge to become the most sought-after profiles in this industry.

Adopt new workflows and ideas. Innovate in your projects. Get qualified with experts in the sector and become a specialist"

Management

Ms. Sanches Lalaguna, Ana

- 3D Artist for videogames
- 3D Generalist at *NeuroDigital Technologies*
- 3D Designer at Lalaguna *Studio*
- Freelance Video Game Figure Modeler
- Junior Videogame Artist at InBreak Studios
- Master's Degree in Videogame Art and Design at U-tad
- Diploma in 2D and 3D Animation Filmmaking at ESDIP

Professors

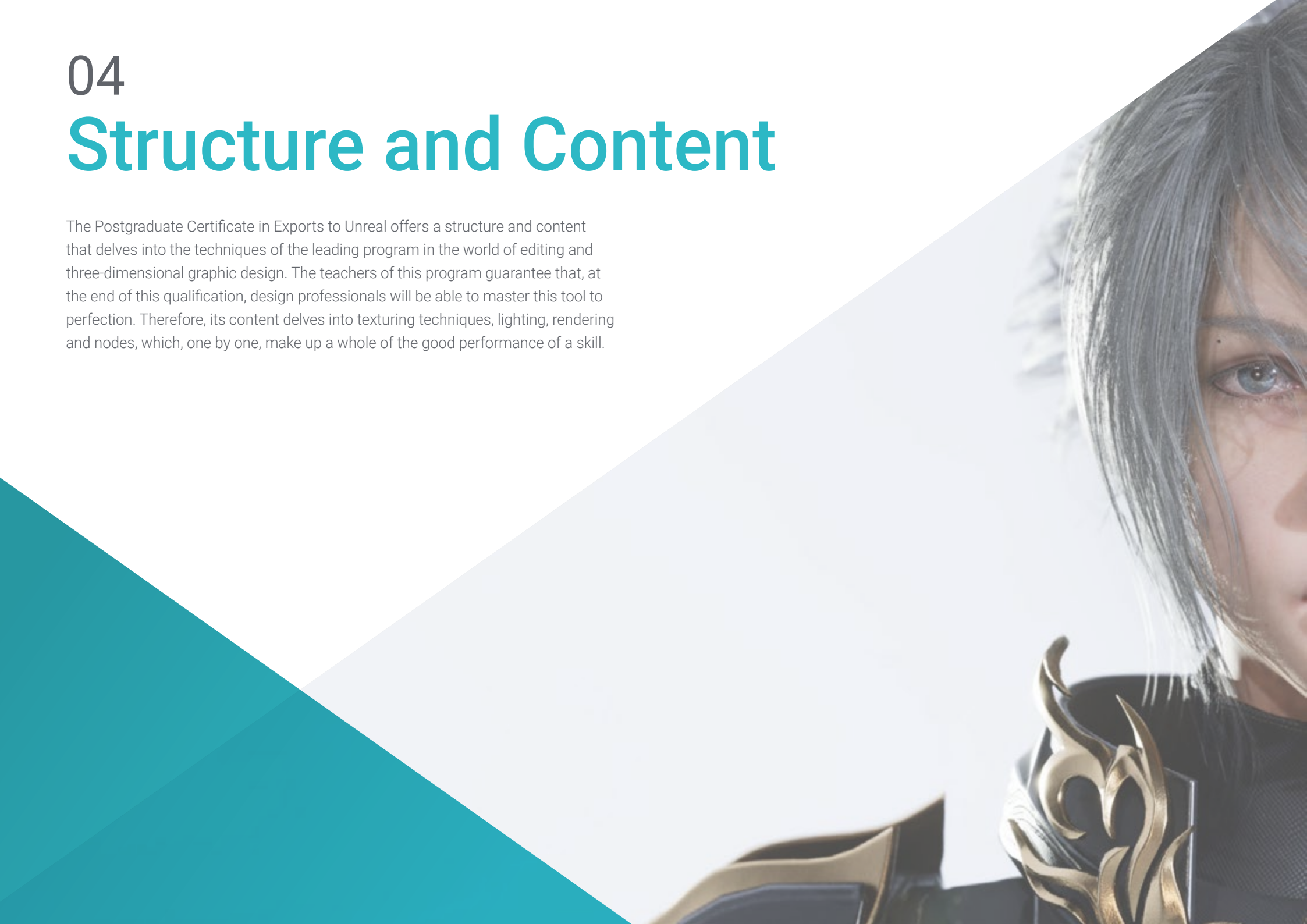
Mr. Llorens Aguilar, Víctor

- Teacher in three-dimensional modeling programs
- Teacher in courses related to 3D Modeling
- Scratch teacher in private school
- Degree in 3D Animations, Games and Interactive Environments

04

Structure and Content

The Postgraduate Certificate in Exports to Unreal offers a structure and content that delves into the techniques of the leading program in the world of editing and three-dimensional graphic design. The teachers of this program guarantee that, at the end of this qualification, design professionals will be able to master this tool to perfection. Therefore, its content delves into texturing techniques, lighting, rendering and nodes, which, one by one, make up a whole of the good performance of a skill.



