

Postgraduate Certificate 3D Modeling with Blender





Postgraduate Certificate 3D Modeling with Blender

- » 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/3d-modeling-blender

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01

Introduction

3D modeling is a field that, within all the aspects covered by three-dimensional design, requires more and more experts in the area. The Blender tool is one of the most used by professional 3D modeling designers specialized in 3DS Max. Learning to use it to convenience is a must to be able to meet the challenges that arise in the professional career. In fact, this educational program not only provides the necessary notions, but can also be easily coupled to the routine by the facilities granted by the online mode.





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*Become a true expert in the Blender
tool offered by the leading program
3DS Max”*

This Postgraduate Certificate devised by TECH delves into the Blender tool belonging to the 3DS Max program with the best teaching resources and in online mode to facilitate studies within the daily routine. This Postgraduate Certificate is designed for users to learn how to use these tools, always guided by an expert faculty in the area, in a simple 6-week plan. In addition, all the multimedia material can be accessed from anywhere with an Internet connection.

One of the most remarkable aspects of the program is that it focuses on teaching the interface of the tool and how to use it, in order to guarantee a more professional result in the shortest possible time. In this way, it is guaranteed that users can easily manage with Blender.

On the other hand, the study plan also focuses on comparing each tool with its similar in the polygonal mode and knowing its benefits, an interesting question to take into account if the designer wants to continue deepening in polygonal modeling. In addition, we continue to explore the tools used throughout the 3D modeling process and their optimization.

In the same way, the experts behind the development of this Postgraduate Certificate have set as an important skill to find errors in 3D modeling and to know how to solve them in the most intelligent way, so that TECH not only emphasizes an exceptional theoretical and practical teaching, but also the development of professionalizing skills.

This **Postgraduate Certificate in 3D Modeling with Blender** 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 Blender
- ◆ 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



You will learn how to use Blender from the best experts in the fastest way thanks to our objective-based program"

“*At TECH we not only emphasize exceptional theoretical and practical teaching, but also the development of professional skills. What are you waiting for?*”

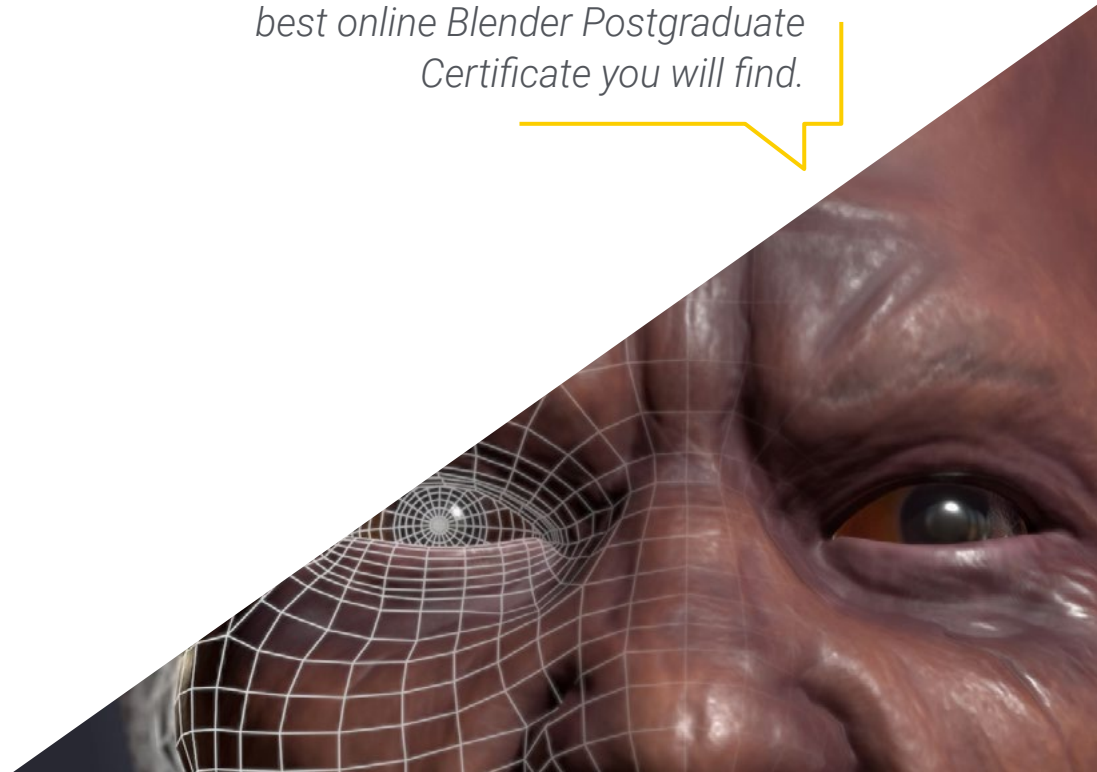
The program's teaching staff includes professionals from the sector who contribute their work experience to this educational program, as well as renowned specialists from leading societies and prestigious universities.

