

Internship Program

3D Animation and Virtual Reality



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Virtual Reality

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01 Introduction

Virtual reality is a discipline that has become hugely relevant in the gaming industry over the last few years. Therefore, users enjoy and consume more and more works based on an immersive and realistic experience, so many development companies are betting on creating this type of videogames. Given this scenario, experts in design, programming and three-dimensional animation are in great demand by the prestigious companies in this sector. For this reason, TECH has created this program that will allow students to expand their professional skills in this field through a practical experience of 3 weeks in an excellent video game studio, in order to boost their growth in this area.



Through this Internship Program, you will handle the updated methods of Facial Rigging that provide realism to the three-dimensional characters present in the most popular video games on the market"





The growing demands of the public and the abundance of video games on the market have led to the need for developers to offer distinguished and innovative products for their users. In this sense, many of them are focusing their efforts on joining the world of virtual reality, with the aim of attracting the gamer through a first-person sensory experience. To create these projects effectively, it is strictly necessary to have highly qualified experts in 3D design and animation, capable of generating immersive environments of excellent quality. Given this situation, and to promote the professional incursion of its students in this new scenario of the video game industry, TECH has created this program. 100% practical

During 3 intensive weeks, the student will work at a prestigious video game company to learn, in first person, the ins and outs of 3D Animation and Virtual Reality. During this period of time, the student will adopt the most updated techniques for the handling of the software that allows the modeling of objects, characters, and the creation of virtual environments. In this way, you will master the procedures required to create Low Poly and High Poly models in Unity or handle the state-of-the-art methods of Facial Rigging, which give full credibility to the protagonists of a project.

In addition, during the practical phase, the professional will be accompanied by a specially appointed tutor, who will be primarily responsible for ensuring that their learning process fully meets their needs and expectations. For all these reasons, this experience will provide you with knowledge that is highly valued in the professional market, something that is essential if you are looking to advance in the Gaming industry.

02

Why Study an Internship Program?

In the field of three-dimensional design and programming for video games, it is a prerequisite to master the new techniques and tools for the creation of characters, objects and environments, as well as the procedures to implement them properly. For this reason, TECH has created this program, which will allow the student to enter a company of the Gaming industry for 3 weeks to apply, in a real environment, all these innovations. In this way, surrounded by the best experts in 3D Animation and Virtual Reality, you will acquire valuable skills applicable in your professional life.



TECH gives you an unimaginable opportunity to spend 120 hours at a prestigious company in the gaming industry, to master the most advanced techniques and tools in 3D Animation and Virtual Reality”

1. Updating from the Latest Technology Available

The area of 3D Animation and Virtual Reality has experienced a great revolution in recent years due to the emergence of new software, tools, and techniques that optimize the video game development process. In view of this, TECH has created this program, which will allow the specialist to handle all these advances in a completely practical way.

2. Gaining In-depth Knowledge from the Experience of Top Specialists

The extensive team of professionals who will accompany the student during the practical phase is a guarantee of the excellent quality that this program has. With a tutor, the expert will master the most up-to-date creative strategies and techniques in 3D animation and virtual reality to significantly enhance their daily work methodology.

3. Entering top-tier companies

TECH carefully selects all available centers for Internship Programs. Thanks to this, the specialist will be guaranteed access to a prestigious company in the field of 3D animation and Virtual Reality. In this way, you will be able to see the day-to-day work of a demanding, rigorous and exhaustive sector, always applying the latest theses and scientific postulates in the work methodology.



4. Putting the acquired knowledge into daily practice from the very first moment

The academic market is characterized by a large number of educational programs whose contents are of no real use in the working environment. For this reason, TECH has created this pioneering learning model, which will allow students to assimilate the latest trends in 3D animation and virtual reality in an exclusively practical way, entering a prestigious company in the world of video games.

5. Expanding the Boundaries of Knowledge

TECH offers the possibility of carrying out this Internship Program in centers of international importance. In this way, the specialist will be able to expand their boundaries and keep up to date with the best professionals who practice in top development of video games companies and on different continents. A unique opportunity that only TECH could offer.

