

Postgraduate Certificate UVS in Art for Virtual Reality





Postgraduate Certificate UVS 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.techtute.com/us/design/postgraduate-certificate/uvr-art-virtual-reality

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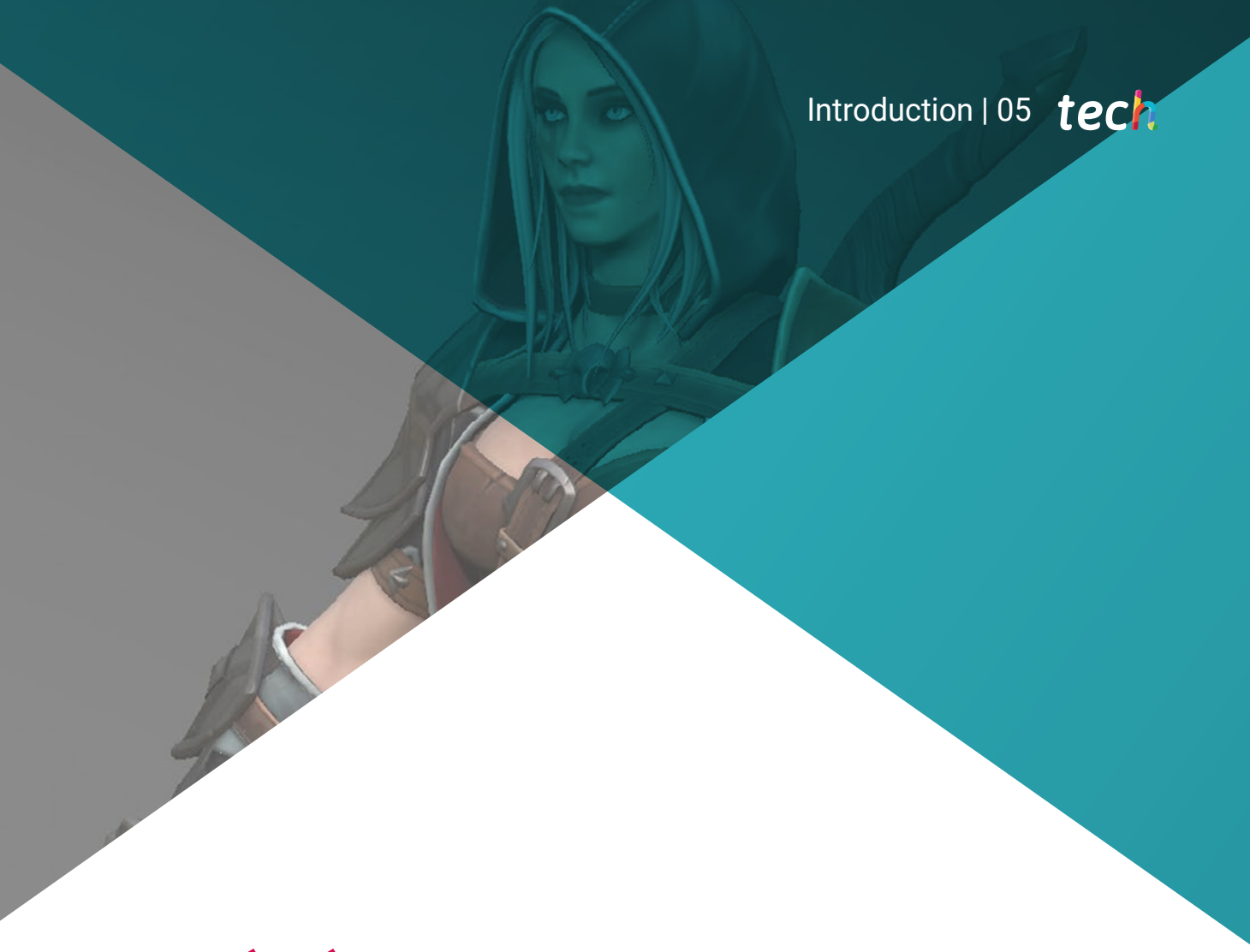
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01

Introduction

The good texturing of a 3D project is essential to obtain a professional result, and this would not be achieved without correctly executing a UVS map. This program takes a step further in the specialization of this process and focuses directly on creators and designers who wish to see their art in Virtual Reality video games. A teaching team with experience in the gaming sector guides students in this program taught in a 100% online format and with a Relearning system that improves learning capacity. All this for digital artists to achieve their progressing goal in an industry that requires highly qualified personnel.