Fulfill your responsibilities while becoming a true expert in your field"

Module 1. Exports to Unreal

1.1. Unreal Engine
- 1.1.1. Game Exporter
- 1.1.2. Create New Project and Controls
- 1.1.3. Importing Models into Unreal

1.2. Basic Properties of Materials
- 1.2.1. Create Materials and Nodes
- 1.2.2. Constant and Its Values
- 1.2.3. Texture Sample

1.3. Common Material Nodes
- 1.3.1. Multiply
- 1.3.2. Texture Coordinate
- 1.3.3. Add
- 1.3.4. Fresnel
- 1.3.5. Panner

1.4. Materials and Bloom
- 1.4.1. Linear Interpolate
- 1.4.2. Power
- 1.4.3. Clamp

1.5. Textures to Modify the Material
- 1.5.1. Masks
- 1.5.2. Transparent Textures
- 1.5.3. Match Color

1.6. Basic Lighting
- 1.6.1. Light Source
- 1.6.2. Skylight
- 1.6.3. Fog

1.7. Fill and Creative Lighting
- 1.7.1. Point Light
- 1.7.2. Spotlight and Rectlight
- 1.7.3. Objects as Light Sources

1.8. Night Lighting
- 1.8.1. Light Source Properties
- 1.8.2. Fog Properties
- 1.8.3. Skylight Properties

1.9. Lightmaps
- 1.9.1. Viewer Modes. Lightmap Density
- 1.9.2. Improve Lightmaps Resolution
- 1.9.3. Lightmass Importance Volume

1.10. Rendering
- 1.10.1. Cameras and Their Parameters
- 1.10.2. Basic Post-Processing
- 1.10.3. High Resolution Screenshot

The determining factor for competitiveness and satisfaction is quality. At TECH, we can guarantee professional success"

