

Postgraduate Certificate Polygonal Modeling in 3D Studio Max



Postgraduate Certificate Polygonal 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.techtute.com/us/videogames/postgraduate-certificate/polygonal-modeling-3d-studio-max

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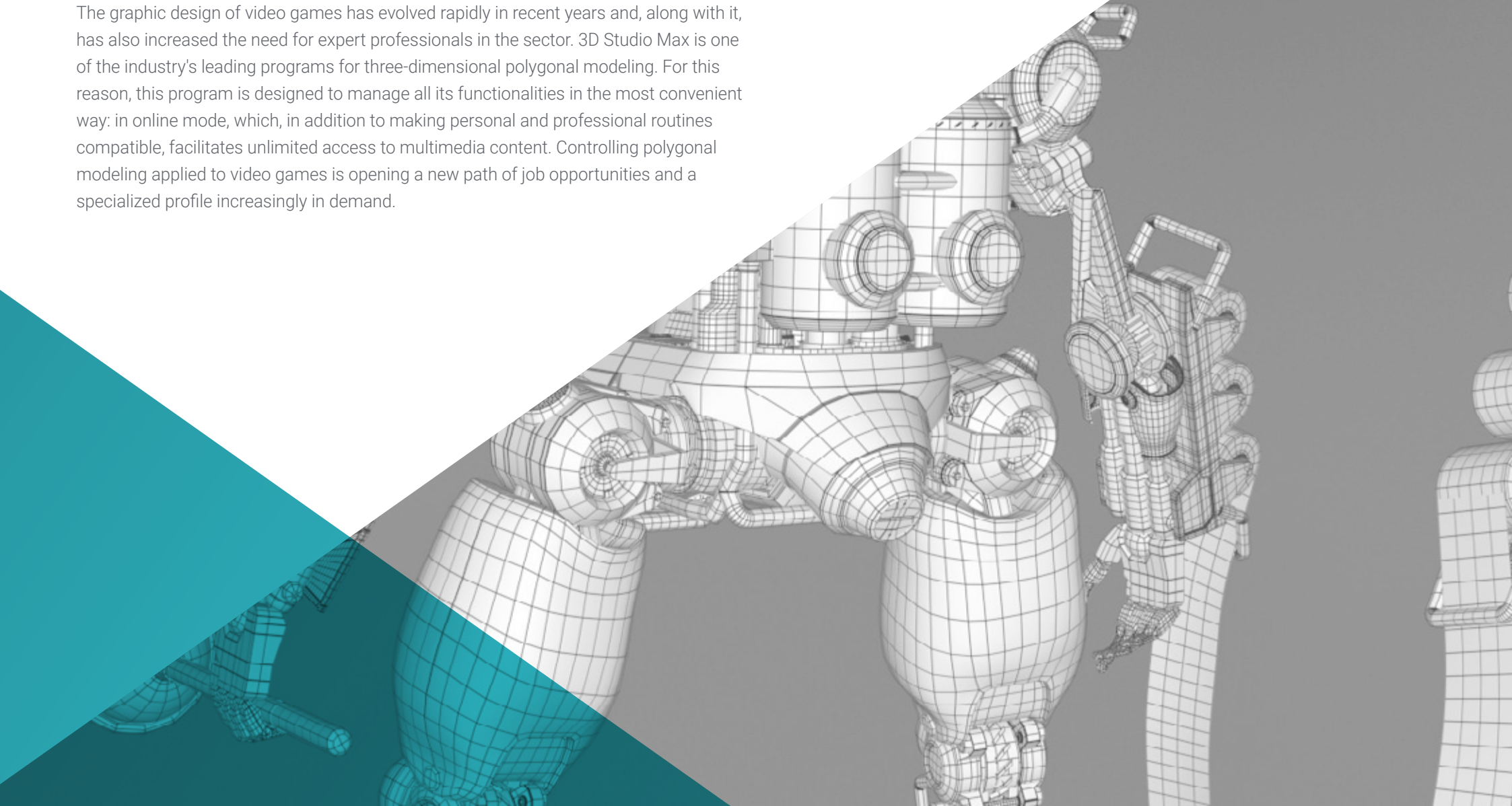
Certificate

