

Postgraduate Certificate ZBrush in Art for Virtual Reality



Postgraduate Certificate Zbrush 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/zbrush-art-virtual-reality

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01

Introduction

The latest ZBrush updates provide graphic designers with new features to boost and inspire their 3D creations in the gaming industry. Its great potential, as well as the use of customizable brushes for shaping, texturing, and painting virtual clay, remains a great attraction for professionals given its realism. Through an innovative approach, this program allows digital artists to specialize in a sector that requires highly trained personnel to join their teams. All this, with a 100% online and effective methodology thanks to the Relearning, which places this education at the academic forefront.



“

Improve your professional skills and perfect your technique with ZBrush thanks to this Postgraduate Certificate”

The Postgraduate Certificate in ZBrush in Art for Virtual Reality focuses its syllabus on the essential teaching required by all graphic designers who wish to improve their skills in a highly competitive sector.

The main studios have a team of professionals who must master the best programs for their artistic creations and, in addition, keep track of the latest updates to achieve maximum performance. Therefore, this program provides the necessary elements to digital artists who wish to prosper in the industry of Virtual Reality-based video games.

This course analyzes the 3D sculpting tools: Polymesh, subtools, and Gizmo 3D. Students will also be introduced to the design of simple objects to conclude with more complex modeling using Booleans. The use of customizable brushes and their great potential will have its own space in this program.

A Postgraduate Certificate that allows you to advance in the field of graphic design and with the flexibility provided by a 100% online teaching. An option that allows access to the virtual platform from any device with an Internet connection at any time of the day. In this way, students will be able to take this course at the pace that best suits their lives.

This **Postgraduate Certificate in ZBrush 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 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



Every graphic designer wants their creations to be crowning jewel of VR video games. Enroll in this Postgraduate Certificate and achieve it”

“

You will be able to perfect your brushing and sculpting technique with specific contents of Dynamesh and Polygroups through this Postgraduate Certificate”

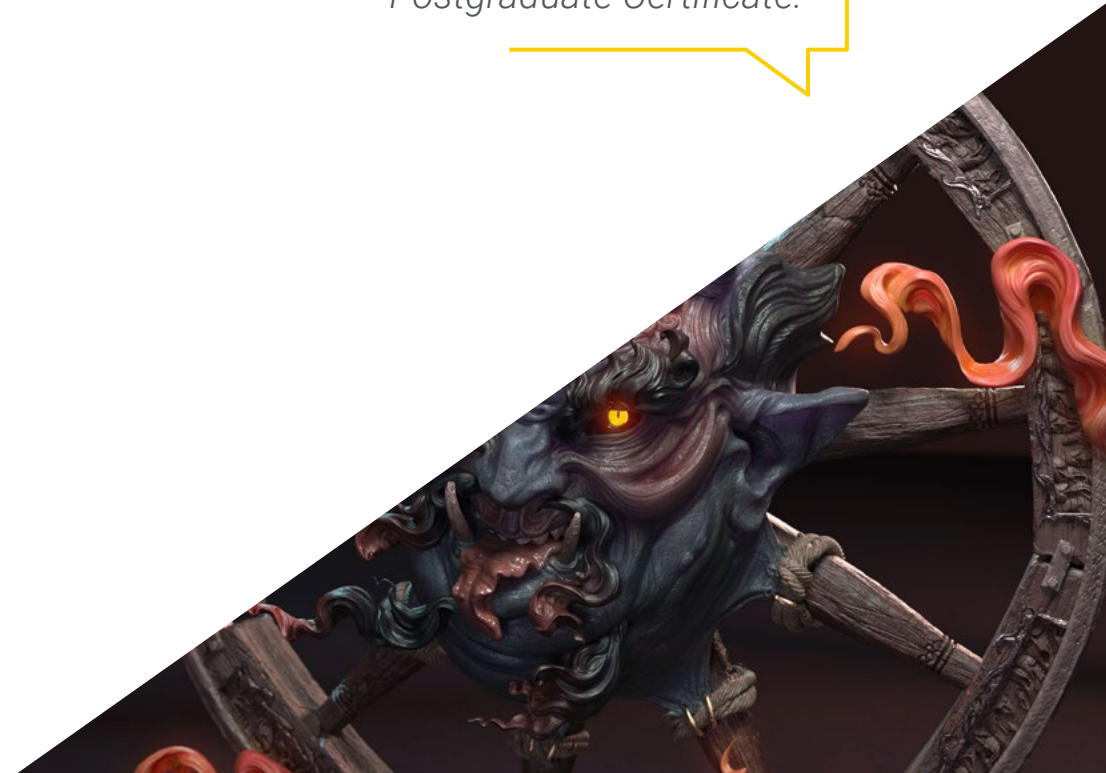
The program's teaching staff includes professionals from the sector who contribute their work experience to this educational program, as well as renowned specialists from leading societies and prestigious universities.

