

Postgraduate Certificate

Low Poly Modeling in 3D Studio Max



Postgraduate Certificate Low Poly Modeling in 3D Studio Max

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

Website: www.techtitute.com/in/videogames/postgraduate-certificate/low-poly-modeling-3d-studio-max

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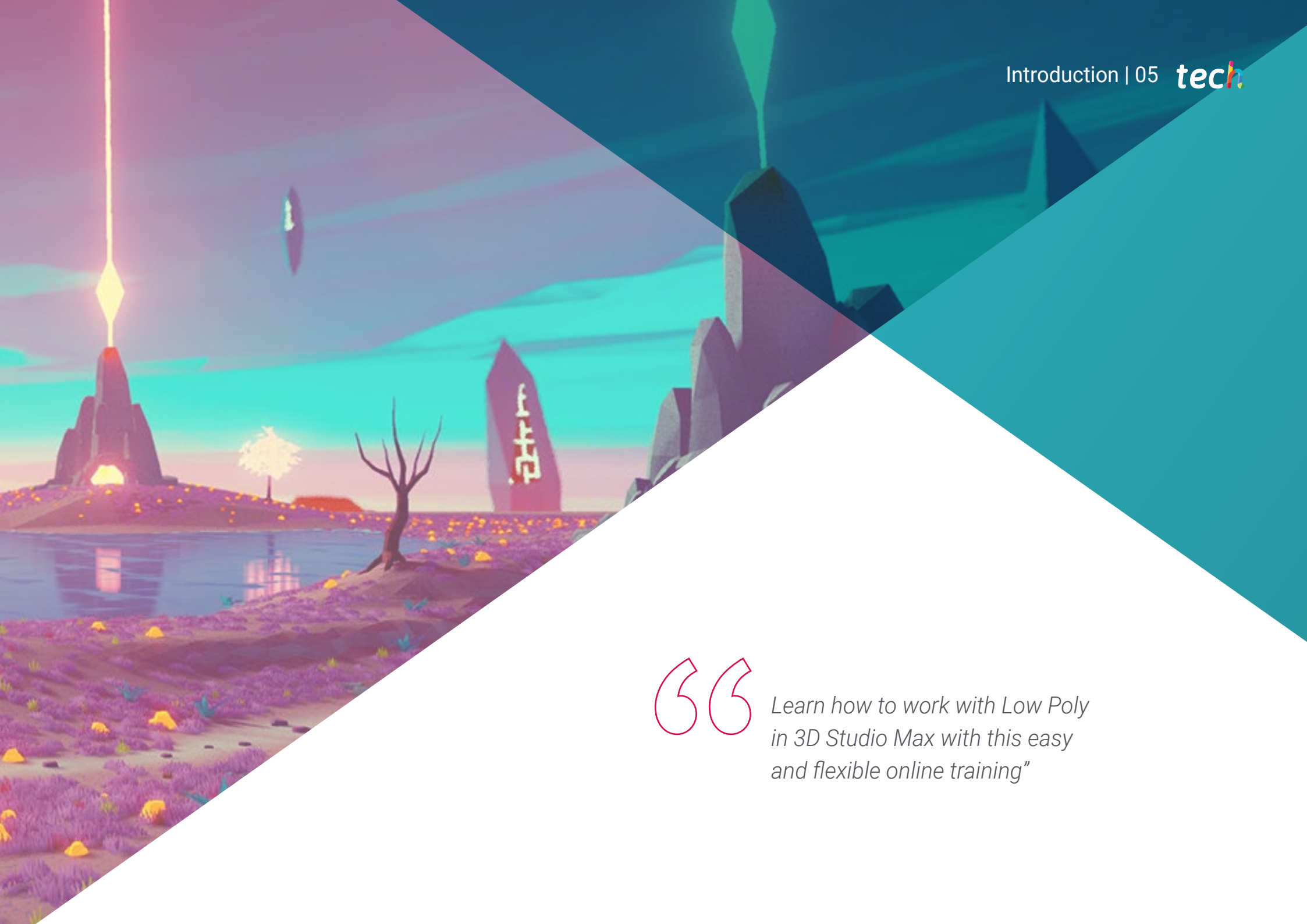
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01

Introduction

Low Poly Modeling in 3D Studio Max is a type of modeling that has allowed to simplify and reduce the loads on graphics and designs for video games. In this way, video game developers have found a technique whose use, applied with this particular program, is becoming more and more widespread, at the same time that specialized professionals in the field are needed. This program covers in an online, easy and flexible way, the necessary notions for three-dimensional Low Poly modeling in 3D Studio Max.