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01

Introduction

The graphic design of video games has evolved rapidly in recent years and, along with it, has also increased the need for expert professionals in the sector. 3D Studio Max is one of the industry's leading programs for three-dimensional polygonal modeling. For this reason, this program is designed to manage all its functionalities in the most convenient way: in online mode, which, in addition to making personal and professional routines compatible, facilitates unlimited access to multimedia content. Controlling polygonal modeling applied to video games is opening a new path of job opportunities and a specialized profile increasingly in demand.





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Master polygonal modeling with 3D Studio Max applied to video games and become a specialized professional in the field"

This Postgraduate Certificate is intended for all those who are interested in focusing their knowledge of polygonal modeling in 3D Studio Max towards the design of shapes and graphics in video games. It is one of the most widely used programs in the industry, so learning to use all its functionalities means opening the doors to a labor market that requires specialized professionals. Therefore, this program covers from the most theoretical to the most practical concepts and guarantees a comprehensive knowledge of the software.

The curriculum focuses, as a priority, on conceptualizing the various skills in the use of 3D Studio Max, as well as working with custom configurations to ensure the basics. It then goes into more depth on how smoothing works on meshes and developing an understanding of how they behave.

The content also dwells on object transformation techniques, as well as having knowledge of UV map creation. Among some of the general objectives are to deepen the theory of the creation of forms in order to develop true masters of form.

The Postgraduate Certificate in Polygonal Modeling in 3D Studio Max is focused on video game design professionals who need to expand their knowledge and versatility with this tool. Its fully online study plan facilitates access to multimedia content from anywhere and at any time to make it easier to reconcile learning with work and professional routine.

This **Postgraduate Certificate in Polygonal Modeling in 3D Studio Max** contains the most complete and up-to-date educational program on the market. Its most notable features are:

- ◆ The development of practical cases presented by experts in Polygonal Modeling in 3D Studio Max
- ◆ The graphic, schematic, and 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



Become a true master of form with 3D Studio Max applied to game graphics development"

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From the theoretical conceptualizations to the handling of the tools, in only 6 weeks and totally online, you will master 3D Studio Max”

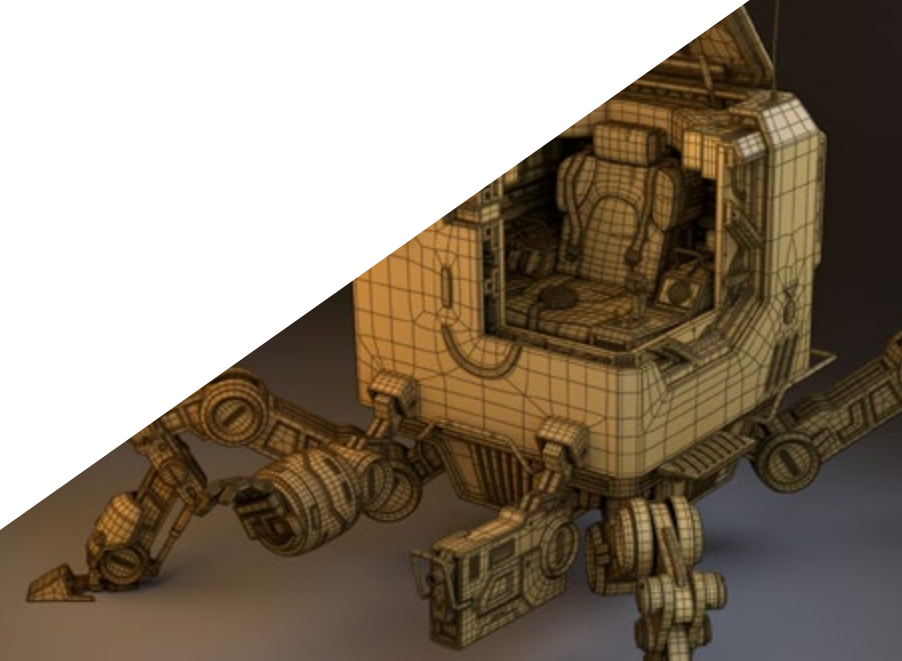
The program's teaching staff includes professionals from the sector who contribute their work experience to this training program, as well as renowned specialists from leading societies and prestigious universities.

