

Postgraduate Certificate

Texturing with Substance Painter





Postgraduate Certificate Texturing with Substance Painter

- » Modality: online
- » Duration: 6 weeks
- » Certificate: TECH Global University
- » Accreditation: 6 ECTS
- » Schedule: at your own pace
- » Exams: online

Website: www.techtitute.com/us/videogames/postgraduate-certificate/texturing-substance-painter

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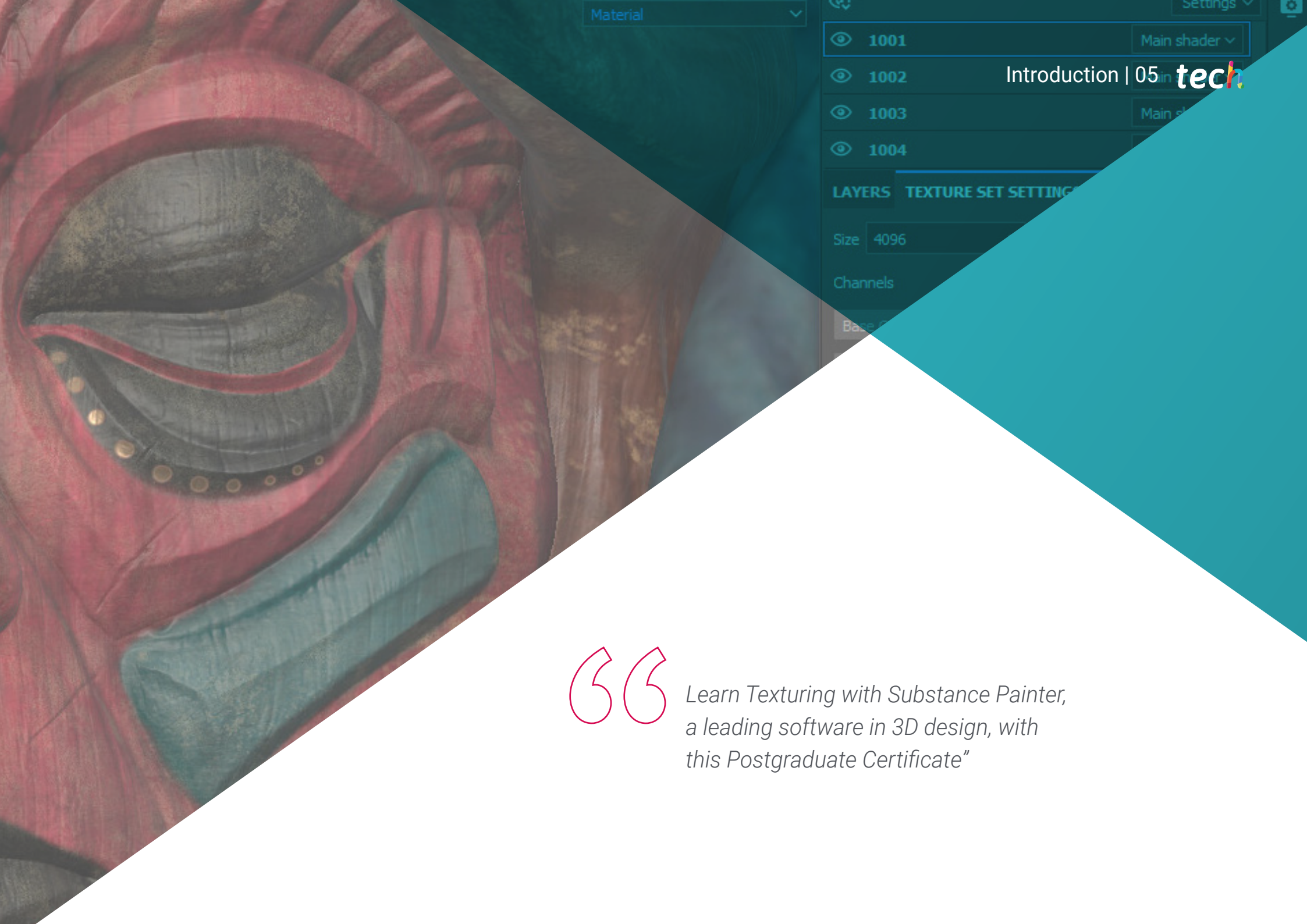
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01

Introduction

Substance Painter is one of the most widely used digital texturing software in the field of video game graphics and image design. It is a powerful tool essential for mastering PBR texturing. Through this training, users will acquire all the necessary skills and knowledge to give their projects a professional finish. As this training is offered online, it adapts to the student's learning pace, making it possible to balance with other personal and professional projects. Additionally, it is taught using the *learning by doing methodology*, which enables autonomous and effective learning for the student.