“

Good mapping makes the difference in 3D designs. Surpass yourself in your creations with this Postgraduate Certificate”

The Postgraduate Certificate in UVS in Art for Virtual Reality directs the artistic creators towards the perfection of the 3D modeling technique in a sector with great growth in recent decades, thus responding to the demands of a video game industry that increasingly requests more specialized professionals.

This course consolidates the knowledge of UVS principles from which you will work on practical cases to perfect the mapping technique with programs such as ZBrush, Topogun, or Rizom. The teaching team that teaches this course is highly skilled in the mapping process thanks to their academic background and experience in the creation of Virtual Reality projects in the video game sector.

An excellent opportunity to learn with the most relevant professionals in the sector through an online methodology that gives students the flexibility to access the wide variety of multimedia content and distribute the course load at their convenience. All this, with a program at the forefront of academic education.

This **Postgraduate Certificate in UVS 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 work
- ◆ Content that is accessible from any fixed or portable device with an Internet connection

“

Achieve a high level of realism and quality in your 3D modeling thanks to this Postgraduate Certificate”

“*Become an expert in 3D modeling for VR video games. Enroll in this Postgraduate Certificate*”

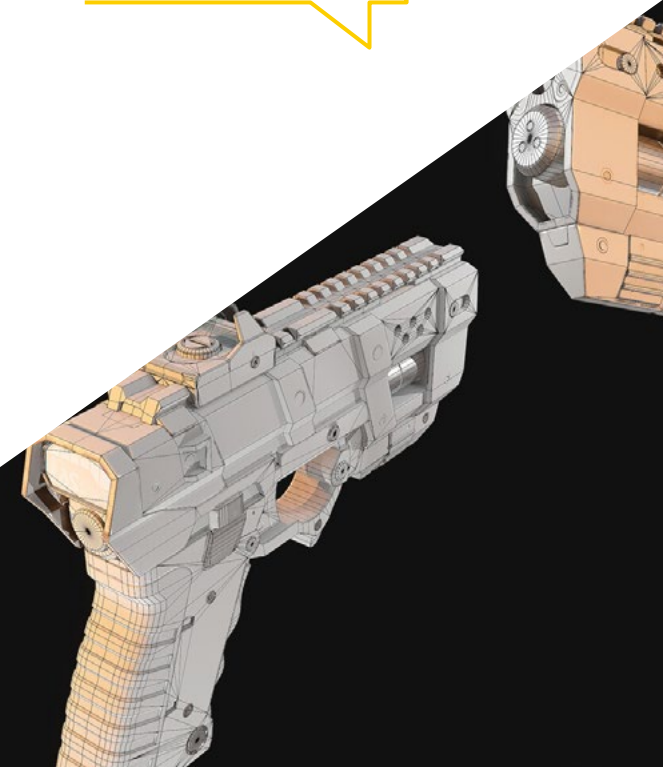
Learn to master the specialized Rizom UV tool and obtain high-quality artistic designs.

Are you looking for optimal results in your artistic creations? Improve your technique with this program.

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

In this program, digital artists looking for professional three-dimensional creations will reach their goal at the end of this course, where they will learn to master all the tools to create UVS with ZBrush and get the most out of the UV space. They will also be able to master in the leading programs used in the gaming industry. All this will be achieved thanks to the teaching team that will guide the students over the six weeks of this course.





“

Amaze everybody in the Virtual Reality gaming industry with your 3D artwork. Reach your goal with this Postgraduate Certificate”



General Objectives

- ◆ Understand the advantages and constraints provided by Virtual Reality
- ◆ Develop high-quality hard surface modeling
- ◆ Create high-quality organic models
- ◆ 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 the UV tools available in ZBrush
- ◆ Learn where to cut a modeling
- ◆ Get the best out of the UV space
- ◆ Master the UV specialized tool, Rizom

