

Postgraduate Certificate Hard Surface Modeling for Characters





Postgraduate Certificate Hard Surface Modeling for Characters

- » 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/hard-surface-modeling-characters

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01

Introduction

The 3D design industry has undergone a major transformation due to new trends in animation and industrial production. Hard Surface Modeling for Characters has gained prominence in this same landscape and highlights the importance for industry professionals to progress in this technique to improve their competitive advantage, add value to the career path and face complex challenges. In fact, these same challenges are increasingly evolved and developed by technological improvements. One of the main objectives of this program is to ensure learning with the best educational skills and to delve into the theory of form creation to develop "masters of form".





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Would you like to be a true master in Hard Surface Modeling for Characters? Then this Postgraduate Certificate is what you are looking for”

Improve the tools in Hard Surface Modeling for Characters is now possible in fully online mode with this 6-week Postgraduate Certificate taught by TECH Technological University. This program gives access to all the material in multimedia format so that the user can advance at their own pace in the content, being able to adapt to any type of routine.

The program is focused on the specialization of *Sculpt* modeling and to conceive the type of Sculpt that is developed in the practical model that will be made *afterwards*. To do this, it is proposed to know extensively the tools that will make it possible to carry out the work, as well as to understand how the character accessories intervene in the concept.

In addition, the content is focused on learning in detail how to clean up meshes for export, a fundamental step in the *Hard Surface* modeling process and in three-dimensional modeling in general, as meshes are an indispensable element to control 3D Modeling.

Finally, with this Postgraduate Certificate, the user will be able to present a *Hard Surface* character model, putting into practice all the knowledge and notions acquired.

This **Postgraduate Certificate in Hard Surface Modeling for Characters** 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 Hard Surface Modeling for Characters
- ◆ The graphic, schematic, and practical contents with which they are created, provide scientific and 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



Boost your career in the graphic design field by specializing in Hard Surface Modeling for Characters"



Upgrading your skills in Hard Surface Modeling for Characters has never been easier than with this Postgraduate Certificate"

The program's teaching staff includes professionals from the fashion industry, who contribute with their work experience, as well as renowned specialists from leading companies and prestigious universities.

The multimedia content, developed with the latest educational technology, will provide the professional with situated and contextual learning, i.e., a simulated environment that will provide an immersive learning experience designed to prepare for real-life situations.

This program is designed around Problem-Based Learning, whereby the professional must try to solve the different professional practice situations that arise during the academic year. For this purpose, the professional will be assisted by an innovative interactive video system created by renowned and experienced experts.

In this Postgraduate Certificate, you will learn how to perfectly handle Sculpt modeling and develop it on a specific model.

Challenge your professional career as a designer with this 6-week program in Hard Surface Modeling for Characters.



02 Objectives

This Postgraduate Certificate in Hard Surface Modeling for Characters favors the acquisition of the necessary competences to the students in such a way that its program and objectives are quite specific. A program that includes the main lines that must be controlled to become true experts in the field, endorsed by the management and teachers of the same. In this way, the objectives are adjusted to the needs required by the users.





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You will become a real expert in Hard Surface Modeling for Characters thanks to the objectives set by the program management and teaching"



General Objectives

- ◆ Learn in depth the different types of Hard Surface modeling, the different concepts and features to apply them in the 3D modeling industry
- ◆ Delve into the theory of shape creation to develop shape masters
- ◆ Learn in detail the basics of 3D modeling in its different forms
- ◆ Be a technical expert and/or artist in 3D modeling for Hard surface





Specific Objectives

- ◆ How *Sculpt* modeling works
- ◆ Know extensively the tools that will make our performance
- ◆ Conceive what type of sculpt will be developed on our model
- ◆ Understand how character props will play a role in our concept
- ◆ Learn in detail how to clean up meshes for export
- ◆ Presenting a *Hard Surface* character model