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*Learn Texturing with Substance Painter,
a leading software in 3D design, with
this Postgraduate Certificate”*

Knowledge of texture application is increasingly in demand in a growing and constantly changing sector. The video game and animation design industry requires, as a fundamental prerequisite, deep expertise in this area. With this Postgraduate Certificate in Texturing with Substance Painter, students will learn how to recreate a variety of materials, such as metals, wood, stone, and fabrics, on their 3D models.

The curriculum covers the baking process of additional textures from a high-resolution model, diving into various techniques aimed at professional modeling and texturing. These techniques will help students add more realistic and stylized effects to their projects. It also explores the understanding and application of different material layers and how they affect the overall texture.

Through this educational program, students will be able to create materials from scratch, modify existing ones to create fully customized materials, work with mapping coordinates, and use masks to apply textures correctly. They will also gain knowledge on how to use brushes effectively.

The program is taught with the re-learning and learning by doing methodologies, encouraging student autonomy in learning, enabling them to apply their knowledge to their professional projects. Delivered in a convenient online format, the program focuses on active student participation and self-paced learning, regardless of geographic location.

This **Postgraduate Certificate in Texturing with Substance Painter** contains the most complete and up-to-date program on the market. The most important features include:

- ♦ The development of practical cases presented by experts in texturing with Substance Painter
- ♦ 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 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 an expert in Texturing with Substance Painter, offering quality and up-to-date skills to your users by starting this Postgraduate Certificate"

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Transform your resume into a specialized profile with this online training and open up new professional opportunities in the field of 3D design for video games”

Take your professional career as a designer to the next level and become an expert in Substance Painter.

This Postgraduate Certificate meets all the requirements to make you an expert in 3D Texturing with Substance Painter.

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.

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 during the course. For this purpose, students will be assisted by an innovative interactive video system created by renowned experts.



02

Objectives

The main goal of this Postgraduate Certificate is for students to learn how to effectively apply Substance Painter in the texturing process of their designs in a practical and efficient manner. To achieve this, students will gain a deep understanding of all the components that make up the software. Additionally, students will learn to comprehend the different layers of a material to achieve a flawless finish. As such, the primary objective is to create materials from scratch, involving texturing tasks of varying difficulty levels, and to learn how to modify them. The intention is that the student will be able to improve details with meticulous techniques and deliver impeccable pieces.



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Perfect your texturing technique with this online training, and embrace easy, comfortable, and flexible learning”



General Objectives

- ♦ Gain a deep understanding of all the steps required to create a professional-level 3D model
- ♦ Learn and understand in detail how textures work and how they influence the modeling process
- ♦ Master various techniques focused on modeling, texturing and real time used today in the professional world
- ♦ Apply the knowledge acquired in solving modeling problems
- ♦ Expertly use the knowledge acquired to create your own projects and intelligently add them to your portfolio
- ♦ Develop the resources of each program to achieve the best effect for your modeling





Specific Objectives

- ◆ Know in depth the Substance Painter program, the most widely used for texturing in the world of video games today
- ◆ Understand the process of baking from a high resolution model to a low resolution model
- ◆ Know and understand the different layers of a material and how they affect it
- ◆ Create materials from scratch and modify existing materials to achieve a fully customized material
- ◆ Know how to work with mapping coordinates and masks to correctly apply textures to the model
- ◆ Learn about brushes, how to use them and how to create customized brushes
- ◆ Learn to use the program's resources and other external tools to enhance textures
- ◆ Know different methods to create or modify textures



Turn your projects into more refined and accomplished works through the proper application of texturing"

03

Course Management

Highly regarded experts have designed this program to meet the demands and requirements of today's market. The cutting-edge faculty teaching the program equips digital artists with the skills necessary to become texturing specialists. Their guidelines in creating the curriculum prepare students for an international design landscape. Therefore, students will receive the most up-to-date and in-demand knowledge in the industry.





