Postgraduate Certificate
3D Creature Modeling

tech global university

Postgraduate Certificate
3D Creature Modeling

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

Website: **www.techtitute.com/us/design/postgraduate-certificate/3d-creature-modeling**

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01
Introduction

Creatures in movies and video games have evolved throughout history in an incredible way, going from the first versions of King Kong and Godzilla to realistic animations of dinosaurs, dragons and any fantastical figure imaginable. This has been possible thanks to a consistent advance in 3D modeling technology, which has allowed industry professionals to recreate to the millimeter all the details of the creatures we see today in movies and video games. Knowing that without advanced knowledge in this field professionals will not be able to advance, TECH has prepared this degree with which they will get the necessary resources to move up and succeed in modeling the creatures of the future in 3 dimensions.

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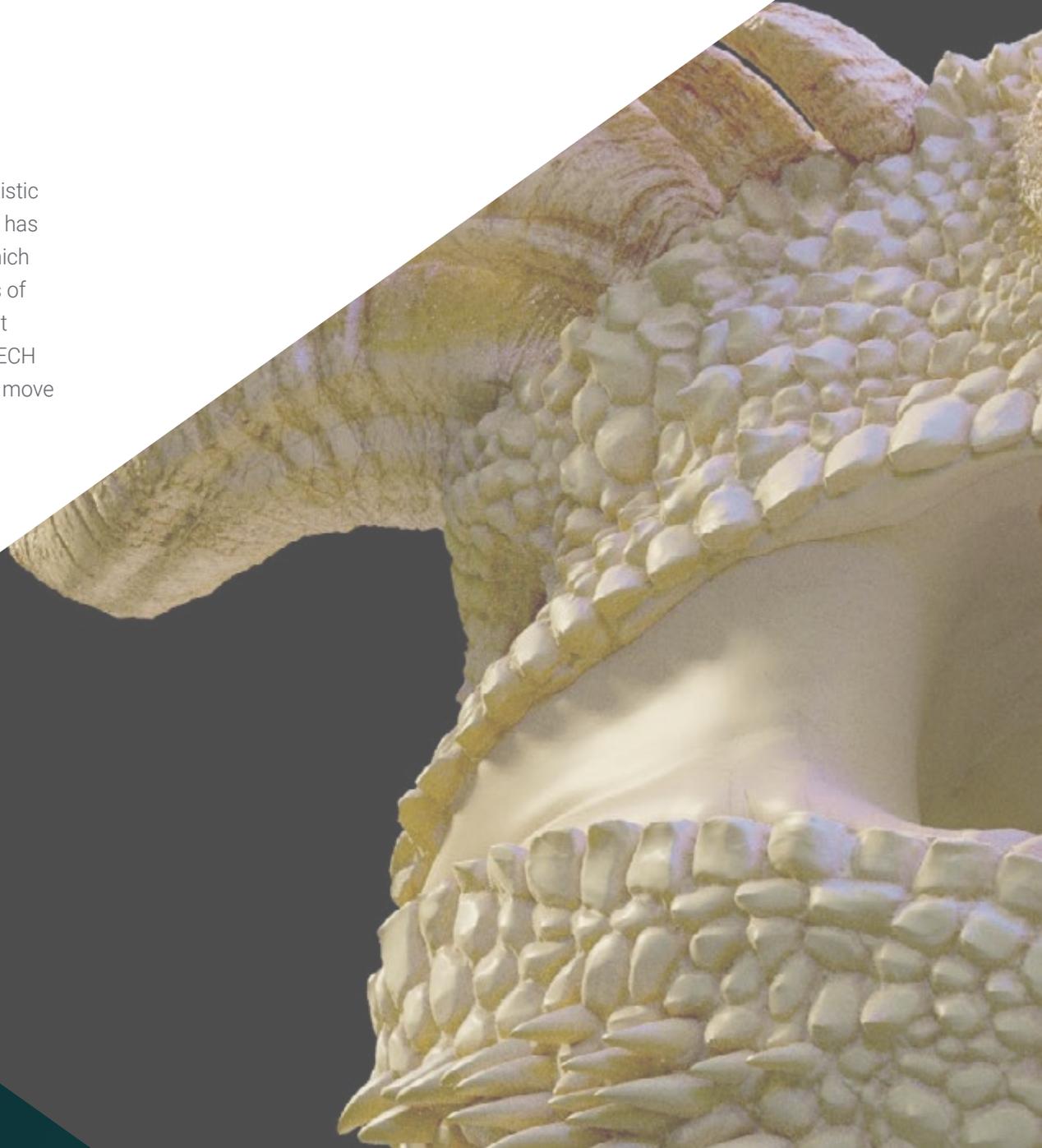
You will be able to recreate everything from the fur of simple mythological creatures to the scales of complex and gigantic dragons"

Nowadays, fantasy is a thriving genre that continues to gain followers, as sagas such as Harry Potter, The Lord of the Rings or Game of Thrones are still in force. All of them are characterized by including in their cast of characters majestic and sometimes terrifying creatures that have been recreated with such attention to detail that they are remembered by viewers around the world.

