Postgraduate Certificate

3D Video Game Industry Specialist

tech technological university

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Postgraduate Certificate

3D Video Game Industry Specialist

- Modality: **online**
- Duration: **6 weeks**
- Certificate: **TECH Technological University**
- Dedication: **16h/week**
- Schedule: **at your own pace**
- Exams: **online**

Website: www.techtitute.com/pk/design/postgraduate-certificate/3d-video-game-industry-specialist

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Introduction

Virtual reality and 3D animation have been gaining ground in the video game industry, forcing professionals in this area, including designers, to work intensively in the knowledge of increasingly complex and specific work techniques. This is a sector that constantly demands the presence of specialists in the artistic generation of the Gaming section, a degree that the graduate will be able to obtain with the course of this very complete program. Through 150 hours of the best theoretical, practical and additional content, the student will delve into the keys of the 3D video game industry today, which will allow them to develop projects with a high avant-garde and innovative component. and innovative component. All this in a 100% online way, without schedules or face-to-face classes.

Do you want to become a specialist designer in the 3D video game industry 100% online? Then opt for this Postgraduate Certificate and achieve it in just 6 week"

Technological development has led to the implementation of increasingly complex and innovative techniques in the video game design sector, which is currently booming. For this reason, large companies in this field such as PlayStation, Nintendo or Tencent are increasingly demanding the presence in their workforces of professionals who master each of the branches of this area, from the creation and management of projects for virtual reality, to character design and their integration into the different scenarios and tests.

For many creatives, working for these entities is a dream that is now within their reach with this Diploma. Through an intensive and modern degree, the graduate will be able to reach a very high degree of specialization, that of a true expert in the 3D video game industry. For this purpose, you will have 6 weeks of exhaustive training based on the knowledge of the main techniques and strategies for the successful design of Gaming products. In addition, you will develop a unique mastery of the main creative software, with special emphasis on the generation of scenarios, Assets and characters based on the most avant-garde criteria of the industry.

Through its convenient 100% online format, the graduate will have access to 150 hours of the best theoretical, practical and additional content, the latter presented in different ways: detailed videos, research articles, self-knowledge exercises, dynamic summaries and complementary readings. Everything will be available from the beginning of the academic activity, which will allow you to organize the course of the program in a personalized way and perfectly combined with any work activity.

This **Postgraduate Certificate in 3D Video Game Industry Specialist** 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 Video Games and Video Technologies
- 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
- Special emphasis on 3D modeling and animation in virtual environments
- 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 work on the creation of scenarios and Assets for 3D video games based on the most innovative and unique design techniques, so that you will always stand out with your projects"

In-depth knowledge of typical 3D project management issues will allow you to anticipate and always propose the best solutions based on the specific needs of the product"

Aesthetic Line Study for the Artistic Style Generation in Video Games, Game Design to 3D Art Generation.

A program with which you will be able to delve into the main strategies for the creation of innovative and practical bibles and briefings.

The program's teaching staff includes professionals from the field 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.

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 arise during the academic year. For this purpose, it will be assisted by an innovative interactive video system created by renowned experts.

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Objectives

The objective of this Diploma is to guide the creative in their specialization in the area of the 3D video game industry through the exhaustive knowledge of its main sections. You will have all the necessary information to achieve this in just 6 weeks, which includes, from the management and design of 3D virtual reality projects, to the integration of characters in scenarios and tests. All this in 150 hours of the best theoretical, practical and additional content thanks to which you will be able to elevate your talent to the top of the industry.

If your dream is to work as a Gaming designer for industry giants such as Sony or Ubisoft, this Diploma is the key to make it come true"

General Objectives

- Generate specialized knowledge on virtual reality
- Determine assets , characters and Virtual Reality integration
- Analyze the importance of audio in video games

Do you want to stand out for your skill in the creation of avant-garde and innovative characters? Enroll on this Postgraduate Certificate and see your professional opportunities begin to multiply"

Specific Objectives

- Examine 3D mesh creation and image editing software
- Analyze the possible problems and resolution in 3D VR projects
- Be able to define the aesthetic line for the generation of the artistic style of a video game
- Determine the reference sites for the search for aesthetics
- Assess the time constraints for the development of an artistic style
- Produce *Assets* and integrate them into a scenario
- Create characters and integrate them into a scenario
- Value the importance of audio and sounds of a video game