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.

Delve into the useful Blender tool with the best pedagogical adaptations and in online mode so you can update yourself comfortably.

If you are looking to update yourself and at the same time make the most of your time, this is the best online Blender Postgraduate Certificate you will find.

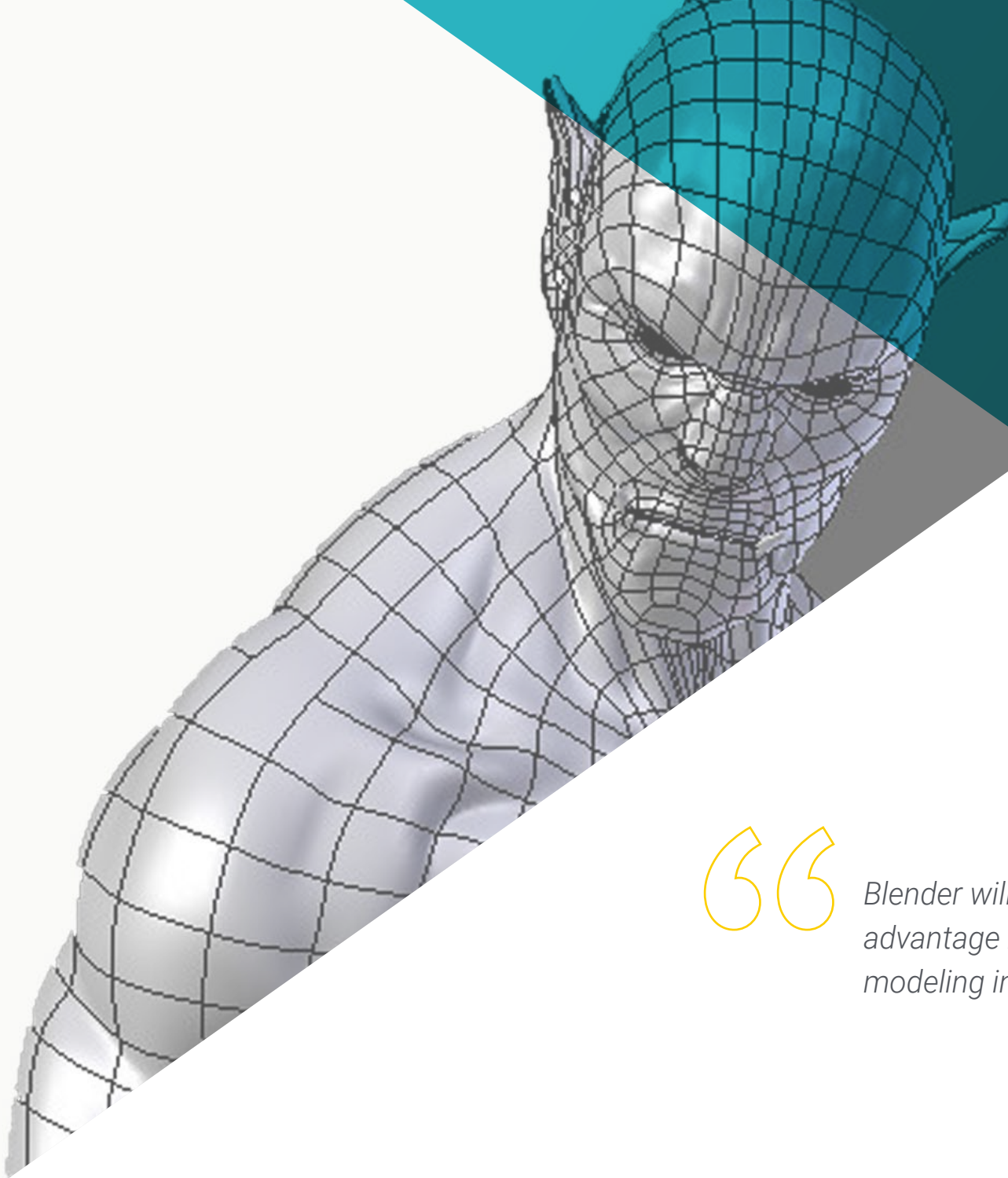


02

Objectives

This Postgraduate Certificate in 3D Modeling with Blender seeks to give a concrete, effective and quality education to all those experts in the area and users who need to learn how to use this tool. With the support of authentic professionals of the sector, the study plan of this program is adapted to all the demands of the labor market and field of education. The objectives are therefore developed thanks to an incisive study carried out by the program's management and faculty and prepare students to become true specialists in the Graphite Tool of the 3DS Max program.





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Blender will give you a competitive advantage in the field of three-dimensional modeling in graphic design"



General Objectives

- ◆ Know in depth all the steps to create a professional 3D modeling
- ◆ Know and understand in detail how textures work and how they influence modeling
- ◆ Master several programs 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 detail the Blender tool, the most used by professionals.
- ◆ Learn its interface and get to grips with it for a more professional result in less time
- ◆ Compare each tool with its counterpart in polygonal mode and learn about their benefits
- ◆ Know the tools you will use throughout the 3D modeling process and their optimization
- ◆ Find errors in 3D modeling and know how to solve them in the most intelligent way

“ Learn how to find errors in 3D modeling and how to fix them in the smartest way”



03

Course Management