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

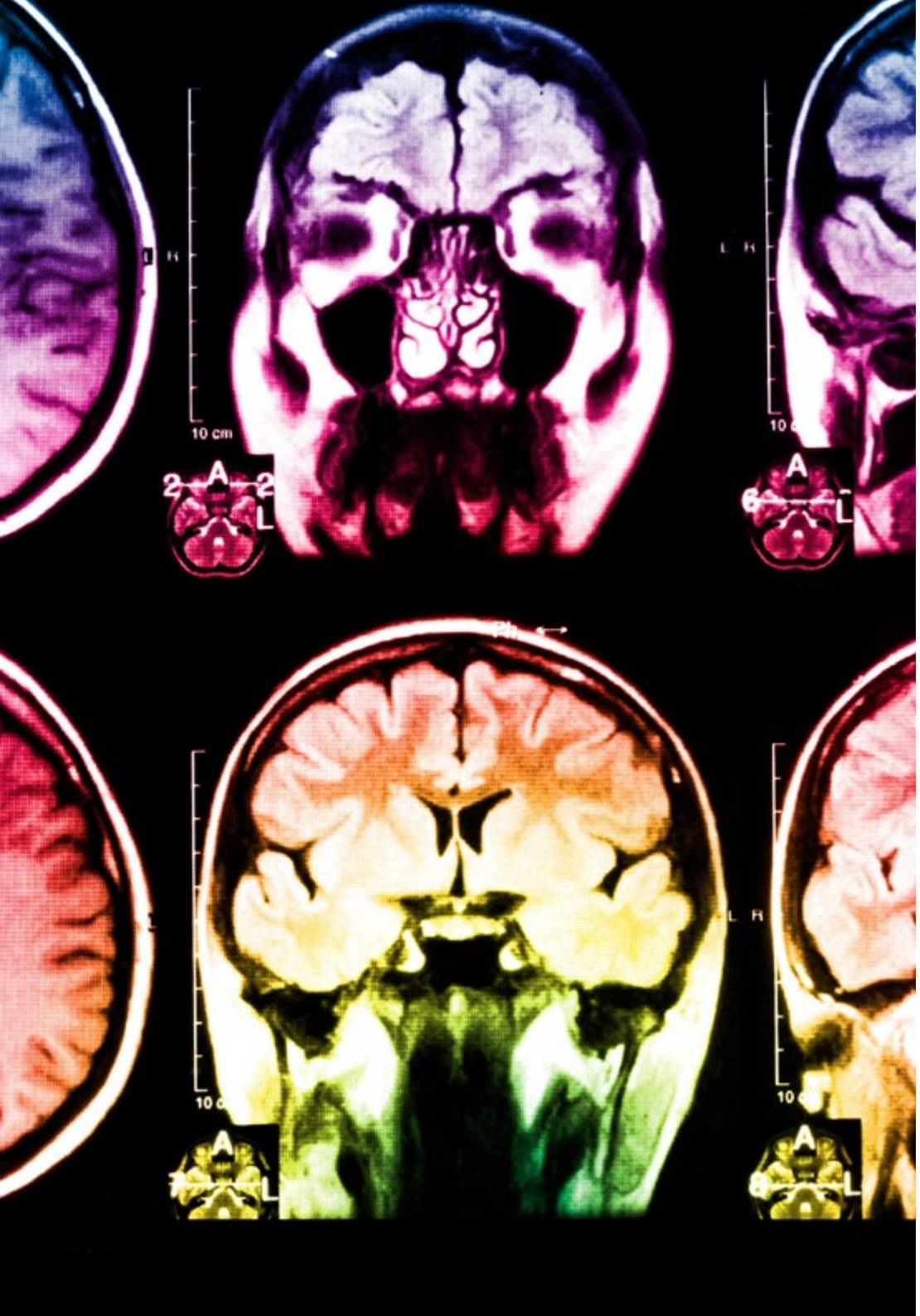
TECH effectively combines the Case Study methodology with a 100% online learning system based on repetition, which combines 8 different teaching elements in each lesson.

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.

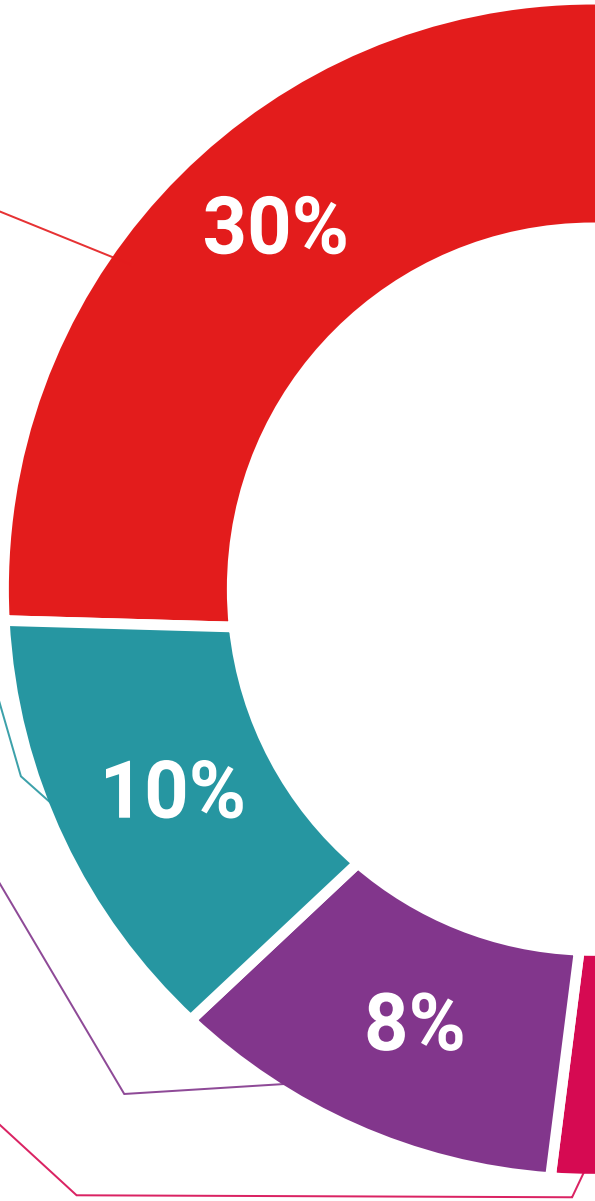
Learning from an Expert strengthens knowledge and memory, and generates confidence in future difficult decisions.