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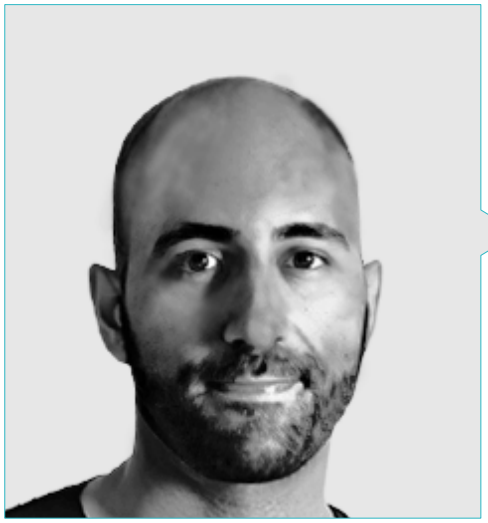
Course Management

TECH has formed, for this University Course, a faculty versed in the area of 3D video game design. The group is made up of true experts characterized not only by their professional quality, but also by their commitment to teaching, aspects that will clearly be reflected in the syllabus. In addition, these are active specialists who know in detail the news related to the *Gaming* sector and the main software to work in it, so the student will obtain, in a guaranteed way, the most avant-garde and accurate knowledge about this area.

The teaching staff will be to your availability to answer any questions you may have during the course of of this academic experience via the Virtual Campus"