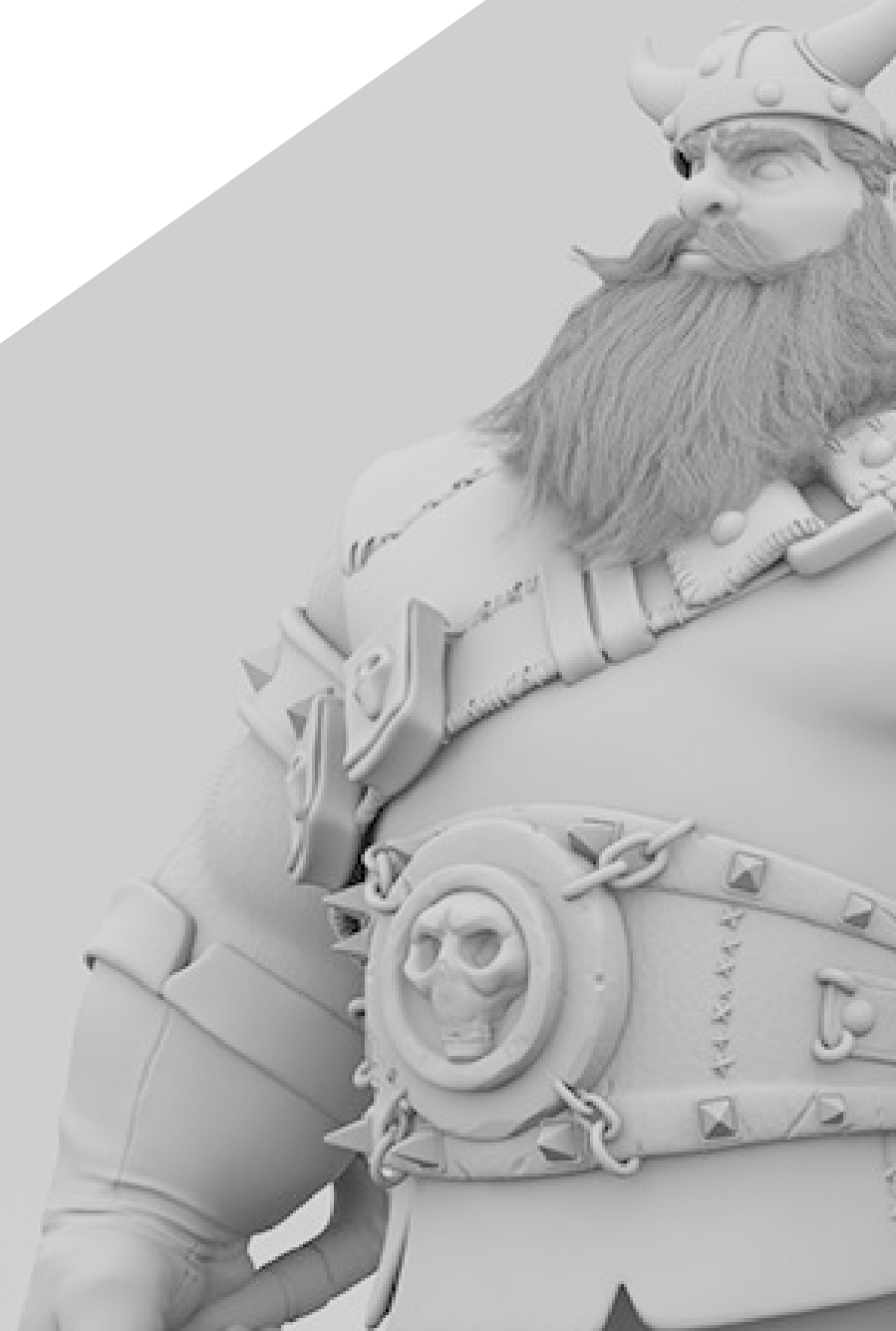
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The library of interactive resources and the Relearning system will facilitate the understanding of the concepts of this Postgraduate Certificate”

03

Course Management

The video game industry is immersing itself in Virtual Reality to capture an audience hungry for novelties. An emerging sector, where few specialists have mastered the subject. This is why TECH rigorously selects the teachers who provide this university education. In this way, students are guaranteed a teaching team that, thanks to their experience in this field, provides up-to-date knowledge in accordance with the demands of this booming sector.





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The teaching team will bring their experience in the sector to give you the essential guidelines for your three-dimensional creations focused on Virtual Reality video games”