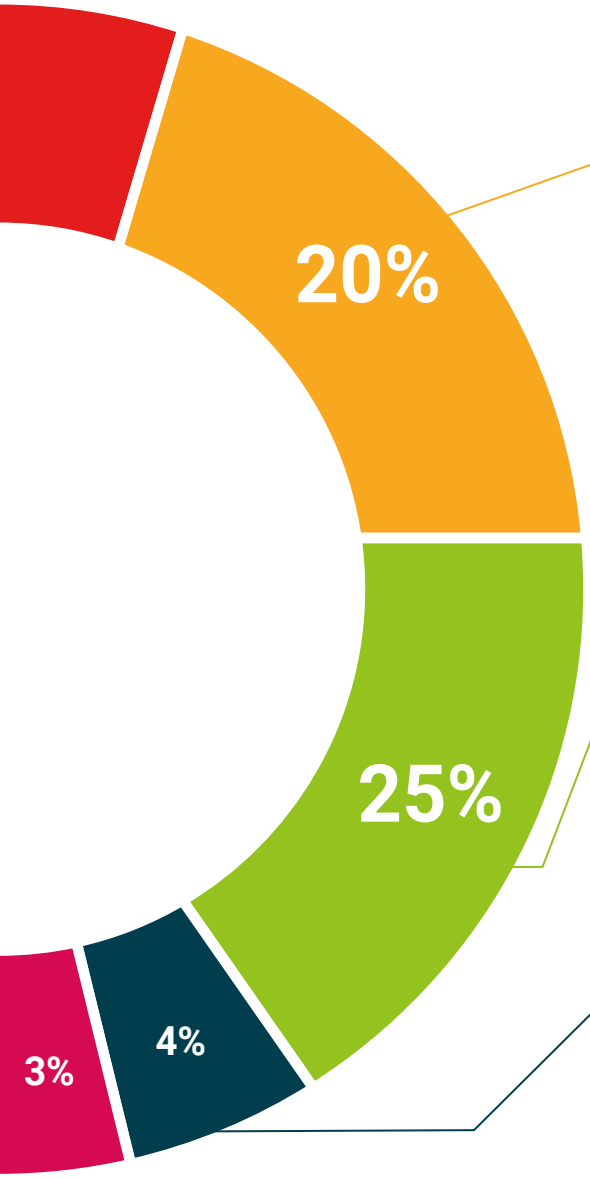
Practising Skills and Abilities

They will carry out activities to develop specific 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 Exports to Unreal 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 Exports to Unreal** 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 diploma 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 Exports to Unreal**
Official Nº of hours: **150 h.**

tech technological university

Awards the following

DIPLOMA

to

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

For having passed and accredited the following program

POSTGRADUATE CERTIFICATE

in

Exports to Unreal

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 diploma issued with an apostille, TECH EDUCATION will make the necessary arrangements to obtain it, at an additional cost.

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