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*Qualified teachers have designed
this program with your growth and
international expansion in mind”*

Management



Dr. Vidal Peig, Teresa

- ♦ Specialist in Arts and Technology (digital art, 2D, 3D, VR and AR)
- ♦ Designer and creator of 2D character sketches for mobile video games
- ♦ Designer at Sara Lee, Motos Bordy, Hebo and Full Gass
- ♦ Teacher and director of Master's Degree in Video Game Programming
- ♦ Professor at the University of Girona
- ♦ PhD in Architecture from the Polytechnic University of Catalonia
- ♦ Degree in Fine Arts from the University of Barcelona

Faculty

Mr. Llorens Aguilar, Víctor

- ♦ Expert in 3D Modeling
- ♦ Teacher in courses related to 3D Modeling
- ♦ Scratch teacher in private schools
- ♦ Degree in 3D Animations, Games and Interactive Environments



04

Structure and Content

The content of this Postgraduate Certificate is divided into 10 distinct sections, each delving into both the basic concepts of the Substance Painter tool and its practical use. In other words, the structure combines theoretical and practical content, designed to equip digital artists with a comprehensive understanding of texturing. Through the combination of the latest techniques and the expertise of the faculty, the program enhances students' skills in adding greater realism to 3D productions.



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Add greater realism to your 3D productions with the Substance Painter tool”

Module 1. Texturing with Substance Painter

- 1.1. Substance Painter
 - 1.1.1. Create New Project and Reimport Models
 - 1.1.2. Basic Controls and Interface. 2D and 3D Views
 - 1.1.3. Baking
- 1.2. Baking Layers
 - 1.2.1. World Space Normal
 - 1.2.2. Ambient Occlusion
 - 1.2.3. Curvature
 - 1.2.4. Position
 - 1.2.5. ID, Normal, Thickness
- 1.3. Layers
 - 1.3.1. Base Color
 - 1.3.2. Roughness
 - 1.3.3. Metallic
 - 1.3.4. Materials
- 1.4. Masks and Generators
 - 1.4.1. Layers and UVs
 - 1.4.2. Masks
 - 1.4.3. Procedural Generators
- 1.5. Base Material
 - 1.5.1. Types of Material
 - 1.5.2. Customized Generators
 - 1.5.3. Creation of a Base Material from Scratch
- 1.6. Brushes
 - 1.6.1. Predefined Parameters and Brushes
 - 1.6.2. Alphas, Lazy Mouse and Symmetry
 - 1.6.3. Create Custom Brushes and Save Them





- 1.7. Particles
 - 1.7.1. Particle Brushes
 - 1.7.2. Properties of Particles
 - 1.7.3. Particles Using Masks
- 1.8. Projections
 - 1.8.1. Preparing Textures
 - 1.8.2. Stencil
 - 1.8.3. Cloning
- 1.9. Substance Share/Source
 - 1.9.1. Substance Share
 - 1.9.2. Substance Source
 - 1.9.3. Textures.com
- 1.10. Terminology
 - 1.10.1. Normal Map
 - 1.10.2. Acolchado o Sangrado
 - 1.10.3. Mipmapping



This qualification is designed by the top experts in the field, ensuring that your knowledge is up-to-date and meets the industry's demands"

05 Study Methodology

TECH is the world's first university to combine the **case study** methodology with **Relearning**, a 100% online learning system based on guided repetition.

This disruptive pedagogical strategy has been conceived to offer professionals the opportunity to update their knowledge and develop their skills in an intensive and rigorous way. A learning model that places students at the center of the educational process giving them the leading role, adapting to their needs and leaving aside more conventional methodologies.



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TECH will prepare you to face new challenges in uncertain environments and achieve success in your career”

The student: the priority of all TECH programs

In TECH's study methodology, the student is the main protagonist.

The teaching tools of each program have been selected taking into account the demands of time, availability and academic rigor that, today, not only students demand but also the most competitive positions in the market.

With TECH's asynchronous educational model, it is students who choose the time they dedicate to study, how they decide to establish their routines, and all this from the comfort of the electronic device of their choice. The student will not have to participate in live classes, which in many cases they will not be able to attend. The learning activities will be done when it is convenient for them. They can always decide when and from where they want to study.

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*At TECH you will NOT have live classes
(which you might not be able to attend)”*



The most comprehensive study plans at the international level

TECH is distinguished by offering the most complete academic itineraries on the university scene. This comprehensiveness is achieved through the creation of syllabi that not only cover the essential knowledge, but also the most recent innovations in each area.