As such, 3D modeling professionals have found in the last decade hundreds of opportunities for personal and professional growth, greatly expanding the care they have to take when performing large jobs, but at the same time taking on greater responsibilities in an industry that holds them in higher regard.

That is why this TECH program contains the latest and innovative techniques in 3D creature modeling with which professionals can distinguish themselves with honors and be prepared for greater responsibilities and, therefore, better jobs.

In addition, TECH takes into account the needs of its students, which is why the program is offered in an online format that requires neither classes nor on-site attendance of any kind. All didactic material is available for downloading from any mobile device, greatly facilitating the study process.

This **Postgraduate Certificate in 3D Creature Modeling** 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 3D modeling
- 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

It is time for you to stand out in an industry full of creativity by bringing professionalism and an innovative approach thanks to this Postgraduate Certificate"

"Get your qualification in 3D Creature Modeling without doing a final project, which lightens the course load"

Enroll today in TECH and start improving your three-dimensional creature creation for professional quality enhancement.

This is the qualification you were looking for to position yourself prominently in the 3D modeling sector, balancing your academic work with your other professional and job responsibilities.

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 training programmed to train 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. For this purpose, the student will be assisted by an innovative interactive video system created by renowned and experienced experts.

02
Objectives

The main objective of this TECH qualification is to get students to improve their 3D creature modeling techniques, with advanced knowledge in XGen and Maya. This will enable the students to improve their daily workflow, improving the final result of their own projects or meeting the deadlines of elaborate assignments. In this way, the graduates are guaranteed a complete improvement both at a personal and professional level upon completion of their qualification.

"Your goal is to grow professionally in 3D modeling towards better jobs. TECH gives you the best tools to achieve it"

General Objectives

- Expand knowledge of human and animal anatomy in order to develop hyper-realistic creatures
- Master retopology, UVs and texturing to perfect the models created
- Create an optimal and dynamic workflow to work more efficiently with 3D modeling
- Have the skills and knowledge most in demand in the 3D industry to be able to apply for the best jobs

