



# Postgraduate Certificate 3D Modeling with 3DS Max

» Modality: online

» Duration: 6 weeks

» Certificate: TECH Global University

» Accreditation: 6 ECTS

» Schedule: at your own pace

» Exams: online

Website: www.techtitute.com/us/design/postgraduate-certificate/advanced-3d-modeling-3ds-max

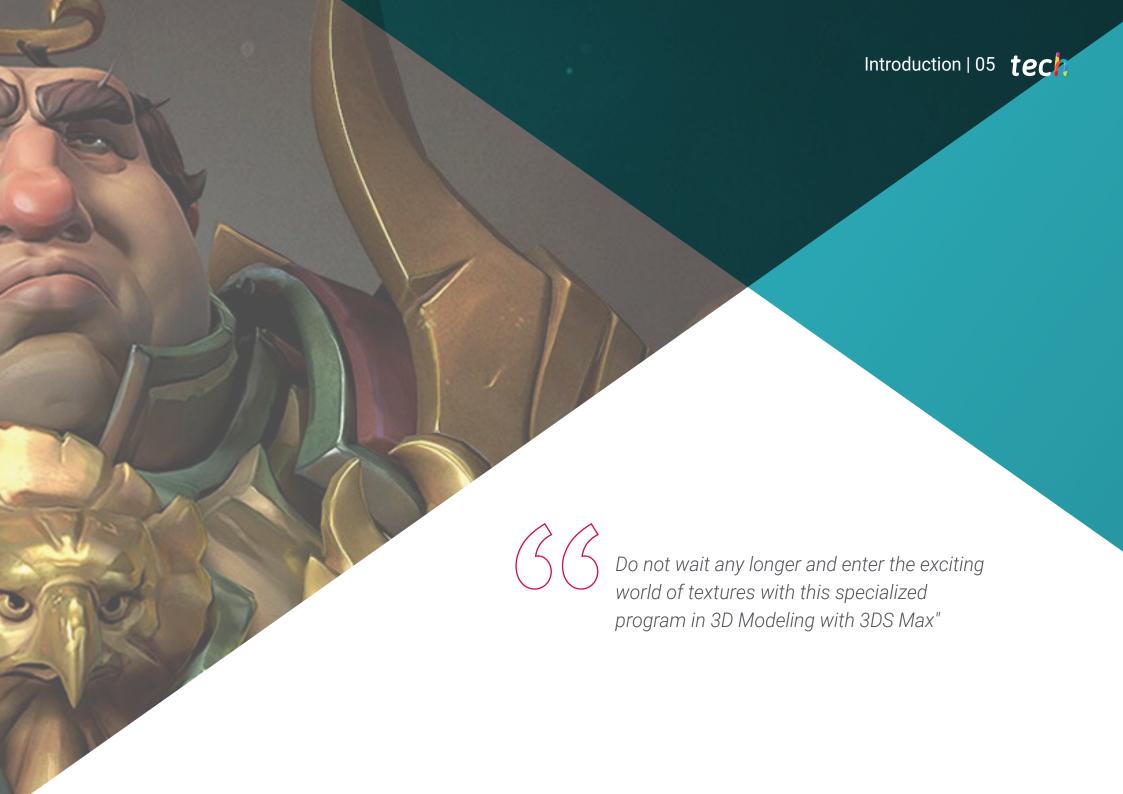
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06

Certificate





# tech 06 | Introduction

This Postgraduate Certificate in 3D Modeling with 3DS Max, developed by TECH Global University, is absolutely designed to be able to combine the study with daily life, because its online format allows users to advance, during the 6 weeks that it lasts, at their own speed and pace, plus it can be accessed from anywhere and at any time to its content.

In this way, this program will provide an in-depth knowledge of the functionality of the 3DS Max program, which therefore implies a deeper understanding of the program interface and its controls. Likewise, it is studied how to transform the geometry to get the way the designer wants in the fastest and most efficient way.

During the course of this program you will learn all the effects of the modifiers, as well as how to combine them, to achieve a greater effect. There is also a specific section for understanding Boolean operations and knowing how to use them for the benefit of modeling.

Finally, a skill that will be especially useful and interesting is how to use 2D elements to combine them with other 3D elements to create shapes more efficiently. A complete and programmed Postgraduate Certificate for students to understand this leading program in three-dimensional design.

This **Postgraduate Certificate in 3D Modeling with 3DS Max** 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 with 3DS Max
- 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



Give a twist to your career as a designer and dive into 3D modeling in textures through this Postgraduate Certificate"



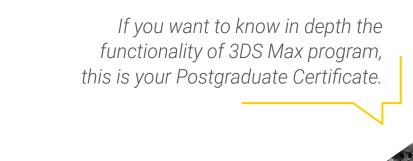
In a practical and easy way, get up to date on the latest in 3D Modeling with 3DS Max with our Postgraduate Certificate designed to combine learning with your routine"

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 prepare in real situations.