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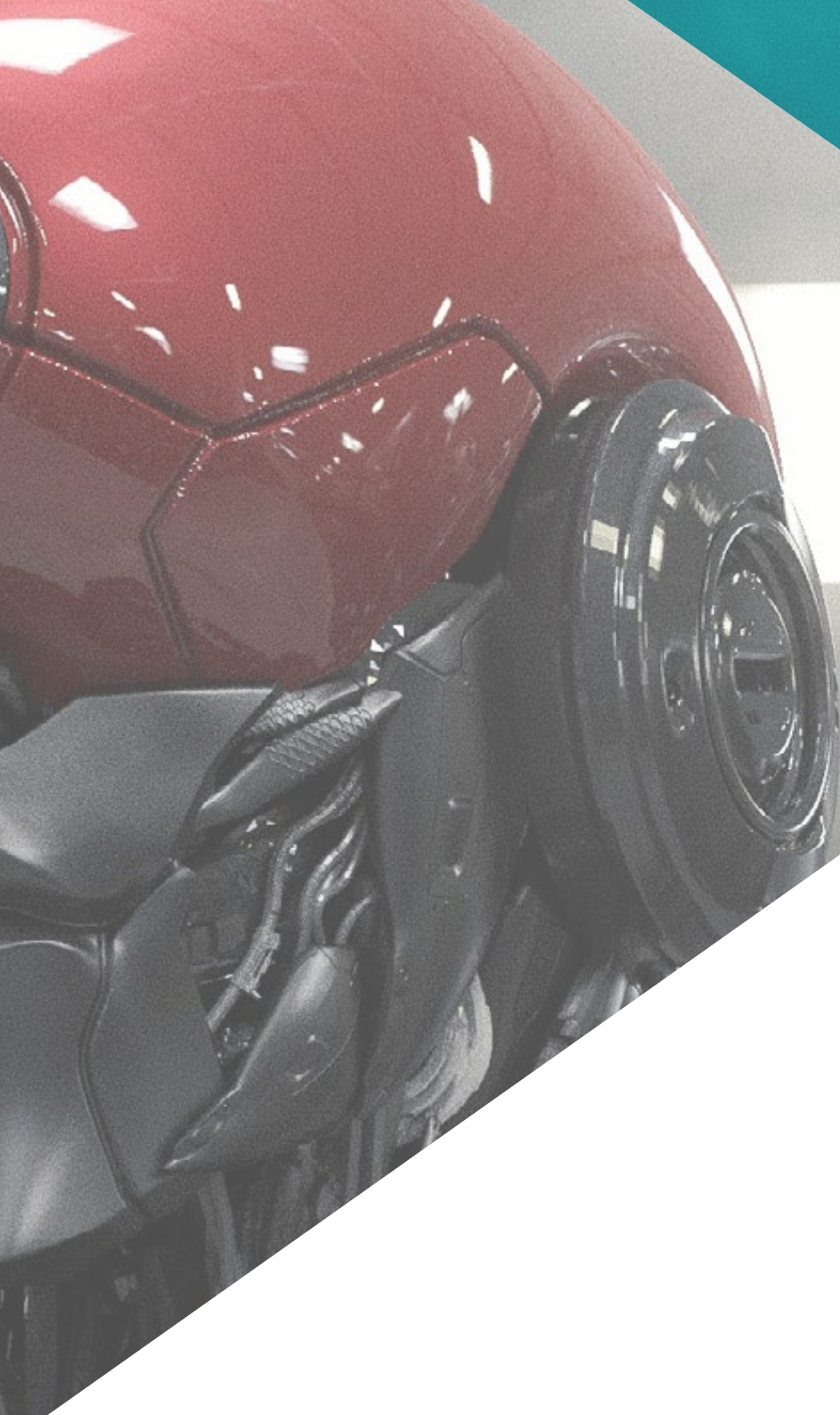
Enter the exciting world of *Hard Surface Modeling for Characters* with this *Postgraduate Certificate*”

03

Course Management

This program has been designed thanks to the expertise of a select teaching staff. They are professionals of the highest level and are interested in providing the most current and cutting-edge content in the design sector. Students will be able to learn how to create different surfaces regardless of the field in which they specialize, completing their studies in a sector of great demand at an international level.





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Make your resume stand out thanks to the best titles developed by experts in the field"

