

Postgraduate Certificate Substance Painter in Virtual Reality Art



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- » 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/substance-painter-virtual-reality-art

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01

Introduction

The Substance Painter program is one of the reference points within the Video Game industry that bases its technology on Virtual Reality. The functions it presents allow 3D figures and objects to obtain an excellent result. This complete program will teach the professionals to create a 3D project, to know the best options to import the modeling, to modify it and to import texture maps. All this, with a 100% online methodology, based on real simulations, which will put the students in front of the possible challenges that may be encountered in any creative VR Video Game studio.





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Master perfectly the tools for texture painting and give a leap of quality to your 3D creations with this Postgraduate Certificate”

The Video Game industry has entered fully into Virtual Reality. There are many pieces of software that allow you to obtain 3D creations. However, only with some of them professional results can be achieved. In this Postgraduate Certificate in Substance Painter in Virtual Reality Art, is addressed in detail one of the most used software by the leading title creators.

The teaching team specialized in the field of Graphic Design and Video Game creation will show students all the necessary steps to create a project from start to end to obtain an exquisite result in 3D modeling. Texturing, the use of layers, materials, generators and filters are just some of the techniques and tools that will be covered in this program.

The professionals who wish to achieve a specialization in the Gaming field has an excellent opportunity to do so thanks to this 100% online program, designed for people who wish to easily combine study with their personal life. Likewise, the interactive material and the Relearning method, based on the reiteration of contents, will help to consolidate all the learning offered by this program.

This **Postgraduate Certificate in Substance Painter in Virtual Reality Art** 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 Virtual Reality Art
- ◆ 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
- ◆ Content that is accessible from any fixed or portable device with an Internet connection



Get the attention of the leading VR game studios with your artistic creations. This Postgraduate Certificate will allow you to obtain a plus to your modeling”

“

Learn from experts in the VR game design industry to obtain the most out of Substance's smart materials”

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 learn in real situations.

The design of this program focuses on Problem-Based Learning, by means of which the professional must try to solve the different professional practice situations that are presented throughout the academic course. For this purpose, the student will be assisted by an innovative interactive video system created by renowned and experienced experts.

The mastery of one of the leading programs in modeling design for Virtual Reality Video Games will open doors for you in the Gaming industry.

A specialized teaching team that has been part of VR titles will help you reach your goals.



02 Objectives

Throughout this 6-month program, the professional will learn the best way to use Substance textures intelligently, will be able to create any type of mask and make quality textures for hard surface and organic modeling. The experience of the teaching staff in the Gaming field together with the interactive resources will be of great help to the students who wish to perfect the 3D modeling technique.





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You will achieve quality textures in any modeling with this Postgraduate Certificate. Enroll now”



General Objectives

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

- ◆ Use substance textures in a smart way
- ◆ Be able to create any type of mask
- ◆ Master generators and filters
- ◆ Do high-quality textures for a hard surface modeling
- ◆ Do quality textures for an organic modeling
- ◆ Be able to do a good Render to show the Props

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You will be able to download the content from the interactive resource library so that you can view it at any time. Learn at your own pace”

03

Course Management

The programs offered by TECH Technological University to its students are based on the philosophy of an elite education within everyone's reach. Therefore, this Postgraduate Certificate has a teaching staff that has been rigorously selected to offer a quality program and adjusted to the demands of professionals in the field. Thus, the professionals will be guided in this program by a faculty prepared in Artistic Design and with experience in the creation of Virtual Reality Video Games.





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An expert VR Video Game teaching staff will guide you at all times, so that you obtain a good result in your 3D designs”

Management



Mr. 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
- ♦ Professional Master's Degree in Digital Sculpture and Modeling from the Voxel School of Madrid, Professional Master's Degree in Video Game Art and Design from the U-Tad University of Madrid

Professors

Mr. Márquez Maceiras, Mario

- ♦ Audiovisual operator PTM Pictures That Moves
- ♦ Gaming tech support agent at 5CA
- ♦ 3D and VR environment creator and designer at Inmoreality
- ♦ Art designer at Seamantis Games
- ♦ Founder of Evolve Games
- ♦ Graduated in Graphic Design at the School of Art of Granada
- ♦ Graduated in Video Games and Interactive Content Design at the School of Art of Granada
- ♦ Professional Master's Degree in Game Design by U-Tad University of Madrid



04

Structure and Content

Throughout the 6-week of this program, the syllabus of this course covers the main elements of the Substance Painter program. Thanks to case studies and interactive material, students will be able to better understand the concepts of Prop Hard Surface texturing, organic Prop or the great importance of masks in the creative development of a 3D object. The teaching team specialized in the Gaming field will help the professional to obtain the most out of the latest functions of this design program.





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Explain the multiple options provided by the generators and filters. Learn how to use them in this Postgraduate Certificate”

Module 1. Substance Painter

- 1.1. Creating a Project
 - 1.1.1. Importing Maps
 - 1.1.2. UVS
 - 1.1.3. Baking
- 1.2. Layers
 - 1.2.1. Types of Layers
 - 1.2.2. Layer Options
 - 1.2.3. Materials
- 1.3. Painting
 - 1.3.1. Types of Brushes
 - 1.3.2. Filling Projections
 - 1.3.3. Advance Dynamic Painting
- 1.4. Effects
 - 1.4.1. Filling
 - 1.4.2. Levels
 - 1.4.3. Anchor Points
- 1.5. Masks
 - 1.5.1. Alphas
 - 1.5.2. Procedurals and Grunges
 - 1.5.3. Hard Surfaces
- 1.6. Generators
 - 1.6.1. Generators
 - 1.6.2. Uses
 - 1.6.3. Examples:
- 1.7. Filters
 - 1.7.1. Filters
 - 1.7.2. Uses
 - 1.7.3. Examples:





- 1.8. Hard Surface Prop Texturing
 - 1.8.1. Prop Texturing
 - 1.8.2. Prop Texturing Evolution
 - 1.8.3. Prop Texturing Final Assessment
- 1.9. Organic Prop Texturing
 - 1.9.1. Prop Texturing
 - 1.9.2. Prop Texturing Evolution
 - 1.9.3. Prop Texturing Final Assessment
- 1.10. Render
 - 1.10.1. IRay
 - 1.10.2. Post-Processing
 - 1.10.3. Col Use

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Get a perfect 3D modeling project to present to any Virtual Reality Video Game company”

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 in Substance Painter in Virtual Reality Art 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 Substance Painter in Virtual Reality Art** 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 Substance Painter in Virtual Reality Art**

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



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