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

A complete Postgraduate Certificate and programmed so that you can be updated in 3D Modeling with 3DS Max.







# tech 10 | Objectives



# **General Objectives**

- Know in depth all the steps to create a 3D modeling of a professional's own
- Know and understand in detail how textures work and how they influence on the modeling
- Master several programs focused on modeling, texturing and real time used today in the professional world
- Apply the knowledge acquired in the resolution of problems of a modeling
- 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





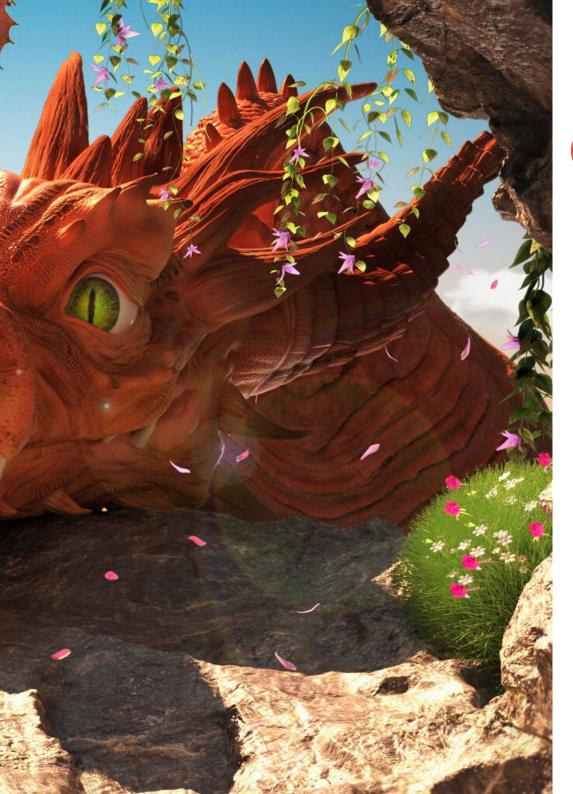


# **Specific Objectives**

- In-depth knowledge of the functionality of the 3DS Max program
- Know in depth the program interface and its controls
- Transform the geometry to achieve the desired shape in the fastest and most efficient way.
- Learn all the effects of the modifiers and learn how to combine them for greater effect
- Understand Boolean operations and know how to use them to your advantage
- Use 2D elements to combine them with our 3D to create shapes more efficiently



Thanks to our organized study plans, you will pass this Postgraduate Certificate in 6 weeks without any problems"