Management



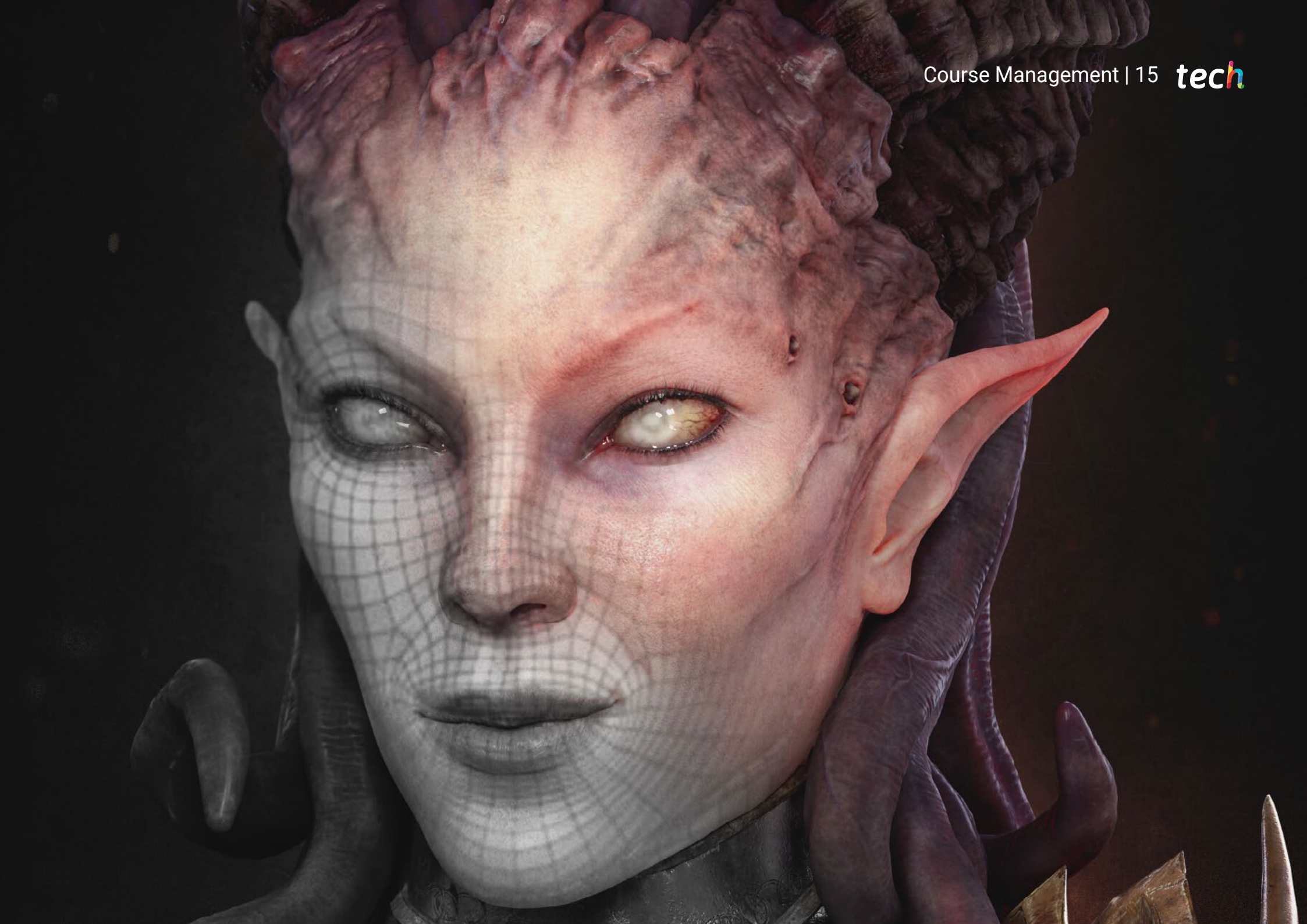
Mr. Ortega Ordóñez, Juan Pablo

- Director of Engineering and Gamification Design for the Intervenía Group
- Professor at ESNE of Video Game Design, Level Design, Video Game Production, Middleware, Creative Media Industries, etc
- Advisor in the foundation of companies such as Avatar Games or Interactive Selection
- Author of the book Video Game Design
- Member of the Advisory Board of Nima World

Professors

Dr. Pradana Sánchez, Noel

- Specialist in Rigging and 3D Animation for videogames
- 3D Graphic Artist at Dog Lab Studios
- Producer at Imagine Games leading the video game development team
- Graphic artist at Wildbit Studios with 2D and 3D works
- Teaching experience in ESNE and in the CFGS in 3D Animation: games and educational environments
- Master's Degree in Video Game Design and Development from ESNE University
- Master's Degree for Teachers by URJC
- Specialist in Rigging and 3D Animation Voxel School



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Structure and Content

The use of the Relearning methodology in the development of the content of all its degrees has placed TECH at the top of the university academic sector, in addition to its wide range of offerings and the undoubted quality of its programs. Each one of them includes not only the most avant-garde theoretical syllabus, based on the immediate actuality of the field of study, but also practical cases based on real situations and hours of varied additional material. On this basis, graduates attend training tailored to their most demanding needs and are able to achieve professional success in less time than they initially set out to do.

Would you like to be able to add mastery in the creation of briefings and bibles to your resume? Choose this program and in less than 6 weeks you will be able to do it"

Module 1. Art and 3D in the Video Game Industry

1.1. 3D VR Projects
- 1.1.1. 3D Mesh Creation Software
- 1.1.2. Image Editing Software
- 1.1.3. Virtual reality

1.2. Typical Problems, Solutions and Project Needs
- 1.2.1. Project Needs
- 1.2.2. Possible Problems
- 1.2.3. Solutions

1.3. Aesthetic Line Study for the Artistic Style Generation in Video Games: From Game Design to 3D Art Generation
- 1.3.1. Video Game Target Choice. Who We Want to Reach
- 1.3.2. Developer's Artistic Possibilities
- 1.3.3. Final Definition of the Aesthetic Line

1.4. Aesthetic Benchmarking and Competitor Analysis
- 1.4.1. Pinterest and Similar Sites
- 1.4.2. Modelsheet Creation
- 1.4.3. Competitor Search

1.5. Bible Creation and Briefings
- 1.5.1. Bible Creation
- 1.5.2. Bible Development
- 1.5.3. Briefing Development

1.6. Scenarios and Assets
- 1.6.1. Production Asset Planning at Production Levels
- 1.6.2. Scenario Design
- 1.6.3. Asset Design

1.7. Asset Integration in Levels and Tests
- 1.7.1. Integration Process at All Levels
- 1.7.2. Texture
- 1.7.3. Final Touches

1.8. Characters
- 1.8.1. Character Production Planning
- 1.8.2. Character Design
- 1.8.3. Character Asset Design

1.9. Character Integration in Scenarios and Tests
- 1.9.1. Character Integration Process in Levels
- 1.9.2. Project Needs
- 1.9.3. Animations

1.10. 3D Video Game Audio
- 1.10.1. Project Dossier Interpretation for Sound Identity Generation of Video Games
- 1.10.2. Composition and Production Processes
- 1.10.3. Soundtrack Design
- 1.10.4. Sound Effect Design
- 1.10.5. Voice Design

A degree that adapts to you, without schedules or on-site classes and with which you will reach with which you will achieve academic and professional and professional success in a guaranteed way"

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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