“

You will have a full practical immersion at the center of your choice”

03 Objectives

This program allows students to develop an advanced level of specialization in the main tools and software used in 3D Animation and Virtual Reality creation projects in the video game sector. For this, you will have the best professionals of the studio where you will develop the Internship Program and a tutor who will accompany you so that you can achieve a complete education.



General Objectives

- Develop an advanced level of specialization to fit in any animation team
- Analyze the production processes of a video game and its importance for the final product
- Tackle any virtual reality project for both web and VR devices



This Internship Program will allow you to successfully carry out your 3D and Virtual Reality projects in the video game sector”





Specific Objectives

- ◆ Perform human-computer interaction according to usability criteria
- ◆ Use graphical interfaces for videogame development
- ◆ Solve problems in the environment of graphic applications
- ◆ Master the 3D modeling technique
- ◆ Apply textures in an optimal way
- ◆ Control the necessary processes to animate any character
- ◆ Develop the fundamental skills for professional animation
- ◆ Identify weaknesses in a project in order to address them in time
- ◆ Plan and comply established deadlines in the development of a project
- ◆ Programming physical behaviors in video games
- ◆ Determining the skeleton of a video game
- ◆ Prepare any type of realistic animation
- ◆ Control different VR devices
- ◆ Develop 360° visualizations
- ◆ Determine possible applications focused on virtual reality
- ◆ Analyze the different VR development software
- ◆ Transfer knowledge of 3D to virtual reality



*A unique training experience,
key and decisive to boost your
professional development”*

04

Educational Plan

This program consists of a practical period of 3 weeks at a leading game developer and creative studio. From Monday to Friday, and with 8 consecutive hours, students will learn from real experts in this area the ins and outs for the development of 3D Animation and Virtual Reality projects.

In this completely practical Internship proposal, the activities are aimed at developing and perfecting the competencies necessary for the provision of service of 3D Animation and Virtual Reality in the video game sector that require a high level of qualification, and are oriented towards specific training for the practice of the activity in a cutting-edge technological environment.

It is undoubtedly an opportunity to learn by working in an avant-garde world with wide demand by users from all over the world. This stay will allow you to develop a complete project from start to finish for the Gaming sector, learn how to work in a team, what responsibility each person has, how to improve the technique and acquire communication skills, which may even lead you to lead relevant titles.

The practical education will be carried out with the active participation of the student performing the activities and procedures of each area of competence (learning to learn and learning to do), with the accompaniment and guidance of teachers and other fellow trainees who facilitate teamwork and multidisciplinary integration as transversal competencies for the practice of 3D Animation and Virtual Reality (learning to be and learning to relate).



The procedures described below will be the basis of the practical part of the training, and their implementation will be subject to the center's own availability and workload, the proposed activities being the following:

Module	Practical Activity
Strategic and organizational techniques in 3D Animation and Virtual Reality	Create a three-dimensional artistic style adapted to the needs of a video game
	Working with 3D Max to generate assets
	Organize the workspace and maintain good practices during the video game production process
	Follow the aesthetic line of a given project for a coherent cohesion of all the artistic assets of the same
Advanced 3D Techniques and 3D Animation	Integrate the Unreal Engine into 3D modeling and software jobs
	Configure the Substance Painter interface for advanced texturing of 3D modeling
	Create Low Poly meshes in retopology
	Use animation software with basic tasks and a working methodology developed
	Create 3D models with applied animation, following the principles of anatomy and facial rigging
Perform the Setup of a skeleton, with body language, poses and editing sequences	
Programming and Mechanics Generation and Video Game Prototyping Techniques	Develop the technical processes for creating Low Poly and High Poly models in Unity
	Import animations with the proper formatting and preparation to speed up the subsequent work
	Create animated characters through the management of resource libraries
	Edit animations, creating Blend Spaces and Animation Montage
Immersive Game Development VR methods	Correctly design physics in VR environments
	Integrating previously animated models into a virtual reality environment
	Design the sound identity of a videogame
	Get involved in the soundtrack creation process.
	Documenting audio libraries and sound effects repertoires



05 Where Can I Do the Internship Program?

In this Internship Program, TECH offers an excellent opportunity to achieve an authentic education and surrounded in a work environment of the best creators and 3D and VR designers for Videogames. To do this, it has selected leading companies in the Gaming industry, which will give students the practical contribution they are looking for to advance in their careers.