Management



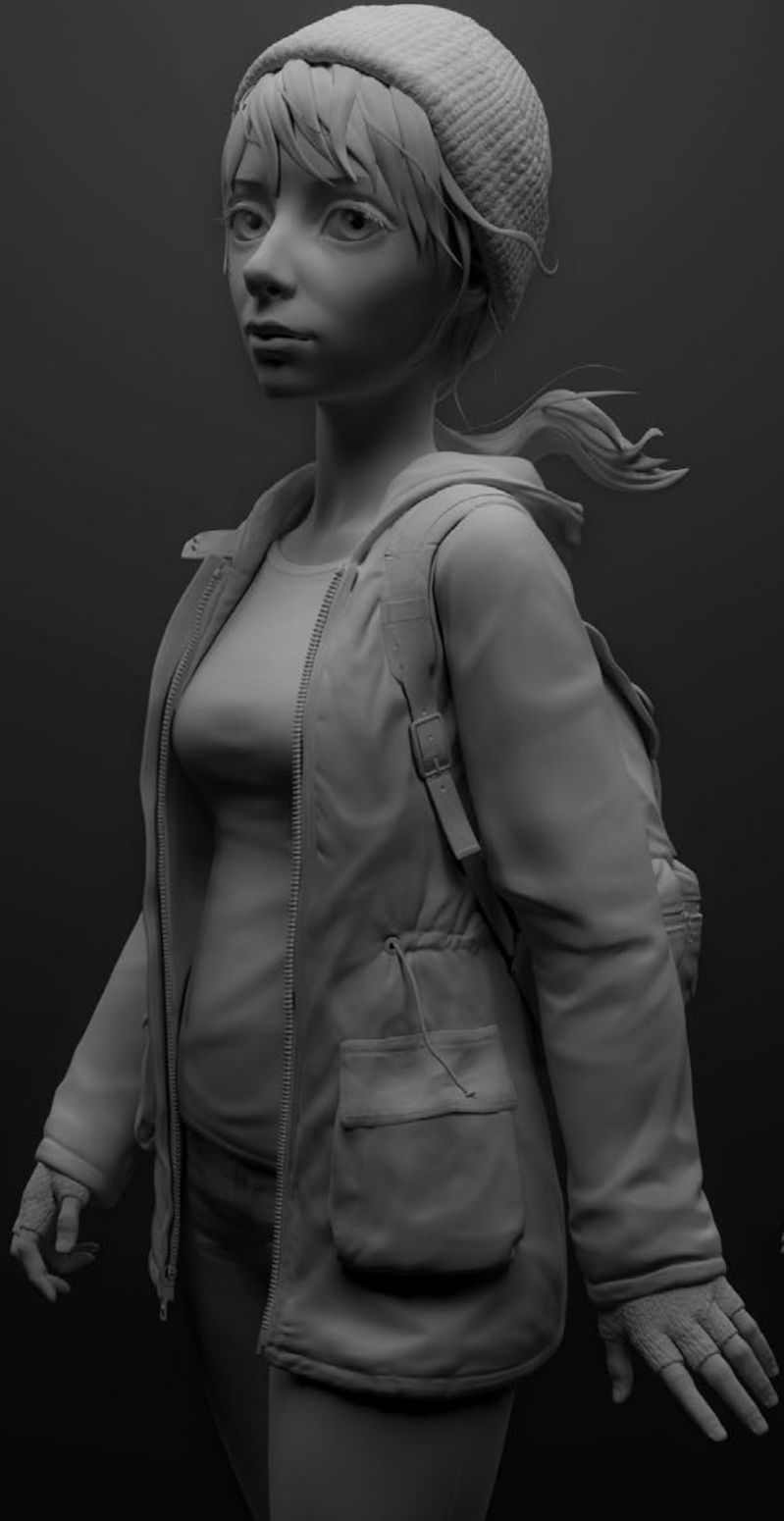
Mr. Menéndez Menéndez, Antonio Iván

- 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

Professors

Mr. Márquez Maceiras, Mario

- ♦ Audiovisual operator PTM Pictures That Moves
- ♦ Gaming tech support agent at 5CA
- ♦ 3D and VR environment creator and designer at Inmoreality
- ♦ Art designer at Seamantis Games
- ♦ Founder of Evolve Games
- ♦ Graduated in Graphic Design at the School of Art of Granada
- ♦ Graduated in Video Games and Interactive Content Design at the School of Art of Granada
- ♦ Master's Degree in Game Design by U-Tad University of Madrid



04

Structure and Content

The course will focus entirely on the advanced principles of UV mapping. Over the six weeks of this program, students will delve into each phase of the professional mapping development process. For this purpose, the teaching team has prepared simulations of real cases that will test the digital artists in projects that could be submitted to any studio. In addition, a wide range of multimedia content is available to students, which will help them to perfect this 3D modeling technique.