“

*Learn how to work with Low Poly
in 3D Studio Max with this easy
and flexible online training”*

Low Poly is a technique that benefits the development of graphics and image quality in video games, because with a very low number of polygons, tests or versions of design samples, simplifies shapes and details. 3D Studio Max is one of the leading programs in the industry, making it easy for digital artists to create and visualize pieces, with all their components, and apply it to all the creative projects required.

This Postgraduate Certificate allows the student to face the challenges demanded by this field of design, to learn to produce detailed characters and to customize building environments, as the curriculum has been configured by a management and teaching staff coming from the industry, who are fully aware of the needs arising from professional development.

Therefore, this plan is structured in a journey from working with the most basic forms for mechanical models, developing the ability to decompose elements and understand in depth how detail makes realism. Additionally, it focuses on solving different techniques to develop details and make the student understand how the mechanical parts of a specific model are connected.

This program is taught in online, which makes the learning activity perfectly compatible with work and personal routines, without the need to sacrifice routine activities in order to obtain this qualification. With an internet connection and a device, you can access the downloadable material and content to advance at your own pace.

This **Postgraduate Certificate in Low Poly Modeling in 3D Studio Max** contains the most complete and up-to-date educational program on the market. The most important features include:

- ◆ The development of practical cases presented by experts in 3D Studio Max modeling software
- ◆ 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 assignments
- ◆ Access to content from any fixed or portable device with an Internet connection



The content of this Postgraduate Certificate focuses on solving different techniques to develop details with Low Poly modeling in 3D Studio Max”

“

Get the necessary specialization to become indispensable in the field of graphics and image development for video games, a sector that is on the rise”

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 education programmed to learn 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 throughout the program. This will be done with the help of an innovative system of interactive videos made by renowned experts.

With an electronic device and an internet connection, download the material of this Postgraduate Certificate and advance at your own pace.

In 6 weeks, you will be able to face more complex Low Poly modeling challenges.



02

Objectives

In a field that requires more and more specialized professionals, this Postgraduate Certificate aims to respond to an increasingly evident niche: three-dimensional modelers who master the Low Poly modeling technique in the leading program of the sector, 3D Studio Max. Thanks to a well-structured and organized content, the students will be able to incorporate the knowledge to their professional life, since the faculty has designed this educational plan in its most practical and effective dimension.



“

Take this Postgraduate Certificate and specialize your professional career, more and more companies in the gamer development sector are looking for this specific profile"



General Objectives

- ◆ Have a comprehensive knowledge of 3D modeling through 3D Studio Max software and its Low Poly modeling technique
- ◆ Delve into the theory of form creation to develop form masters
- ◆ Learn the Low Poly technique in 3D Studio Max software
- ◆ Generate designs for different industries and their application
- ◆ Be a technical expert and/or artist in the 3D Studio Max software, applying the Low Poly technique
- ◆ Know all the tools related to the 3D modeling profession





Specific Objectives

- ◆ Work according to basic shapes for mechanical models
- ◆ Develop skills to break down elements
- ◆ In-depth understanding of how detail makes for realism
- ◆ Work out different techniques to develop details
- ◆ Understand how mechanical parts are connected