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.

This Postgraduate Certificate will give you the keys to get into polygonal modeling for video games.

Become an expert in three-dimensional modeling in 3D Studio Max with this Postgraduate Certificate.



02 Objectives

This Postgraduate Certificate aims to introduce students to the control and management of polygonal modeling in 3D Studio Max, focused on the development of shape design for video games. The objective of this program is to learn in detail the basics of 3D modeling in its various forms. Therefore, you will have the most current and practical content, with which you will have a variety of exercises to edit and transform geometries, organize scenes and learn how to model with 3D Studio Max.





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The objective is to learn in detail the basics of 3D modeling in its various forms”



General Objectives

- ◆ Delve into the theory of form creation to develop form masters
- ◆ Learn in detail the basics of 3D modeling in its various forms
- ◆ Generate designs for different industries and their application
- ◆ Know all the tools related to the 3D modeling profession
- ◆ Acquire skills for the development of textures and FX of 3D models

“

Achieve your goals and redirect your career path thanks to this online Postgraduate Certificate without having to deviate from your personal and professional routine"





Specific Objectives

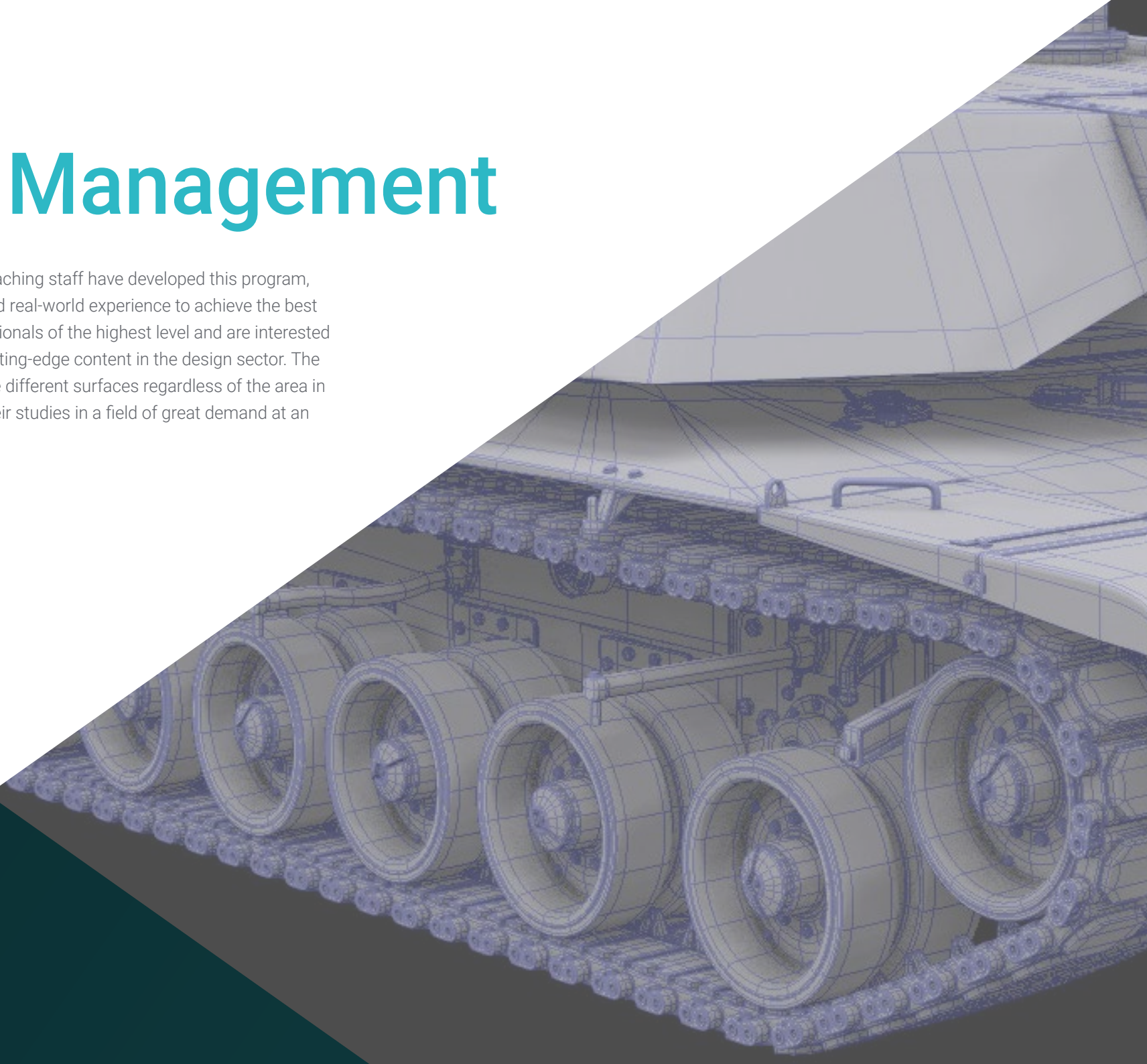
- ◆ Possess extensive knowledge in the use of 3D Studio Max
- ◆ Learn to work with customized configurations
- ◆ Gain an in-depth understanding of how smoothing works on meshes
- ◆ Conceive geometries through different methods
- ◆ Develop an understanding of how meshes behave
- ◆ Apply object transformation techniques
- ◆ Knowledge of UV mapping