This program is designed following the guidelines of a group of experts of the highest prestige. They are working professionals who have dedicated a large part of their careers to develop their texturing technique, continuing at the forefront of the industry and developing their professional practice in the best animation studios and projects of international stature. Therefore, through the content presented by the teaching staff and the various teaching materials they have developed, students will receive the most current and sought after knowledge in this industry.





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*The teaching staff of this
Postgraduate Certificate
is made up of authentic
professionals of the sector"*

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

Professors

Mr. Alcalde Perelló, Dimas

- ◆ Specialist in artistic creation for video games and applied games
- ◆ Lead artist at BluetechWorlds
- ◆ Teacher in the Artistic creation for videogames and applied games degree, ENTI UB
- ◆ Graduate in Artistic creation for videogames and applied games, Universitat de Barcelona
- ◆ Professional Master's Degree in Teacher Training for Compulsory Secondary Education and Baccalaureate, Vocational Training and Language Teaching by the University of La Rioja UNIR
- ◆ Technician in 3D Animation, Games and Interactive Environments by the Center for Photographic Studies



04

Structure and Content

This Postgraduate Certificate in 3D Modeling with Blender is specific in nature. Both the direction of the program and the teachers who formulate it have designed a specific learning program that prepares the user for autonomous work with it. Several important aspects of the content are distinguished such as the deepening of the interface, the subobjects and their selection, editing and geometry, as well as the work on the tools similar to the polygonal mode.





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Have you heard about Blender and would like to learn how to use it? Take a look at this Postgraduate Certificate that we offer tailored to your learning needs”