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.

Achieve the best sculpting in your Virtual Reality video game projects and progress in your professional career.

Make the big design studios surrender at your feet with your 3D modeling. Enroll in this Postgraduate Certificate.



02 Objectives

The syllabus of this Postgraduate Certificate provides digital artists with all the necessary tools to be able to develop an excellent sculpting in their 3D creations at the end of this course. Students will learn about the latest developments in the ZBrush program and will learn how to transform objects, how to create any type of mesh, and how to use IMM and Curve brushes. The teaching team, experts in the field of graphic design and creation of Virtual Reality-based video games, will provide you with the essential tips to avoid mistakes during the creation process according to their professional criteria. All this, with extensive audiovisual content and simulations of real cases.





“

Achieve maximum realism in your 3D modeling with the multiple tools offered by this Postgraduate Certificate”



General Objectives

- ◆ Understand the advantages and constraints provided by Virtual Reality
- ◆ Develop high-quality hard surface 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

- ◆ Be able to create any kind of meshes to start modeling
- ◆ Be able to create any type of mask
- ◆ Master IMM and Curve brushes
- ◆ Transform a low-poly model into high-poly one
- ◆ Create high-quality organic models

“

*Become a leading graphic designer
in the VR video game industry
thanks to this program”*

03

Course Management

The continuous transformation of the video game industry requires specialized designers and artistic creators, especially in the field of Virtual Reality, which has experienced a great boom in recent years. To face a scenario with a wide range of professional possibilities, the digital artist needs a skilled and experienced teaching team with experience in the sector to pour all their knowledge into a teaching program. In this program, TECH responds to the demand of professionals in the gaming sector with a high-quality education for all.



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A specialized teaching team will accompany you in this Postgraduate Certificate to help you achieve your professional goals in a growing 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

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 teaching team with experience in the field of graphic design and the creation of Virtual Reality video games. The syllabus, which digital artists will be able to access over the six weeks of this program, covers in depth all the elements necessary to achieve excellent sculpting and painting. The characters and scenarios created by the designers based on practical cases will be one of the key tools to offer students a glimpse of the situations they will face in the professional field when carrying out similar projects. The Relearning system, based on content repetition, offered by TECH will also help to improve the competencies of professionals.





“

Get rid of the limitations of traditional modeling and create freely with this Postgraduate Certificate”

Module 1. ZBrush

- 1.1. ZBrush
 - 1.1.1. Polymesh
 - 1.1.2. Subtools
 - 1.1.3. Gizmo 3D
- 1.2. Creating Meshes
 - 1.2.1. Quick Mesh y Primitives
 - 1.2.2. Mesh Extract
 - 1.2.3. Booleans
- 1.3. Sculpting
 - 1.3.1. Symmetry
 - 1.3.2. Main Brushes
 - 1.3.3. Dynamesh
- 1.4. Masks
 - 1.4.1. Brushes and the Mask Menu
 - 1.4.2. Brush Masks
 - 1.4.3. Polygroups
- 1.5. Sculpting Organic Prop K
 - 1.5.1. Sculpting Low Poly
 - 1.5.2. Low-Poly Sculpting Evolution
 - 1.5.3. Low-Poly Sculpting Final Assessment
- 1.6. IMM Brushes
 - 1.6.1. Controls
 - 1.6.2. Inserting Multi Mesh
 - 1.6.3. Creating IMM Brushes





- 1.7. Curve Brushes
 - 1.7.1. Controls
 - 1.7.2. Creating Curve Brushes
 - 1.7.3. IMM Curve Brushes
- 1.8. High Poly
 - 1.8.1. Subdivisions and Dynamic Subdivisions
 - 1.8.2. HD-Geometry
 - 1.8.3. Projecting Noise
- 1.9. Other Types of Mesh
 - 1.9.1. MicroMesh
 - 1.9.2. NanoMesh
 - 1.9.3. ArrayMesh
- 1.10. High-Poly Organic Prop Sculpting
 - 1.10.1. Prop Sculpting
 - 1.10.2. Prop Sculpting Evolution
 - 1.10.3. Prop Sculpting Final Assessment

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*Learn how to create 3D textures
in real time with one of the most
innovative programs in the
graphic design industry”*

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.



A photograph of a desk with a laptop, a blue pen, and a silver pen. The laptop is open, and the pens are lying on the desk. The image is partially obscured by a teal and white geometric overlay.

“

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.



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

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 ZBrush 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 ZBrush 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 ZBrush 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
development language
virtual classroom

tech technological
university

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