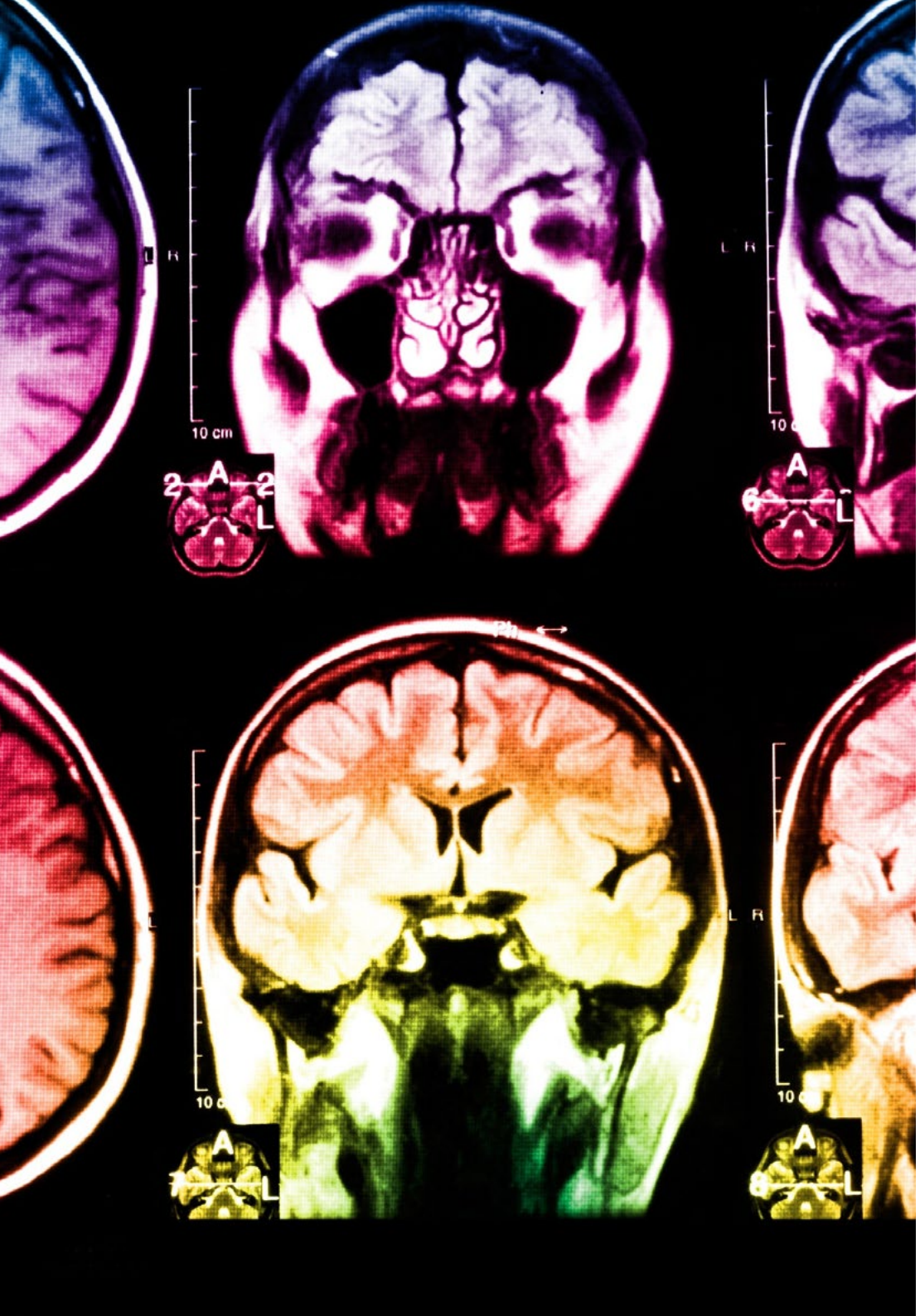
TECH effectively combines the Case Study methodology with a 100% online learning system based on repetition, which combines 8 different teaching elements in each lesson.

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.



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.