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This 100% online format is designed for professionals like you, who are looking to combine studies and work”

Module 1. UVS

- 1.1. Advanced UVS
 - 1.1.1. Warnings
 - 1.1.2. Cuts
 - 1.1.3. Texture Density
- 1.2. Creating UVS in ZBrush-UVMaster
 - 1.2.1. Controls
 - 1.2.2. Unwrap
 - 1.2.3. Unusual Topology
- 1.3. UVMaster: Painting
 - 1.3.1. Painting Control
 - 1.3.2. Creating Seams
 - 1.3.3. Checkseams
- 1.4. UVMaster: Packing
 - 1.4.1. UV Packing
 - 1.4.2. Creating Islands
 - 1.4.3. Flatten
- 1.5. UVMaster: Clones
 - 1.5.1. Working With Clones
 - 1.5.2. Poligroups
 - 1.5.3. Control Painting
- 1.6. Rizom UV
 - 1.6.1. Rizom Script
 - 1.6.2. The Interface
 - 1.6.3. Importing With or Without UVS



- 1.7. Seams and Cuts
 - 1.7.1. Keyboard Shortcuts
 - 1.7.2. 3D Panel
 - 1.7.3. UV Panel
- 1.8. UV Unwrap and Layout Panel
 - 1.8.1. Unfold
 - 1.8.2. Optimize
 - 1.8.3. Layout and Packing
- 1.9. UV: More Tools
 - 1.9.1. Align, Straighten, Flip, and Fit
 - 1.9.2. TopoCopy and Stack1
 - 1.9.3. Edge Loop Parameters
- 1.10. Advanced UV Rizom
 - 1.10.1. Auto Seams
 - 1.10.2. UVS Channels
 - 1.10.3. Texel Density

“*High-quality 3D mapping can only be learned from the best. This Postgraduate Certificate has an up-to-date content made by experts in the creation and graphic design of Virtual Reality*”



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.



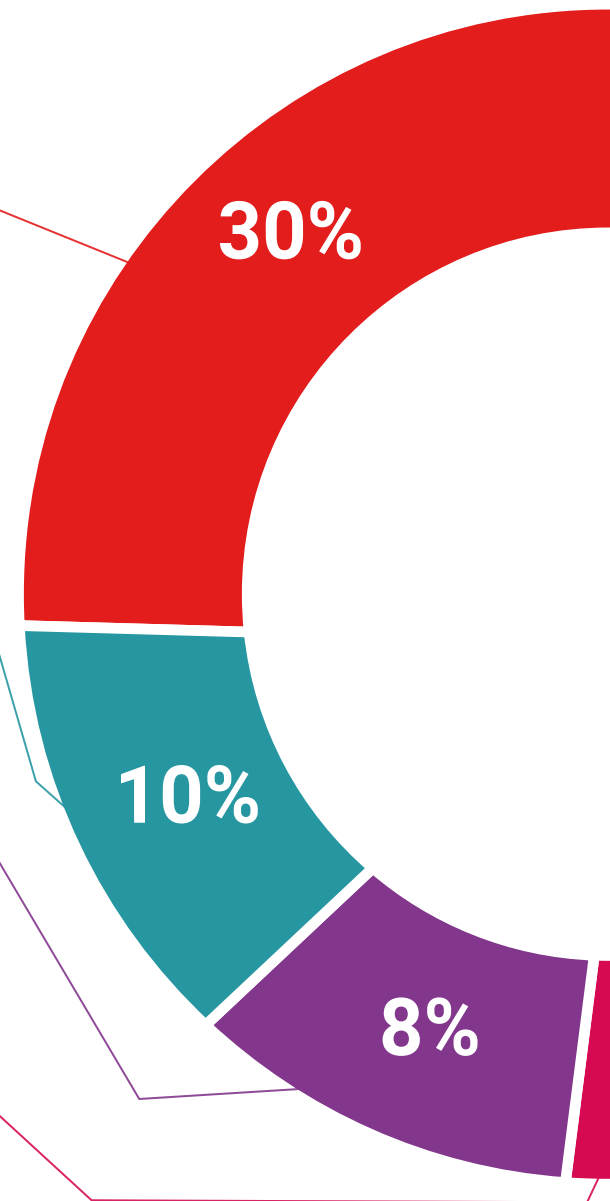
Practising Skills and Abilities

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 UVS 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 UVS 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 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 UVS in Art for Virtual Reality**

Official N° of hours: **150 h.**



*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.

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



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- » Dedication: **16h/week**
- » Schedule: **at your own pace**
- » Exams: **online**

Postgraduate Certificate

UVS in Art for Virtual Reality

