

Postgraduate Certificate Texturing for Digital Sculpture



Postgraduate Certificate Texturing for Digital Sculpture

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

Website: www.techtute.com/us/information-technology/postgraduate-certificate/texturing-digital-sculpture



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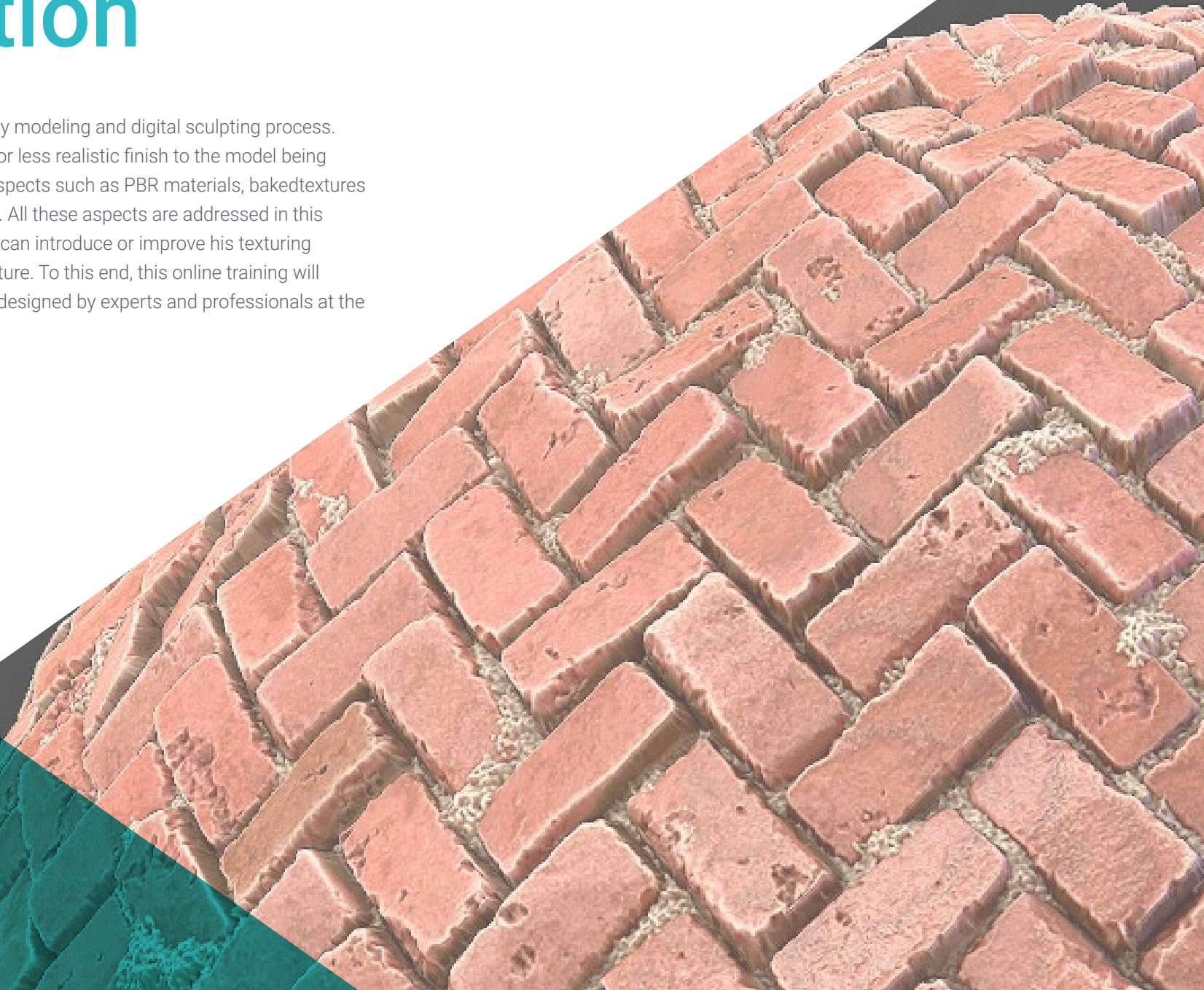
Certificate

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01

Introduction

The texturing process is fundamental in any modeling and digital sculpting process. Textures are the ones that provide a more or less realistic finish to the model being designed. This process involves multiple aspects such as PBR materials, baked textures and even the import and export of meshes. All these aspects are addressed in this educational plan, in a way that the student can introduce or improve his texturing technique in 3D modeling and digital sculpture. To this end, this online training will provide innovative content in a curriculum designed by experts and professionals at the forefront of this sector.