# tech 14 | Course Management

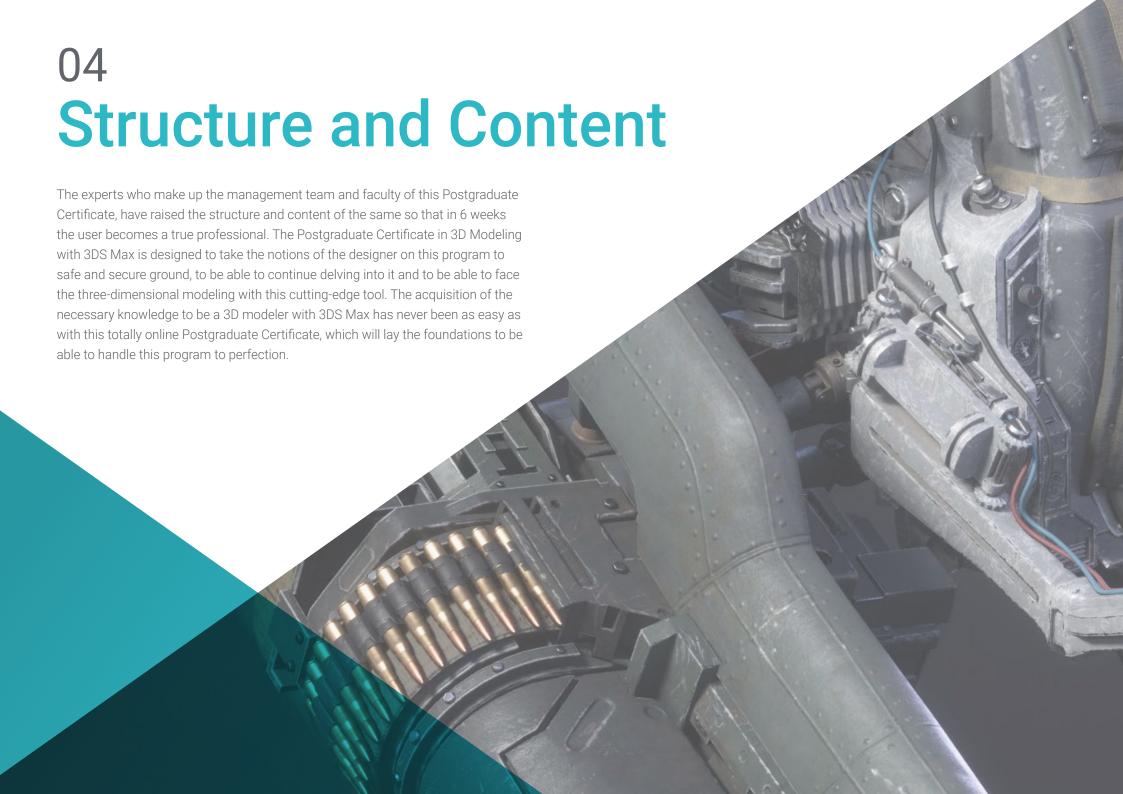
#### Management



### Ms. 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 Professional Master's Degree in Video Game Programming
- Teacher at the University of Girona
- PhD in Architecture from the Polytechnic University of Catalonia
- Bachelor of Fine Arts from the University of Barcelona







# tech 18 | Structure and Content

#### Module 1. 3D Modeling with 3DS Max

- 1.1. 3D Modeling with 3DS Max
  - 1.1.1. Orbit, Viewers and Views
  - 1.1.2. Geometry Display Modes
  - 1.1.3. Steering Wheels
- 1.2. Transformations and Geometry
  - 1.2.1. Interactive and Parametric Transformations
  - 1.2.2. Standard and Extended Primitives
  - 1.2.3. Scaling Transformation
  - 1.2.4. Select and Place / Select and Rotate
  - 1.2.5. Align and Symmetry
- 1.3. Main Operations
  - 1.3.1. Duplicate, Interactive Selection and Selection Groups and Elements
  - 1.3.2. Layers, Grid, Snap and Pivot Point
  - 1.3.3. Links, Coordinate Systems, Actions, Views and Isolate Geometry
- 1.4. Parametric Modifiers
  - 1.4.1. Bend, Taper, Skew and Twist
  - 1.4.2. Stretch and Squeeze
  - 1.4.3. Ripple, Wave and Noise
  - 1.4.4. Spherify, Lattice and Mirror
  - 1.4.5. Push and Relax
  - 1.4.6. Slice, Shell and CapHoles
- 1.5. Free Deformation Modifiers
  - 1.5.1. FFD Modifiers
  - 1.5.2. FFD Cyl
  - 1.5.3. FFD Box
- 1.6. Composition Objects
  - 1.6.1. Boolean Operations Boolean and ProBoolean
  - 1.6.2. Objects Dispersion Scatter
  - 1.6.3. Morphism Morph





# Structure and Content | 19 tech

- 1.7. 2D Shapes Splines
  - 1.7.1. Splines and its Options
  - 1.7.2. The Line and Vertex Types
  - 1.7.3. Vertex, Segment and Splines Subobjects
- 1.8. 2D Shapes Advanced Splines
  - 1.8.1. Editable Splines and use of Grid and Snap to Create 2D Shapes
  - 1.8.2. Parametric Modifiers, FFD and Booleans with Splines
  - 1.8.3. Extended Splines and Section
- 1.9. Modifiers of splines
  - 1.9.1. Extrude
  - 1.9.2. Bevel
  - 1.9.3. Sweep
  - 1.9.4. Lathe
- 1.10. Composition Objects Splines
  - 1.10.1. Loft
  - 1.10.2. Terrain
  - 1.10.3. Shape Merge



Studying and learning is not the same when behind the content there is a strategy designed by real industry professionals"





# tech 22 | Methodology

#### 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.



### Methodology | 25 tech

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.



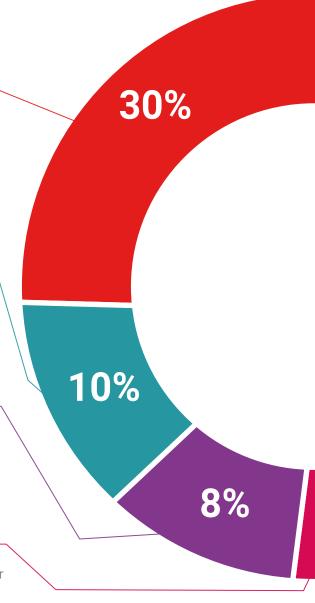
#### **Practising Skills and Abilities**

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.



# Methodology | 27 tech

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.



25%

20%





# tech 30 | Certificate

This program will allow you to obtain a **Postgraduate Certificate in 3D Modeling with 3DS MAX** endorsed by TECH Global University, the largest digital university in the world.

**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 educational framework and harmonize the higher education systems of the member countries of this space. The project promotes common values, the implementation of joint 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 continuous education and professional updating that guarantees the acquisition of competencies in its area of knowledge, conferring a high curricular value to the student who completes the program.

Title: Postgraduate Certificate in 3D Modeling with 3DS Max

Modality: online

Duration: 6 weeks

Accreditation: 6 ECTS



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

#### Postgraduate Certificate in 3D Modeling with 3DS Max

This is a program of 150 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



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

tech global university

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