Management



Mr. Salvo Bustos, Gabriel Agustín

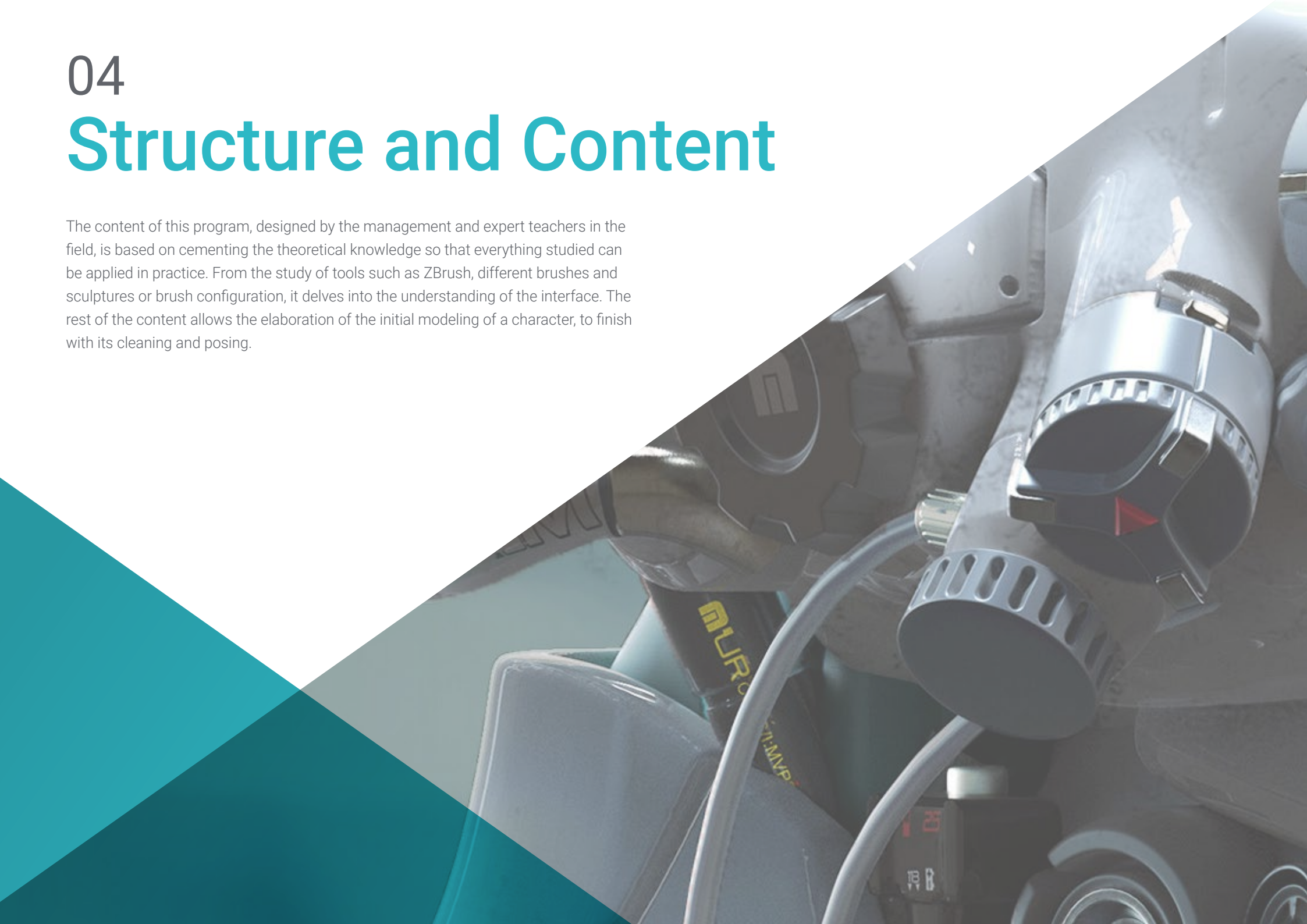
- ♦ 9 years of experience in Aeronautical 3D modeling
- ♦ 3D Artist at 3D VISUALIZATION SERVICE INC.
- ♦ 3D Production for Boston Whaler
- ♦ 3D Modeler at Shay Bonder Multimedia TV Production Company
- ♦ Audiovisual Producer at Digital Film
- ♦ Product Designer for Escencia de los Artesanos by Eliana M
- ♦ Industrial Designer Specializing in Products. National University of Cuyo
- ♦ Honorable Mention in Mendoza Late Contest
- ♦ Exhibitor at the Regional Visual Arts Salon Vendimia
- ♦ Digital Composition Seminar. National University of Cuyo
- ♦ National Congress of design and production. C.P.R.O.D.I



04

Structure and Content

The content of this program, designed by the management and expert teachers in the field, is based on cementing the theoretical knowledge so that everything studied can be applied in practice. From the study of tools such as ZBrush, different brushes and sculptures or brush configuration, it delves into the understanding of the interface. The rest of the content allows the elaboration of the initial modeling of a character, to finish with its cleaning and posing.