03

Course Management

An expert management team and teaching staff have developed this program, applying their proven track record and real-world experience to achieve the best educational results. They are professionals of the highest level and are interested in providing the most current and cutting-edge content in the design sector. The students will be able to learn to make different surfaces regardless of the area in which they specialize, completing their studies in a field of great demand at an international level.





“ Learn polygonal modeling in 3D Studio Max from the best professionals in the industry”

Management



Mr. Salvo Bustos, Gabriel Agustín

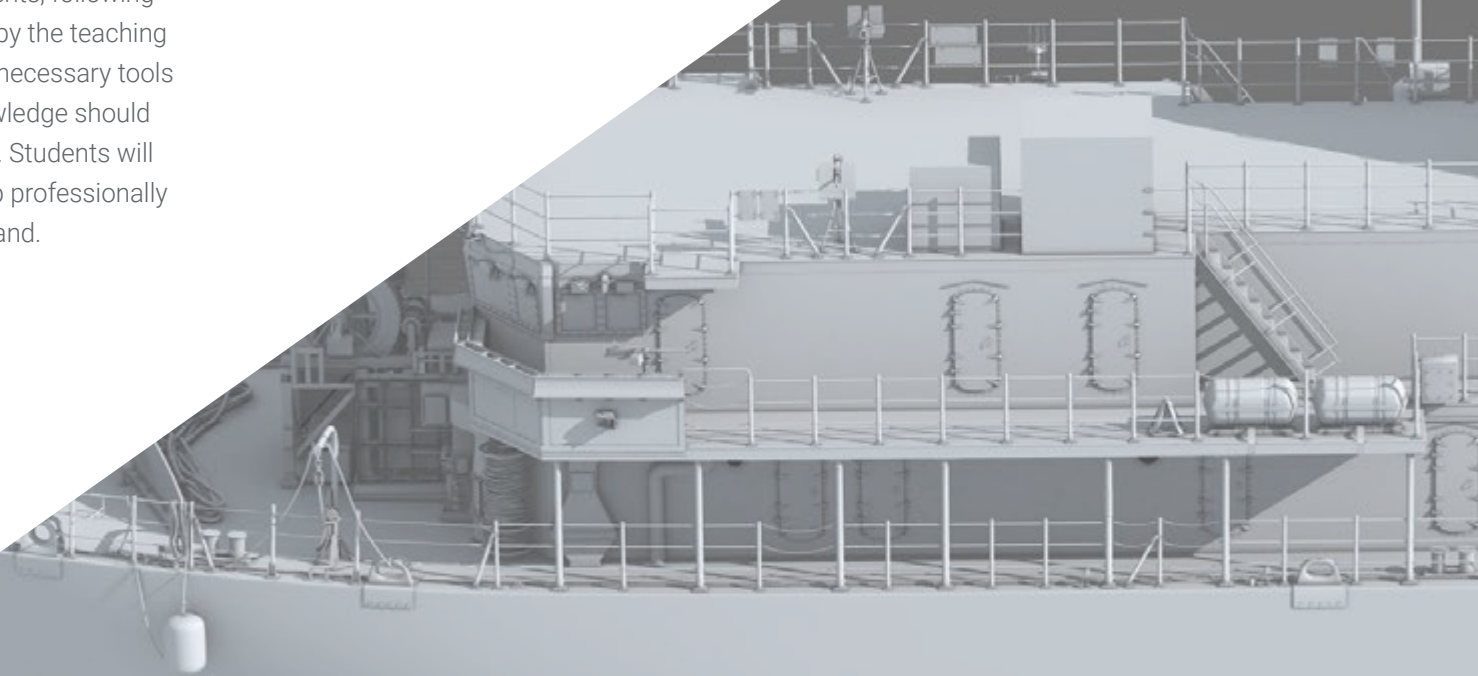
- 9 years of experience in Aeronautical 3D modeling
- 3D Artist at 3D Visualization Service Inc
- 3D production for Boston Whaler
- 3D Modeler for Shay Bonder Multimedia TV Production Company
- Audiovisual Producer in Digital Film
- Product Designer for Escencia de los Artesanos by Eliana M
- Industrial 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