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This curriculum has been designed by experts at the forefront of the industry, so that you get the most up-to-date and cutting-edge notions in the field of digital sculpture texturing"

This Diploma in Texturing for Digital Sculpture has been designed by TECH in order that the student who decides to take it obtains an introductory or updated knowledge about the tools and utilities applied in this field. The extensive use of digital sculpture and three-dimensional modeling in society has made it increasingly necessary to have professionals versed in this technique.

The curriculum begins its journey into PBR texture maps and materials, as well as using texturing modifiers and applying map generating software. The content stops, at this point, at notions about mesh enhancements and texture managers. Likewise, the creation of baked products with different textures such as: hardsurface or hard surfaces, organic textures or baking joints continues to be developed.

Next, we will delve into the handling of texturing to generate improvements in modeling, advanced use of import and export systems between programs such as Substance Painter or ZBrush for the mastering of Low Poly texture maps with High Poly detail or the treatment of materials.

This Diploma has been designed in a completely online mode, since TECH seeks to allow students to combine their other personal and professional activities with the acquisition of new knowledge and recycling of the same. A complete teaching staff made up of real experts in the sector will accompany the student throughout the training and will provide all the teaching and didactic material.

This **Postgraduate Certificate in Texturing for Digital Sculpture** contains the most complete and up-to-date scientific program on the market. The most important features include:

- ◆ The development of case studies presented by experts in 3D Modeling and Digital Sculpture
- ◆ The graphic, schematic, and eminently practical contents with which they are created, provide scientific and 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



Get the most updated knowledge in texturing for digital sculpture with this online Diploma"

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Update yourself in the field of texturing for digital sculpture with this convenient study plan: online and with all the didactic material available from the very first moment on the virtual platform"

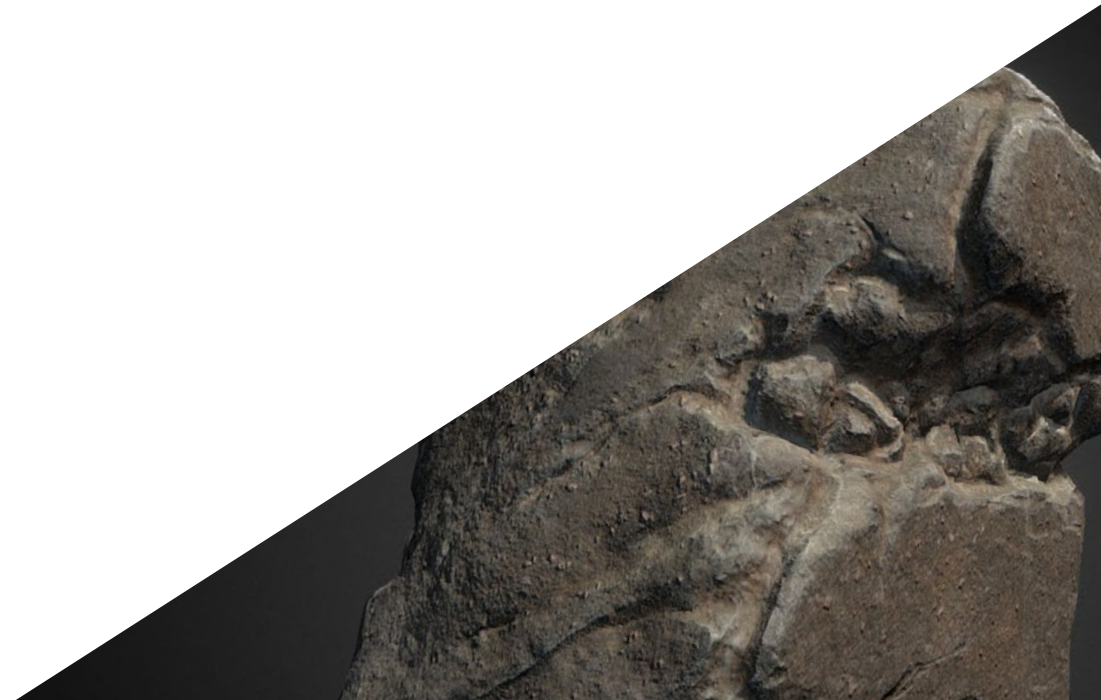
Gain an understanding of PBR texture maps and materials, as well as how to use texturing modifiers and apply map generating software with this online training