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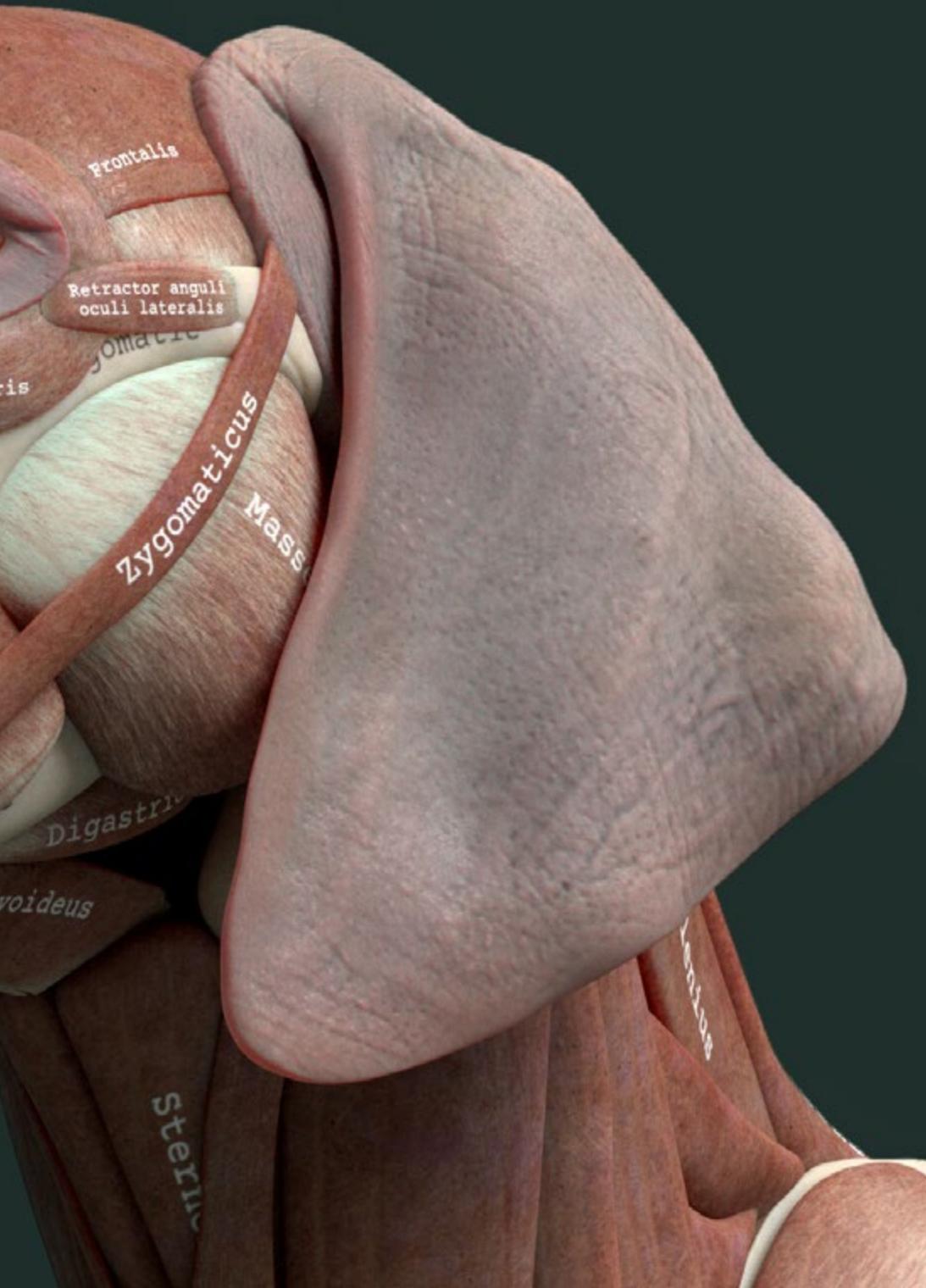
Specific Objectives

- Learn the modeling of different types of animal anatomy
- Review the different types of reptiles and how to create scales with Displacement maps and Alphas
- Investigate how to export models to Mari for realistic texturing
- Learn more about *Grooming* and how to Groom animals with XGen
- Render models in Arnold Render in Maya

This program is an excellent opportunity for you to direct your efforts to a odelling sector that requires professionals versed in the creation of three-dimensional creatures"