By being constantly up to date, these programs allow students to keep up with market changes and acquire the skills most valued by employers. In this way, those who complete their studies at TECH receive a comprehensive education that provides them with a notable competitive advantage to further their careers.

And what's more, they will be able to do so from any device, pc, tablet or smartphone.

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TECH's model is asynchronous, so it allows you to study with your pc, tablet or your smartphone wherever you want, whenever you want and for as long as you want”

A 100% online Virtual Campus with the best teaching resources

In order to apply its methodology effectively, TECH focuses on providing graduates with teaching materials in different formats: texts, interactive videos, illustrations and knowledge maps, among others. All of them are designed by qualified teachers who focus their work on combining real cases with the resolution of complex situations through simulation, the study of contexts applied to each professional career and learning based on repetition, through audios, presentations, animations, images, etc.

The latest scientific evidence in the field of Neuroscience points to the importance of taking into account the place and context where the content is accessed before starting a new learning process. Being able to adjust these variables in a personalized way helps people to remember and store knowledge in the hippocampus to retain it in the long term. This is a model called Neurocognitive context-dependent e-learning that is consciously applied in this university qualification.

In order to facilitate tutor-student contact as much as possible, you will have a wide range of communication possibilities, both in real time and delayed (internal messaging, telephone answering service, email contact with the technical secretary, chat and videoconferences).

Likewise, this very complete Virtual Campus will allow TECH students to organize their study schedules according to their personal availability or work obligations. In this way, they will have global control of the academic content and teaching tools, based on their fast-paced professional update.



The online study mode of this program will allow you to organize your time and learning pace, adapting it to your schedule”

The effectiveness of the method is justified by four fundamental achievements:

1. Students who follow this method not only achieve the assimilation of concepts, but also a development of their mental capacity, through exercises that assess real situations and the application of knowledge.
2. Learning is solidly translated into practical skills that allow the student to better integrate into the real world.
3. Ideas and concepts are understood more efficiently, given that the example situations are based on real-life.
4. Students like to feel that the effort they put into their studies is worthwhile. This then translates into a greater interest in learning and more time dedicated to working on the course.

The university methodology top-rated by its students

The results of this innovative teaching model can be seen in the overall satisfaction levels of TECH graduates.

The students' assessment of the teaching quality, the quality of the materials, the structure of the program and its objectives is excellent. Not surprisingly, the institution became the top-rated university by its students according to the global score index, obtaining a 4.9 out of 5.

Access the study contents from any device with an Internet connection (computer, tablet, smartphone) thanks to the fact that TECH is at the forefront of technology and teaching.

You will be able to learn with the advantages that come with having access to simulated learning environments and the learning by observation approach, that is, Learning from an expert.



As such, the best educational materials, thoroughly prepared, will be available in this program:



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.

This content is then adapted in an audiovisual format that will create our way of working online, with the latest techniques that allow us to offer you high quality in all of the material that we provide you with.



Practicing Skills and Abilities

You will carry out activities to develop specific competencies and skills in each thematic field. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop within the framework of the globalization we live in.



Interactive Summaries

We present the contents attractively and dynamically in multimedia lessons that include audio, videos, images, diagrams, and concept maps in order to reinforce knowledge.