Discover the specific applications of Substance Painter and ZBrush in the digital texturing process

The program's teaching staff includes professionals from the sector who contribute their work experience to this training program, as well as renowned specialists from leading societies 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 immersive training programmed to train in real 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 student will be assisted by an innovative interactive video system created by renowned and experienced experts.



02 Objectives

The purpose of this degree is none other than to make the student understand the process of advanced texturing in PBR systems to enhance digital sculpture projects. To this end, students will apply themselves to other issues such as the mastery and use of other advanced organic modeling modalities such as Edit Poly and Splines; baked Hard Surface and organic textures or the also advanced application of some leading tools in the field such as Substance Painter or ZBrush.





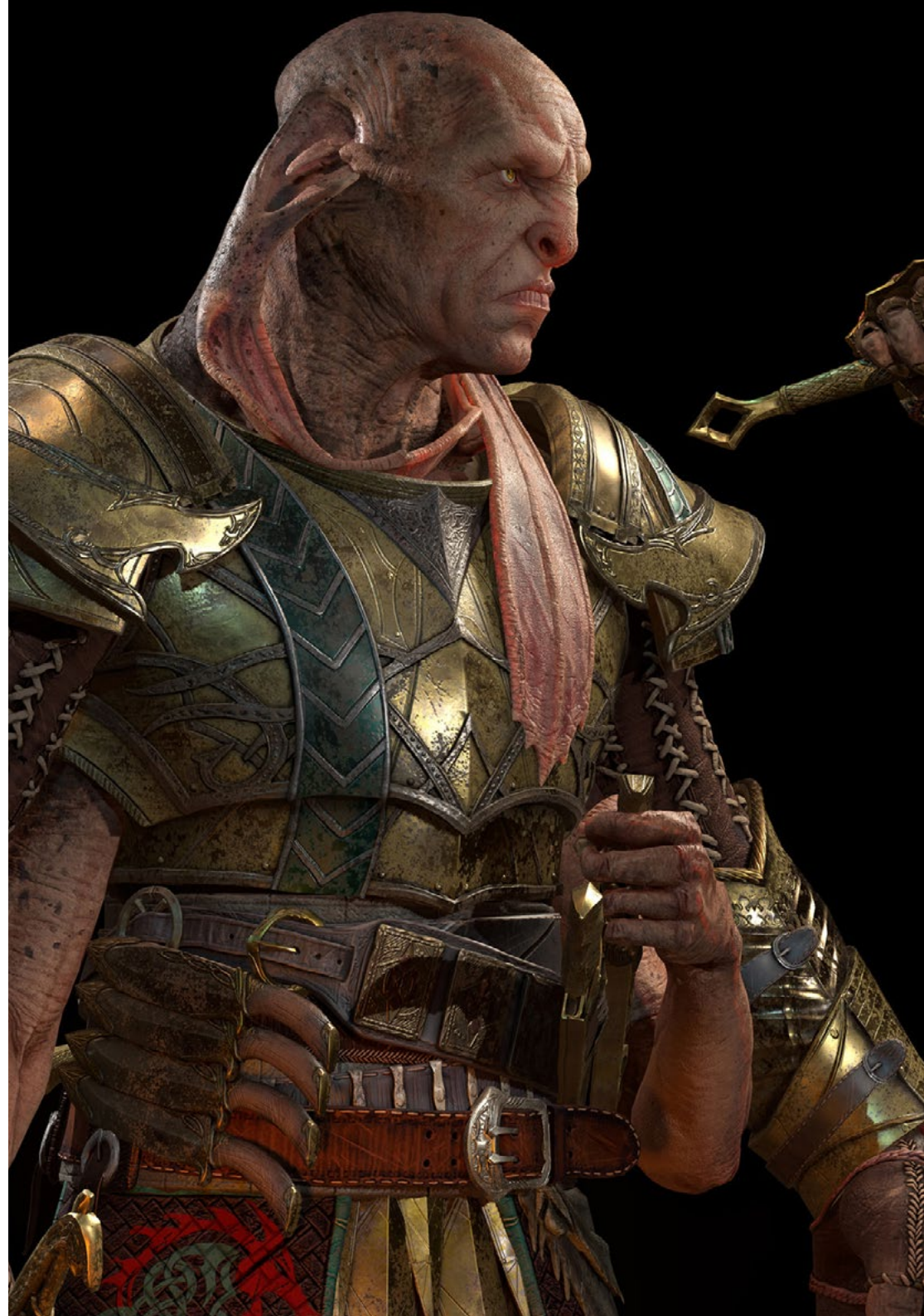
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Learn how to use some leading tools such as Substance Painter or ZBrush to the texturing process to enhance digital sculpting projects”