Course Management

TECH only chooses the best professionals for the preparation of its qualifications, so the student is guaranteed access to a first-class education by enrolling in this Postgraduate Certificate in 3D Creature Modeling. The teaching staff is involved in the professional improvement of the student, so they will not hesitate to help you in any kind of doubt or question you may have, providing advanced knowledge in 3D odelling that arises from the teachers' own experience.
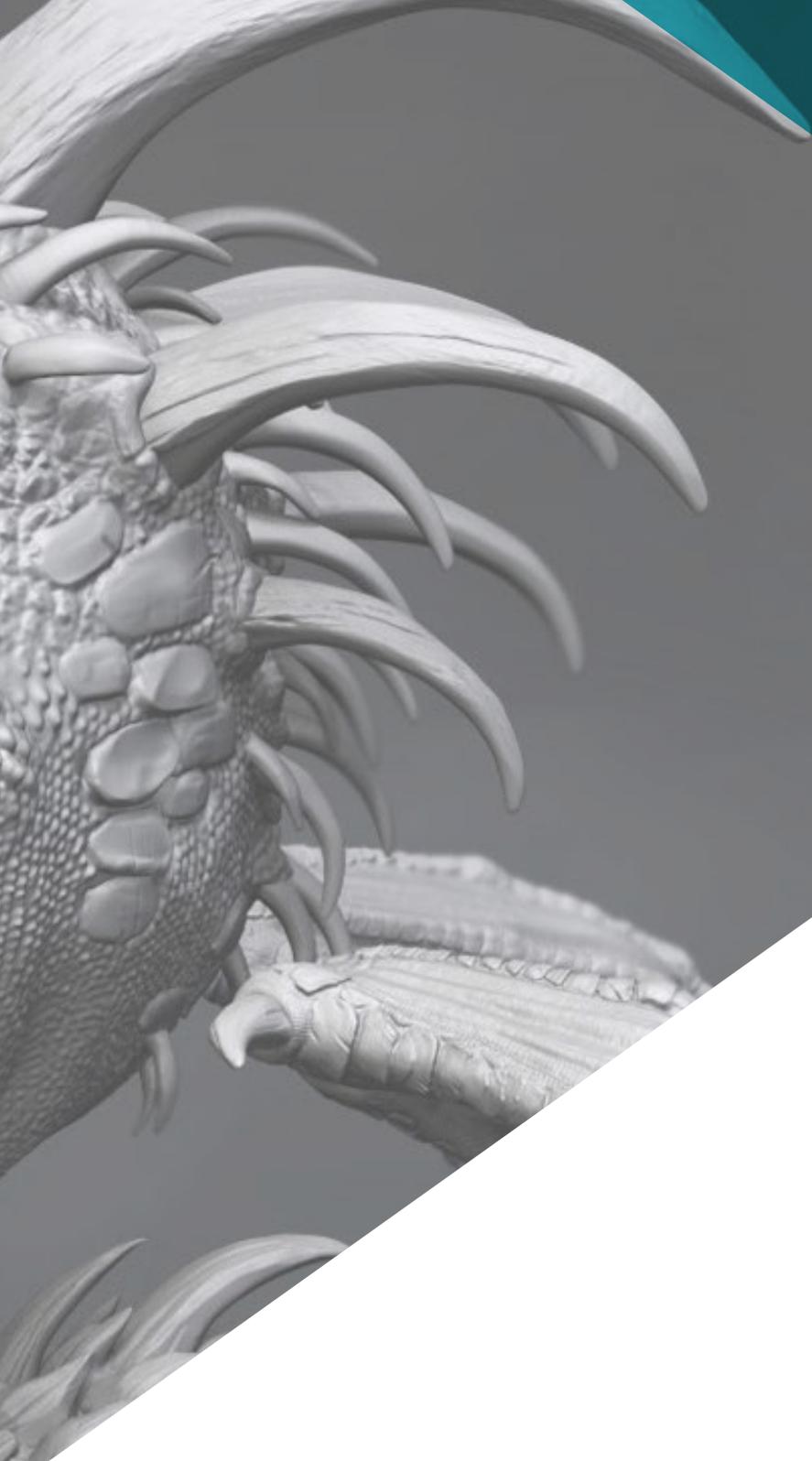
This is the great opportunity you were looking for to finish launching your professional career to the top, supported by teachers who want to see you grow"

International Guest Director

Joshua Singh is a leading professional with over 20 years of experience in the video game industry, internationally recognized for his skills in art direction and visual development. With solid training in software such as Unreal, Unity, Maya, ZBrush, Substance Painter and Adobe Photoshop, he has made a significant mark in the field of game design. In addition, his experience spans visual development in both 2D and 3D, and is distinguished by his ability to collaboratively and thoughtfully solve problems in production environments.

In addition, as Art Director at Marvel Entertainment, he has collaborated with and guided elite teams of artists, ensuring that the artwork meets the required quality standards. He has also served as Lead Character Artist at Proletariat Inc. where he has created a safe environment for his team and has been responsible for all character assets in video games.

With an outstanding track record, including leadership roles at companies such as Wildlife Studios and Wavedash Games, Joshua Singh has been an advocate for artistic development and a mentor to many in the industry. Not to mention his time at large and well-known companies, such as Blizzard Entertainment and Riot Games, where he has worked as a Senior Character Artist. And, among his most relevant projects, stands out for his participation in hugely successful video games, including Marvel's Spider-Man 2, League of Legends and Overwatch.

Thus, his ability to unify the vision of Product, Engineering and Art has been fundamental to the success of numerous projects. Beyond his work in the industry, he has shared his experience as an instructor at the prestigious Gnomon School of VFX and has been a presenter at renowned events such as the Tribeca Games Festival and the ZBrush Summit.