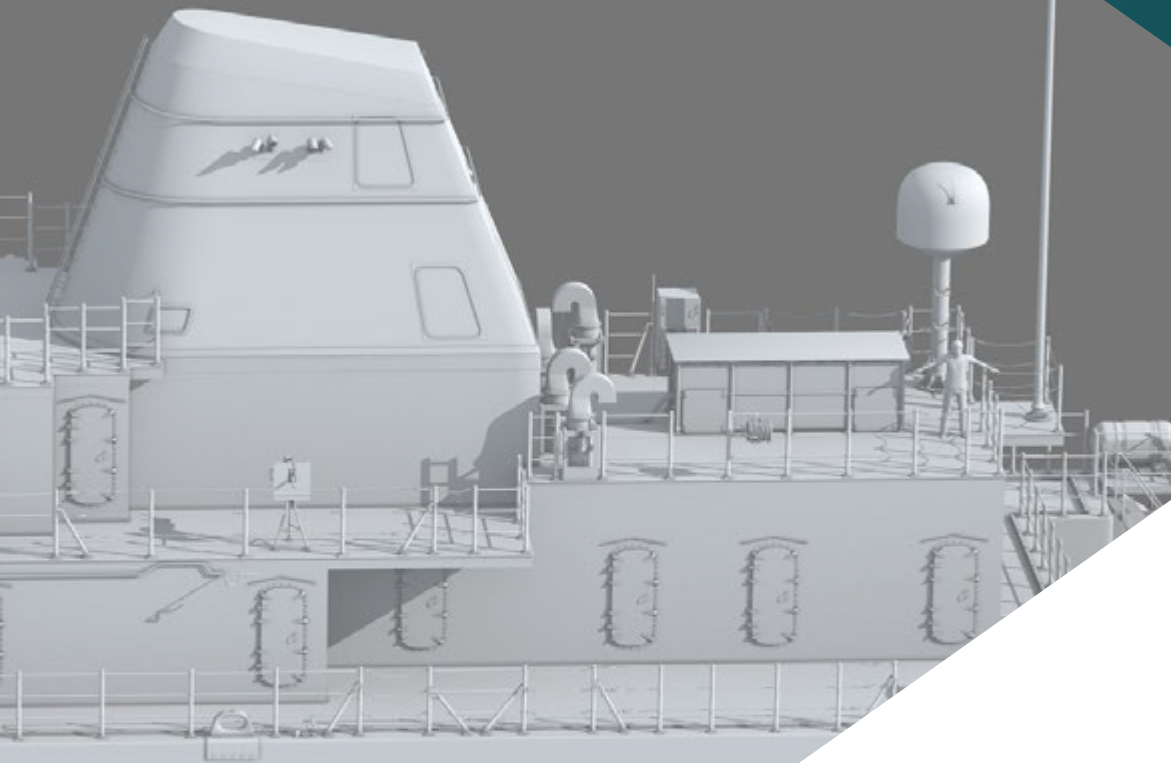


04

Structure and Content

The Postgraduate Certificate in Polygonal Modeling in 3D Studio Max has been designed based on the need to introduce these contents, following the specificity of a sector and the requirements proposed by the teaching team. In this way, the program provides students with the necessary tools to put learning into practice, as well as the necessary knowledge should they wish to continue advancing within the same program. Students will expand their knowledge, which will enable them to develop professionally and add value to their professional career and personal brand.





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*Prepare yourself professionally for new challenges
and add value to your personal brand"*

Module 1. Polygonal Modeling in 3D Studio Max

- 1.1. 3D Studio Max
 - 1.1.1. 3D Studio Max Interface
 - 1.1.2. Custom Configurations
 - 1.1.3. Modeling with Primitives and Deformers
- 1.2. Reference Modeling
 - 1.2.1. Creating Reference Images
 - 1.2.2. Smoothing Hard Surfaces
 - 1.2.3. Organization of Scenes
- 1.3. High-Resolution Mesh
 - 1.3.1. Basic Smoothed Modeling and Smoothing Groups
 - 1.3.2. Extrusion and Bevel Modeling
 - 1.3.3. Using TurboSmooth Modifier
- 1.4. Modeling with Splines
 - 1.4.1. Modifying Curvatures
 - 1.4.2. Configuring Polygon Faces
 - 1.4.3. Extruding and Spherizing
- 1.5. Creating Complex Shapes
 - 1.5.1. Configuring Components and Work Grid
 - 1.5.2. Duplicating and Soldering Components