General Objectives

- ◆ Understand the need for a good topology at all levels of development and production
- ◆ Perform advanced texturing of realistic PBR and non-photorealistic systems to enhance Digital Sculpture projects
- ◆ Advanced handling and use of various organic modeling systems, edit poly and splines
- ◆ Specialized hard surface finishing and infoarchitecture
- ◆ Understand current systems in the film and video game industry to deliver great results





Specific Objectives

- ◆ Using PBR texture and material maps
- ◆ Use texturing modifiers
- ◆ Apply map generating *software*
- ◆ Create baked *texture*
- ◆ Manage texturing to generate improvements in our modeling
- ◆ Complex use of the import and export systems between programs
- ◆ Advanced operation of *Substance Painter*

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This Postgraduate Certificate is designed for the student to acquire the best skills in different fields of application of digital sculpture"

03

Course Management

Professionals and experts of the highest prestige in the field of three-dimensional modeling and digital sculpture make up the management and teaching staff of this Diploma. They will transmit their knowledge through innovative methods so that the student learns in a practical way the topics of study and finally integrates them into their professional performance. For this reason, TECH places great emphasis on teaching the degrees with a re-learning and learning by doing, methodology, in order to encourage autonomous and practical learning by students.





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Get hands-on learning and the implementation of your skills and abilities with this study plan devised by TECH”

Management



Mr. Sequeros Rodríguez, Salvador

- Freelance 2D/3D modeler and generalist
- Concept art and 3D modeling for Slicecore Chicago
- Videomapping and modeling Rodrigo Tamariz Valladolid
- Professor of Higher-Level Training Cycle 3D Animation Superior School of Image and Sound ESISV Valladolid
- Professor of Higher-Level Training Cycle GFSG 3D Animation European Institute of Design IED Madrid
- 3D modeling for the falleros Vicente Martínez and Loren Fandos Castellón
- Bachelor of Fine Arts at the University of Salamanca (specializing in Design and Sculpture)
- Master's Degree in Computer Graphics, Games and Virtual Reality URJC University. Madrid



04

Structure and Content

The degrees designed by TECH are designed in a format that the student can assimilate in a progressive and autonomous way, therefore, the syllabus presents, initially, the preliminary content, and then moves on to the more practical and directly applicable notions. This is a very comprehensive training that goes through several important issues to consider for texturing in digital sculpting.