D. Singh, Joshua

- Art Director at Marvel Entertainment, California, USA
- Lead Character Artist at Proletariat Inc
- Art Director at Wildlife Studios
- Art Director at Wavedash Games
- Senior Character Artist at Riot Games
- Senior Character Artist at Blizzard Entertainment
- Artist at Iron Lore Entertainment
- 3D Artist at Sensory Sweep Studios
- Senior Artist at Wahoo Studios/Ninja Bee
- General Studies from Dixie State University
- Degree in Graphic Design from Eagle Gate Technical College

Thanks to TECH you will be able to learn with the best professionals in the world"

Management

Ms. Gómez Sanz, Carla

- 3D Generalist at Blue Pixel 3D
- Concept Artist, 3D Modeler, Shading in Timeless Games Inc.
- Collaboration with multinational consulting firm for the design of vignettes and animation for commercial proposals
- Advanced Technician in 3D Animation, video games and interactive environments at CEV School of Communication, Image and Sound
- Master's Degree and Bachelor's Degree in 3D Art, Animation and Visual Effects for video games and cinema at CEV School of Communication, Image and Sound

Structure and Content

The content of this Postgraduate Certificate in 3D Creature Modeling covers everything essential and related to the anatomy of reptiles, amphibians, mammals or feathered animals, as well as delving into the different types of fantastic animals and their possible musculatures, so that the student can represent them as accurately as possible. The structure is detailed and clear, making the student's learning more effective by providing audiovisual and practical support material.

Get to know the musculature, skeletons and general anatomy of the creatures of the animal and fantastic kingdom to recreate them in a hyper-realistic way"

Module 1. Creature Modeling

1.1.   Understanding Animal Anatomy
    1.1.1.   Study of the Bones
    1.1.2.   Proportions of an Animal Head
    1.1.3.   Anatomic Differences

1.2.   Anatomy of the Skull
    1.2.1.   Animal Face
    1.2.2.   Muscles of the Head
    1.2.3.   Skin Layer, Over Bones and Muscles

1.3.   Anatomy of the Spine and Thoracic Cage
    1.3.1.   Animal Torso and Hip Musculature
    1.3.2.   Central Axis of its Body
    1.3.3.   Creation of Torsos in Different Animals

1.4.   Animal Musculature
    1.4.1.   Muscle
    1.4.2.   Synergy Between Muscles and Bones
    1.4.3.   Shapes of an Animal Body

1.5.   Reptiles and Amphibians
    1.5.1.   Reptilian Skin
    1.5.2.   Small Bones and Ligaments
    1.5.3.   Fine Detail

1.6.   Mammals
    1.6.1.   Fur
    1.6.2.   Larger, Stronger Bones and Ligaments
    1.6.3.   Fine Detail

1.7.   Animals with Feathers
    1.7.1.   Plumage
    1.7.2.   Elastic and Light Bones and Ligaments
    1.7.3.   Fine Detail

The Lion King in digital version was a great achievement of 3D creature modeling. You can be at the forefront of the next world hit with this TECH 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.

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 is the most widely used learning system in the best faculties in the world. 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 we face in the case method, an action-oriented learning method. Throughout the program, the studies will be presented with multiple real cases. They will have to combine all their knowledge and research, and argue and defend their 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.

01 learning from evidence

02 relearning from evidence

03 testing

04 learning from an expert

05 neurocognitive context dependent learning

06 Von-Restorff effect

07 case based learning through storytelling

08 competencies testing (retesting)

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. With this methodology we have 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, markets, and financial 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:
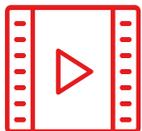
Study Material

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 competencies and skills in each thematic area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization that we are experiencing.

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.