Learn with real professionals in the Gaming sector and take a vital step in your career. Sign up"





The student will be able to do this program at the following centers:



Video Games

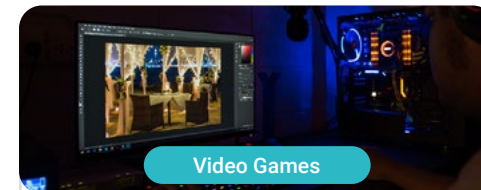
Pentakill Studios

Country	City
Spain	Valladolid

Address: C. Unión, 15, 47005 Valladolid

Pentakill Studios is a videogame creation agency with a long trajectory in the videogame industry.

Related internship programs:
- 3D Animation and Virtual Reality



Video Games

Happy Studio Creativo

Country	City
Mexico	Mexico City

Address: Limantitla 6A Santa Úrsula Xitla
Tlalpan 14420 CDMX

Creative company dedicated to the audiovisual world and communication

Related internship programs:
- MBA in Digital Marketing
Audiovisual Screenwriting

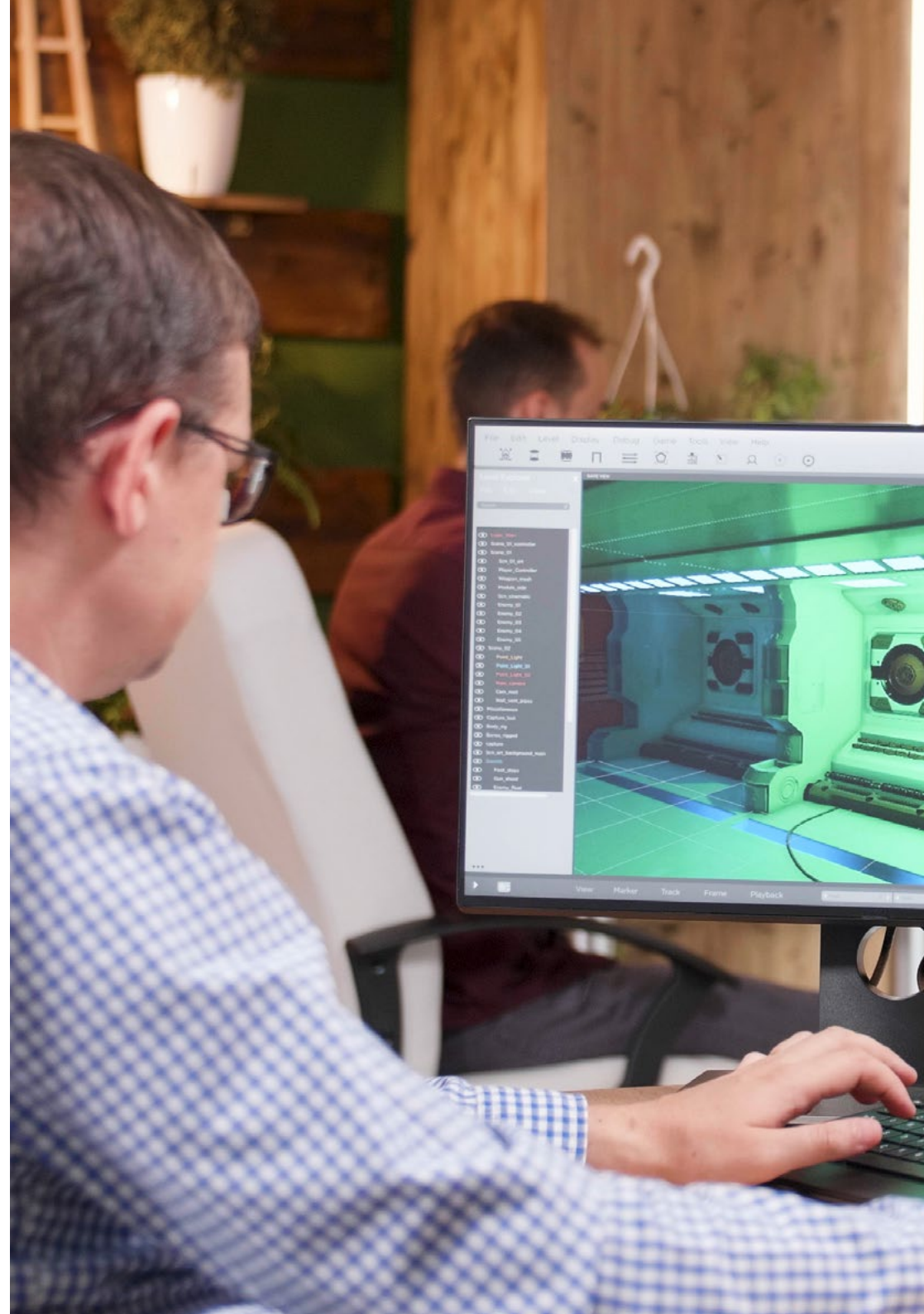
06 General Conditions

Civil Liability Insurance

This institution's main concern is to guarantee the safety of the trainees and other collaborating agents involved in the internship process at the company. Among the measures dedicated to achieve this is the response to any incident that may occur during the entire teaching-learning process.

To this end, this entity commits to purchasing a civil liability insurance policy to cover any eventuality that may arise during the course of the internship at the center.

This liability policy for interns will have broad coverage and will be taken out prior to the start of the practical training period. That means professionals will not have to worry in case of having to face an unexpected situation and will be covered until the end of the internship program at the center.



General Conditions of the Internship Program

The general terms and conditions of the internship agreement for the program are as follows:

1. TUTOR: During the Internship Program, students will be assigned with two tutors who will accompany them throughout the process, answering any doubts and questions that may arise. On the one hand, there will be a professional tutor belonging to the internship center who will have the purpose of guiding and supporting the student at all times. On the other hand, they will also be assigned with an academic tutor, whose mission will be to coordinate and help the students during the whole process, solving doubts and facilitating everything they may need. In this way, the student will be accompanied and will be able to discuss any doubts that may arise, both clinical and academic.