Module 1. 3D Modeling with Blender

- 1.1. Interface
 - 1.1.1. Initial Installation and Configuration
 - 1.1.2. Pull-Down Menus and Interface Modes
 - 1.1.3. Navigation in the 3D Environment
- 1.2. Object Creation and Selection
 - 1.2.2. Modifying Basic Topology
 - 1.2.3. Modifying Basic Topology
- 1.3. Edition
 - 1.3.1. Add New Geometry
 - 1.3.2. Modifying Geometries
 - 1.3.3. Modifiers and Mirror
- 1.4. Geometry
 - 1.4.1. Smooth Modifier
 - 1.4.1. Joining and Separating Meshes
 - 1.4.2. Untriangularize
- 1.5. Edit Mode
 - 1.5.1. Basic Modeling Units
 - 1.5.2. Loops
 - 1.5.3. Tris and Ngones
 - 1.5.4. Subdivision - Tool and Modifier
 - 1.5.5. Visibility - Hide and Reveal Objects
 - 1.5.6. Snap
 - 1.5.7. Smooth or Flat Preview Modes
- 1.6. Retopology
 - 1.6.1. Conforming One Mesh on Top of Another
 - 1.6.2. Creating Objects Using the 3D Cursor



- 1.7. Organic Model
 - 1.7.1. Shape and Topology
 - 1.7.2. Use of Curves
 - 1.7.3. Surface and Nurbs
- 1.8. Sculpting
 - 1.8.1. Brushes and Commands
 - 1.8.2. Use of Remesher
- 1.9. Selection
 - 1.9.1. Meshes Selection
 - 1.9.2. Modification of Selections
 - 1.9.3. Selecting by Vertices, Edges or Faces
- 1.10. Vertex Paint
 - 1.10.1. Brush Options
 - 1.10.3. Creating IDMaps

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*A content designed to acquire
the best knowledge in Blender
in only 6 weeks”*

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 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.



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.

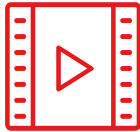
Relearning will allow you to learn with less effort and better performance, involving you more in your training, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation for success.

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.





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 Modeling with Blender guarantees students, in addition to the most rigorous and up to date education, access to a 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 program will allow you to obtain a **Postgraduate Course in 3D Modeling with Blender** 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.

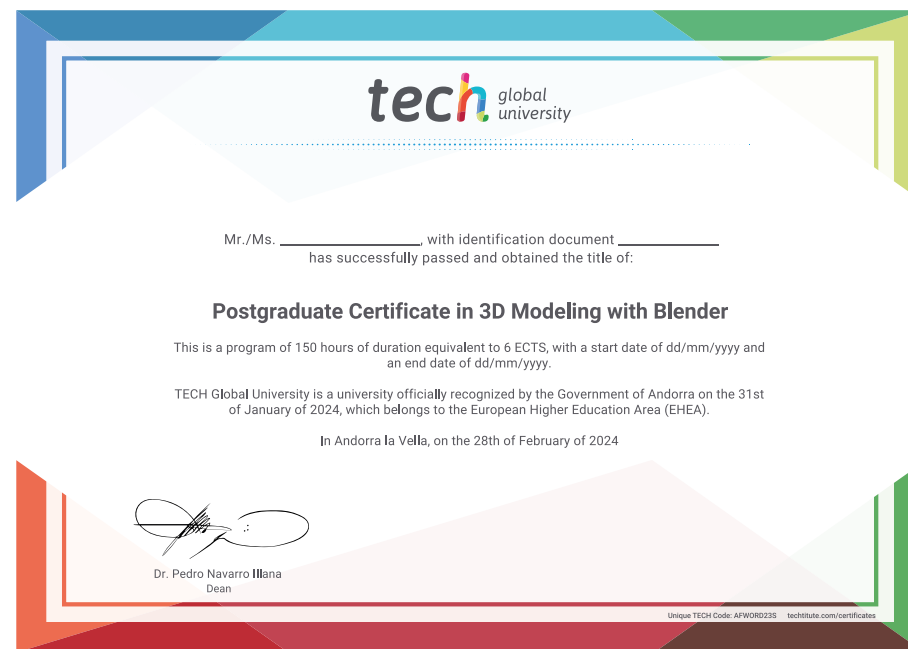
This **TECH Global University** title is a European program of continuous education and professional updating that guarantees the acquisition of competencies in its area of knowledge, conferring a high curricular value to the student who completes the program.

Title: **Postgraduate Certificate in 3D Modeling with Blender**

Modality: **online**

Duration: **6 weeks**

Accreditation: **6 ECTS**



*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.

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



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