30%

10%

8%

20%

25%

4%

3%
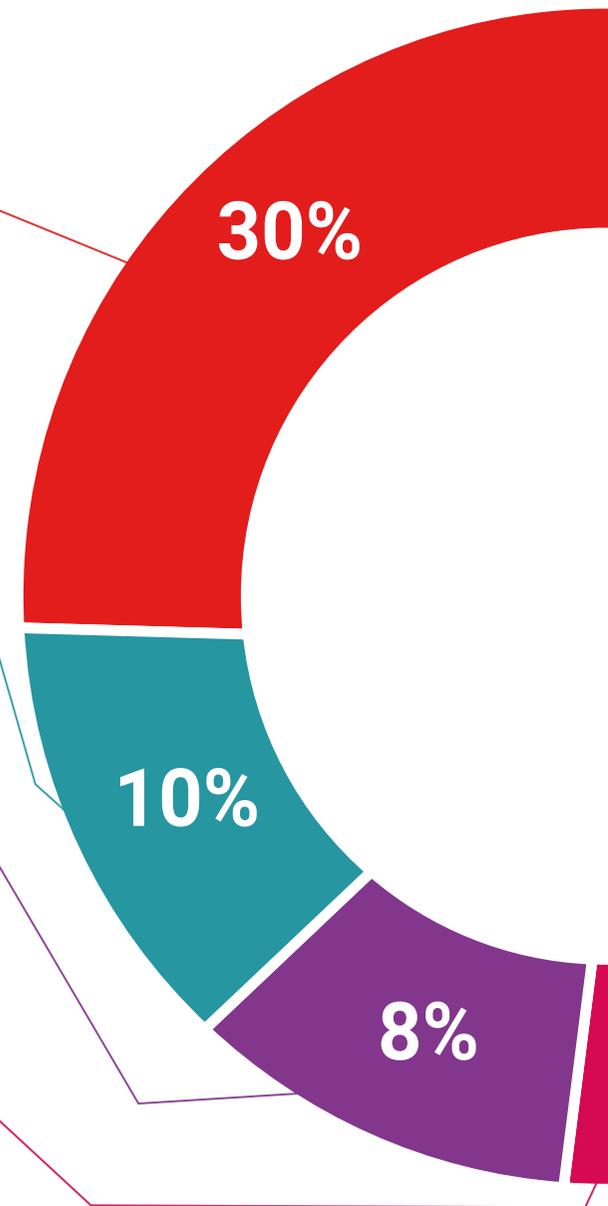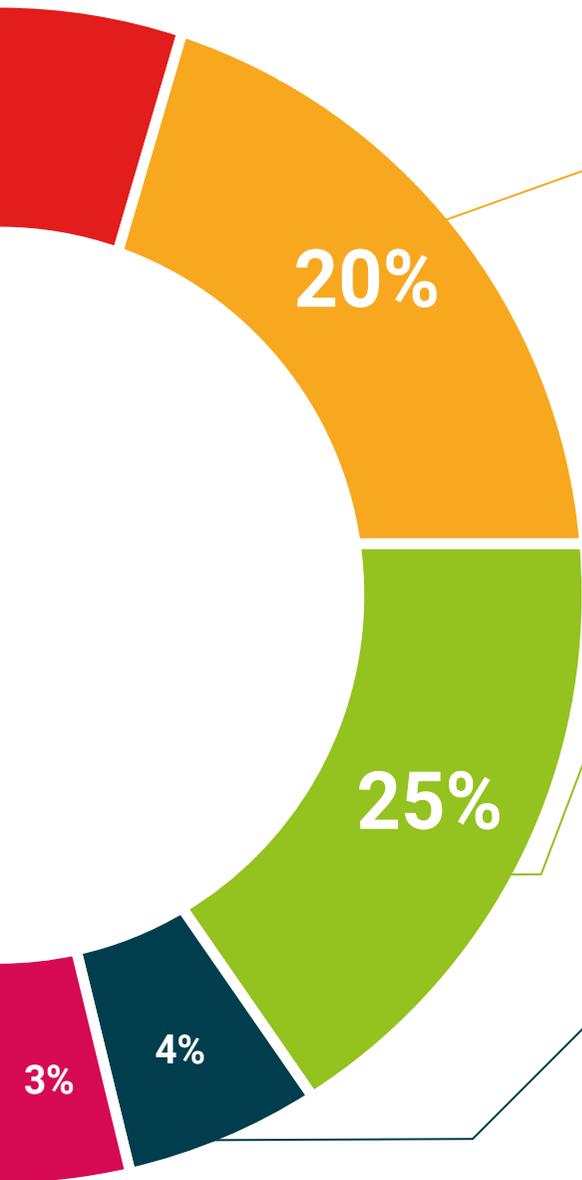
Case Studies

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 3D Creature Modeling guarantees students, in addition to the most rigorous and up-to-date education, access to a Postgraduate Certificate issued by TECH Global University.

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

This program will allow you to obtain your **Postgraduate Certificate in 3D Creature Modeling** 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** title 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 3D Creature Modeling**

Modality: **online**

Duration: **6 weeks**

Accreditation: **6 ECTS**

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Mr./Ms. _____, with identification document _____
has successfully passed and obtained the title of:

Postgraduate Certificate in 3D Creature Modeling

This is a program of 180 hours of duration equivalent to 6 ECTS, with a start date of dd/mm/yyyy and an end date of dd/mm/yyyy.

TECH Global University is a university officially recognized by the Government of Andorra on the 31st of January of 2024, which belongs to the European Higher Education Area (EHEA).

In Andorra la Vella, on the 28th of February of 2024

Dr. Pedro Navarro Illana
Rector

Unique TECH Code: AFWORD23S   techtitute.com/certificates

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*Apostille Convention. In the event that the student wishes to have their paper diploma issued with an apostille, TECH Global University will make the necessary arrangements to obtain it, at an additional cost.

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