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Progressive and autonomous: the type of learning that TECH encourages, so that you can consolidate your knowledge"

Module 1. Texturing for Digital Sculpture

- 1.1. Texturing
 - 1.1.1. Texture Modifiers
 - 1.1.2. Compact Systems
 - 1.1.3. Slate Node Hierarchy
- 1.2. Materials
 - 1.2.1. ID
 - 1.2.2. Photorealistic PBR
 - 1.2.3. Non-Photorealistic *Cartoon*
- 1.3. PBR Textures
 - 1.3.1. Procedural Textures
 - 1.3.2. Color, Albedo and *DiffuseMaps*
 - 1.3.3. Opacity and Specular
- 1.4. Mesh Improvements
 - 1.4.1. Map of Normal
 - 1.4.2. Displacement Map
 - 1.4.3. Vector *Maps*
- 1.5. Texture Managers
 - 1.5.1. *Photoshop*
 - 1.5.2. *Materialize* and Online Systems
 - 1.5.3. Texture Scanning
- 1.6. UVW and *Banking*
 - 1.6.1. *Hard SurfaceTextureBaking*
 - 1.6.2. *Baking* Organic Textures
 - 1.6.3. *Baking* Unions





- 1.7. Exports and Imports
 - 1.7.1. Texture Formats
 - 1.7.2. FBX, OBJ and STL
 - 1.7.3. Subdivision Vs. *Dinamesh*
- 1.8. Mesh Painting
 - 1.8.1. *Viewport Canvas*
 - 1.8.2. *Polypaint*
 - 1.8.3. *Spotlight*
- 1.9. *Substance Painter*
 - 1.9.1. *ZBrush with Substance Painter*
 - 1.9.2. *Low Poly with High Poly Texture Maps*
 - 1.9.3. *Material Treatments*
- 1.10. *Advanced Substance Painter*
 - 1.10.1. *Realistic Effects*
 - 1.10.2. *Improve the Baked*
 - 1.10.3. *SSS Materials, Human Skin*

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Enroll now: In only 6 weeks you will be an expert in texturing for digital sculpture”

05 Methodology

This training program provides you with 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 Re-learning, 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"

At TECH we use the Case Method

Our program offers a revolutionary method of skills and knowledge development. Our goal is to strengthen skills in a changing, competitive, and highly demanding environment.

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At TECH you will experience a way of learning that is shaking the foundations of traditional universities around the world”



We are the first online university to combine Harvard Business School case studies with a 100% online learning system based on repetition.



A learning method that is different and innovative.

This intensive program in Computer Science at TECH Technological University prepares you to face all the challenges in this area, both nationally and internationally. We are committed to promoting your personal and professional growth, the best way to strive for success, that is why at TECH Technological University you will use Harvard *case studies*, with which we have a strategic agreement that allows us, to offer you material from the best university in the world.

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Our program prepares you to face new challenges in uncertain environments and achieve success in your career”

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

The case method has been the most widely used learning system among the world's leading Computer schools for as long as they have existed. 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 that you are presented with in the case method, an action-oriented learning method. Throughout the course, students 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

Our university is the first in the world to combine Harvard University case studies with a 100%-online learning system based on repetition, which combines different teaching elements in each lesson.

We enhance Harvard case studies with the best 100% online teaching method: Relearning.

In 2019 we obtained the best learning results of all Spanish-language 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 Spanish-speaking university qualified 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 Spanish 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.

This methodology has 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, and financial markets and 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 we live in.



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

They will complete a selection of the best case studies in the field used at Harvard. Cases that are presented, analyzed, and supervised by the best senior management specialists in Latin America.



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 multimedia content presentation training Exclusive system was awarded by Microsoft as a "European Success Story".



Testing & Re-testing

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 your goals.



06 Certificate

The Postgraduate Certificate in Texturing for Digital Sculpture, in addition to the most rigorous and up-to-date training, access to a Postgraduate Certificate issued by TECH Technological University.



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Successfully complete this program and receive your diploma without travel or laborious paperwork”

This **Postgraduate Certificate in Texturing for Digital Sculpture** contains the most complete and up-to-date scientific program 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 through the Postgraduate Certificate, and meets the requirements commonly demanded by labor exchanges, competitive examinations, and professional career evaluation committees.

Title: **Postgraduate Certificate in Texturing for Digital Sculpture**

ECTS:

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

tech technological university

personalized service innovation

knowledge present

online training

development language

classroom

Postgraduate Certificate

Texturing for Digital
Sculpture

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

Postgraduate Certificate

Texturing for Digital Sculpture