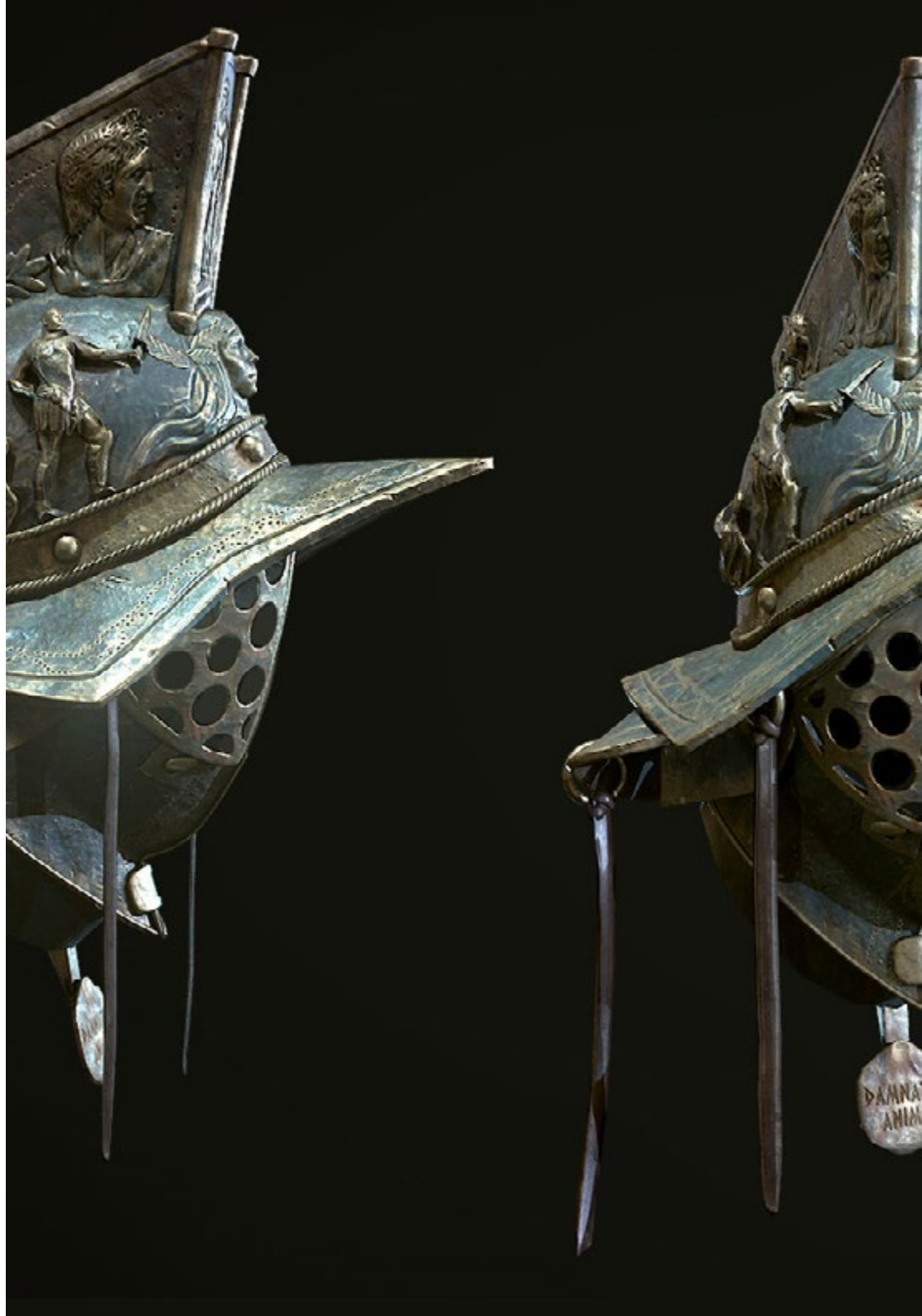


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We cement the theoretical concepts so that your specific modeling is flawless"

Module 1. Hard Surface Modeling for Characters

- 1.1. ZBrush
 - 1.1.1. ZBrush
 - 1.1.2. Understanding the Interface
 - 1.1.3. Creating Some Meshes
- 1.2. Brushes and Sculpting
 - 1.2.1. Brushes Configurations
 - 1.2.2. Working with Alphas
 - 1.2.3. Standard Brushes
- 1.3. Tools
 - 1.3.1. Subdivision Levels
 - 1.3.2. Masks and Polygrups
 - 1.3.3. Tools and techniques
- 1.4. Conception
 - 1.4.1. Dressing a Character
 - 1.4.2. Concept Analysis
 - 1.4.3. Rhythm
- 1.5. Initial Character Modeling
 - 1.5.1. The Torso
 - 1.5.2. The Arms
 - 1.5.3. Legs
- 1.6. Accessories
 - 1.6.1. Adding Belt
 - 1.6.2. The Head
 - 1.6.3. The Wings





- 1.7. Accessory Details
 - 1.7.1. Head Details
 - 1.7.2. Wing Details
 - 1.7.3. Shoulder Details
- 1.8. Body Details
 - 1.8.1. Torso Details
 - 1.8.2. Arm Details
 - 1.8.3. Leg Details
- 1.9. Cleaning
 - 1.9.1. Cleaning the Body
 - 1.9.2. Creating Sub Tools
 - 1.9.3. Rebuilding Sub Tools
- 1.10. Finalization
 - 1.10.1. Posing the Model
 - 1.10.2. Materials
 - 1.10.3. *Rendering*

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An eminently practical learning where you will be able to test your knowledge from the very first moment”

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 Hard Surface Modeling for Characters guarantees students, in addition to the most rigorous and up-to-date education, access to a 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 Hard Surface Modeling for Characters** 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 Hard Surface Modeling for Characters**

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.

future
health confidence people
education information tutors
guarantee accreditation teaching
institutions technology learning
community commitment
personalized service innovation
knowledge present
development language
virtual classroom



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Postgraduate Certificate

Hard Surface Modeling for Characters