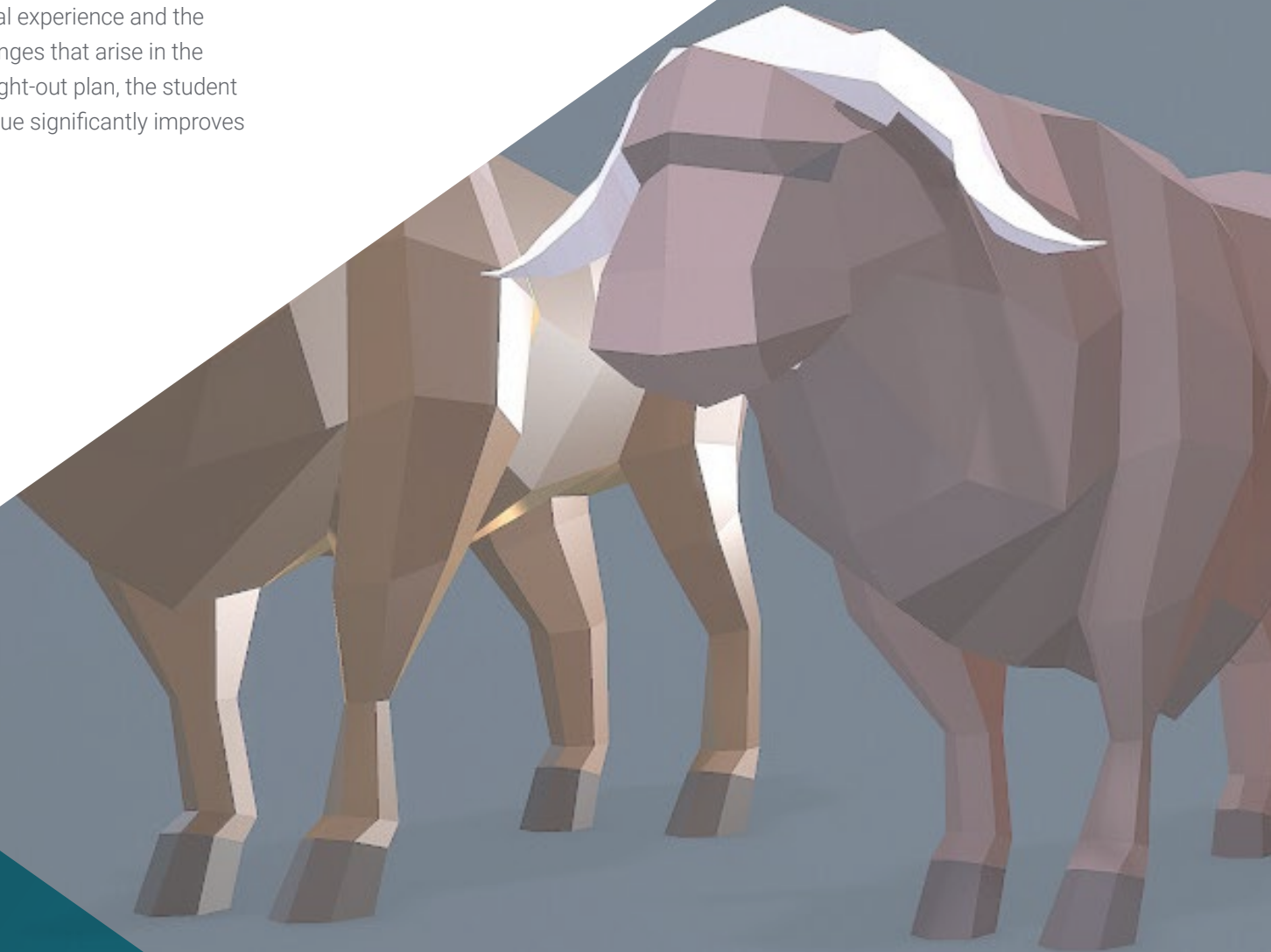
“

Open yourself to new job opportunities thanks to this Postgraduate Certificate in Low Poly Modeling in 3D Studio Max”

03

Course Management

The management and teaching staff of this Postgraduate Certificate is made up of true professionals in the sector, with extensive professional experience and the ability to put the student in front of the most common challenges that arise in the development of the work activity. With this strategically thought-out plan, the student will be able to understand in depth how the Low Poly technique significantly improves their projects and makes them more realistic.