 - 1.5.3. Cleaning Polygons and Smoothing
- 1.6. Modeling with Edge Trimming
 - 1.6.1. Creation and Positioning of Templates
 - 1.6.2. Making Cuts and Cleaning Topology
 - 1.6.3. Extruding Shapes and Creating Folds
- 1.7. Modeling from a Low Poly Model
 - 1.7.1. Starting with the Basic Shape and Adding Chamfers
 - 1.7.2. Adding Subdivisions and Generating Borders
 - 1.7.3. Cuts, Welds and Details





- 1.8. Edit Poly I Modifier
 - 1.8.1. Workflows
 - 1.8.2. Interfaces
 - 1.8.3. Sub Objects
- 1.9. Creation of Object Compounds
 - 1.9.1. Morph, Scatter, Conform and Connect Compound objects
 - 1.9.2. BlobMesh, Shape Merge and Boolean Compound objects
 - 1.9.3. Loft, Mesher and Proboolean Compound Objects
- 1.10. Techniques and Strategies to Create UVs
 - 1.10.1. Simple and Arc-Type Geometries
 - 1.10.2. Hard Surfaces
 - 1.10.3. Examples and Applications



Lay the foundations of your knowledge in Polygonal Modeling in 3D Studio Max with this fully online Postgraduate Certificate”

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.



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 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 in Polygonal 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 Polygonal Modeling in 3D Studio Max** contains the most complete and up-to-date educational 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 Polygonal Modeling in 3D Studio Max**

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 languages
virtual classroom



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