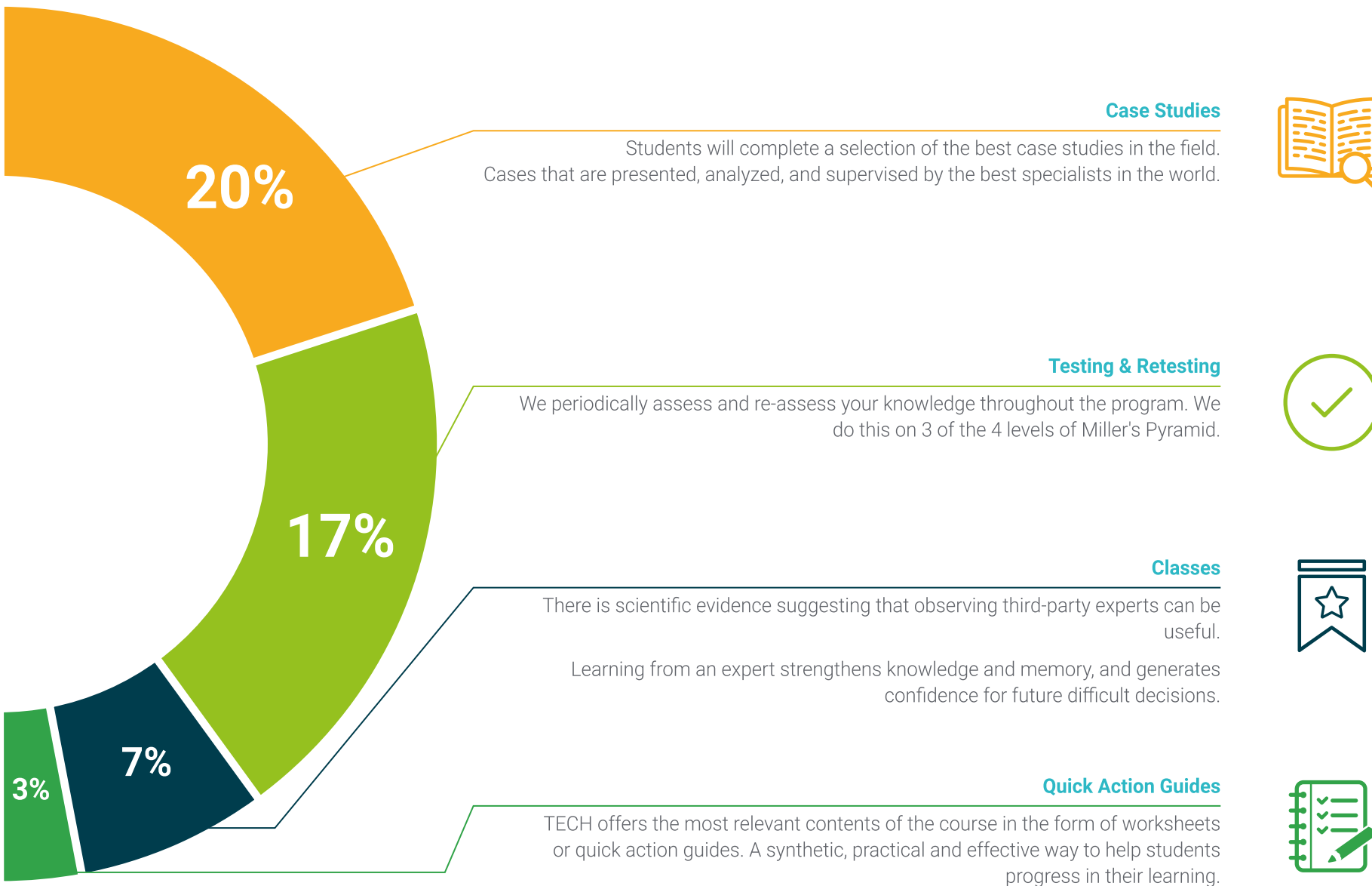
This exclusive educational system for presenting multimedia content was awarded by Microsoft as a "European Success Story".



Additional Reading

Recent articles, consensus documents, international guides... In our virtual library you will have access to everything you need to complete your education.





06 Certificate

This Postgraduate Certificate in Texturing with Substance Painter guarantees students, in addition to the most rigorous and up-to-date education, access to a diploma for the Postgraduate Certificate issued by TECH Global University.



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Successfully complete this program and receive your university qualification without having to travel or fill out laborious paperwork”

This private qualification will allow you to obtain a diploma for the **Postgraduate Certificate in Texturing with Substance Painter** endorsed by TECH Global University, the world's largest online university.

TECH Global University, is an official European University publicly recognized by the Government of Andorra ([official bulletin](#)). Andorra is part of the European Higher Education Area (EHEA) since 2003. The EHEA is an initiative promoted by the European Union that aims to organize the international training framework and harmonize the higher education systems of the member countries of this space. The project promotes common values, the implementation of collaborative tools and strengthening its quality assurance mechanisms to enhance collaboration and mobility among students, researchers and academics.

This **TECH Global University** private qualification, is a European program of continuing education and professional updating that guarantees the acquisition of competencies in its area of knowledge, providing a high curricular value to the student who completes the program.

Title: **Postgraduate Certificate in Texturing with Substance Painter**

Modality: **online**

Duration: **6 weeks**

Accreditation: **6 ECTS**



future
health confidence people
education information tutors
guarantee accreditation teaching
institutions technology learning
community commitment
personalized service innovation
knowledge present quality
online training
development languages
virtual classroom



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- » Modality: online
- » Duration: 6 weeks
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- » Accreditation: 6 ECTS
- » Schedule: at your own pace
- » Exams: online

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