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Learn in depth about the Low Poly technique in 3D Studio Max from the most up-to-date professionals in the sector"

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 for Shay Bonder Multimedia TV Production Company
- Audiovisual Producer in Digital Film
- Product Designer for Escencia de los Artesanos by Eliana M
- Industrial Designer Specializing in Products National University of Cuyo
- Mendoza Late Contest Honorable Mention
- Exhibitor in Regional Visual Arts Salon Vendimia
- Digital Composition Seminar National University of Cuyo
- National Congress of Design and Production CPRODI



04

Structure and Content

This Postgraduate Certificate includes a perfectly structured study plan and combines the best teachings on Low Poly Modeling in 3D Studio Max with a theoretical part of the content and an eminently practical part. Thanks to the complete contents of the program, students will be able to learn in depth the tools offered by this platform when perfecting the technique of polygon creation, as well as enabling them to act with judgment in the different scenarios that may arise in their professional practice.





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*Redesign your career path with this
Postgraduate Certificate in Low
Poly Modeling in 3D Studio Max”*

Module 1. Low Poly 3D Studio Max Modeling

- 1.1. Heavy Duty Vehicle Modeling
 - 1.1.1. Creation of Volumetric Model
 - 1.1.2. Volumetric Modeling of Tracks
 - 1.1.3. Volumetric Construction of Shovel
- 1.2. Incorporating Different Components
 - 1.2.1. Cabin Volumetrics
 - 1.2.2. Mechanical Arm Volumetrics
 - 1.2.3. Mechanical Shovel Blade Volumetrics
- 1.3. Adding Sub-Components
 - 1.3.1. Creating Shovel Teeth
 - 1.3.2. Adding Hydraulic Piston
 - 1.3.3. Connecting Sub-Components
- 1.4. Incorporating Details to Volumetrics I
 - 1.4.1. Creating Track Caterpillars
 - 1.4.2. Incorporating Track Roller Bearings
 - 1.4.3. Defining Track Casing
- 1.5. Incorporating Details to Volumetrics II
 - 1.5.1. Chassis Sub-Components
 - 1.5.2. Bearing Shells
 - 1.5.3. Adding Part Cuts
- 1.6. Incorporating Details to Volumetrics III
 - 1.6.1. Creating Radiators
 - 1.6.2. Adding Hydraulic Arm Base
 - 1.6.3. Creating Tailpipes
- 1.7. Incorporating Details to Volumetrics IV
 - 1.7.1. Creating Protective Grill for Cockpit
 - 1.7.2. Adding Pipelines
 - 1.7.3. Adding Nuts, Bolts and Rivets



- 1.8. Developing Hydraulic Arm
 - 1.8.1. Creating Supports
 - 1.8.2. Retainers, Washers, Screws and Connections
 - 1.8.3. Creation of Head
- 1.9. Developing the Cabin
 - 1.9.1. Defining the Casing
 - 1.9.2. Adding Windscreen
 - 1.9.3. Latch and Headlight Details
- 1.10. Mechanical Development of the Excavator
 - 1.10.1. Creating Body and Teeth
 - 1.10.2. Creation of Tooth Roller
 - 1.10.3. Spline Wiring, Connectors and Fasteners

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*Professionalize your knowledge
in three-dimensional Low
Poly modeling and boost your
resume with this online program”*

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 has been the most widely used learning system among the world's leading business 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. Over the course of 4 years, you will be presented with multiple practical case studies. You will have to combine all your knowledge, and research, argue, and defend your 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.

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 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 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

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 Low Poly Modeling in 3D Studio Max 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 Low Poly Modeling in 3D Studio Max** 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 Low Poly Modeling in 3D Studio Max**

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

tech technological
university

personalized service innovation

knowledge present

online training

development language

virtual classroom

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in 3D Studio Max

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- » Exams: **online**

Postgraduate Certificate

Low Poly Modeling in 3D Studio Max