2. DURATION: The internship program will have a duration of three continuous weeks, in 8-hour days, 5 days a week. The days of attendance and the schedule will be the responsibility of the center and the professional will be informed well in advance so that they can make the appropriate arrangements.

3. ABSENCE: If the students does not show up on the start date of the Internship Program, they will lose the right to it, without the possibility of reimbursement or change of dates. Absence for more than two days from the internship, without justification or a medical reason, will result in the professional's withdrawal from the internship, therefore, automatic termination of the internship. Any problems that may arise during the course of the internship must be urgently reported to the academic tutor.

4. CERTIFICATION: Professionals who pass the Internship Program will receive a certificate accrediting their stay at the center.

5. EMPLOYMENT RELATIONSHIP: The Internship Program shall not constitute an employment relationship of any kind.

6. PRIOR EDUCATION: Some centers may require a certificate of prior education for the Internship Program. In these cases, it will be necessary to submit it to the TECH internship department so that the assignment of the chosen center can be confirmed.

7. DOES NOT INCLUDE: The Internship Program will not include any element not described in the present conditions. Therefore, it does not include accommodation, transportation to the city where the internship takes place, visas or any other items not listed.

However, students may consult with their academic tutor for any questions or recommendations in this regard. The academic tutor will provide the student with all the necessary information to facilitate the procedures in any case.

07 Certificate

This **Internship Program Degree in 3D Animation and Virtual Reality** contains the most complete and up-to-date program in the professional and academic landscape.

After the student has passed the assessments, they will receive their corresponding Internship Program diploma issued by TECH Technological University via tracked delivery*.

The diploma issued by TECH will reflect the grade obtained in the test.

Title: **Internship Program in 3D Animation and Virtual Reality**

Duration: **3 weeks**

Attendance: **Monday to Friday, 8-hour consecutive shifts**

Total Hours: **120 h. of professional practice**



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