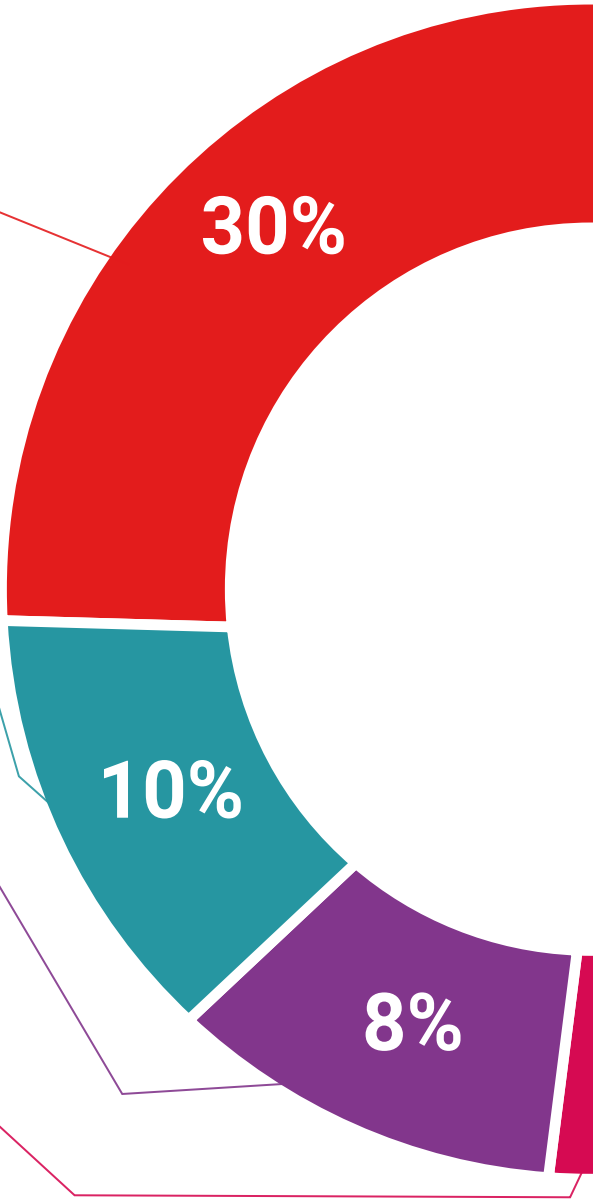
Learning from an Expert strengthens knowledge and memory, and generates confidence in future difficult decisions.

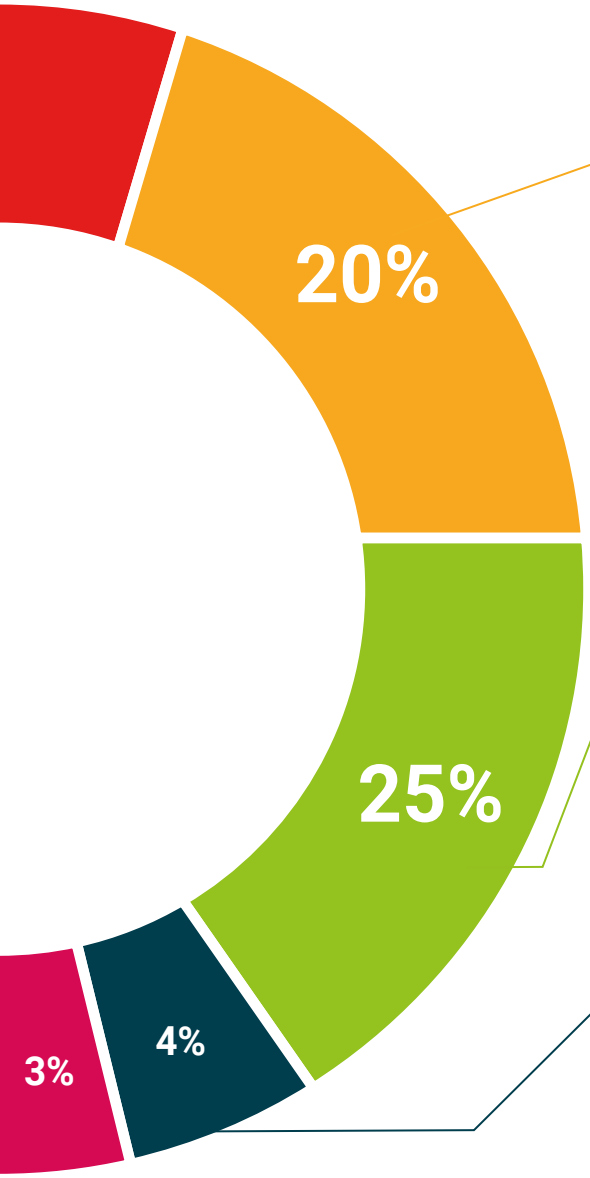
Practising Skills and Abilities

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 Video Game Industry Specialist guarantees students, in addition to the most rigorous and up-to-date education, access to a Postgraduate Certificate issued by TECH Technological University.

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

This **Postgraduate Certificate in 3D Video Game Industry Specialist** 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 certificate 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 3D Video Game Industry Specialist**

Official Nº of Hours: **150 h.**


tech technological university

Awards the following

CERTIFICATE

to

Mr./Ms. _____, with identification number _____.

For having passed and accredited the following program

POSTGRADUATE CERTIFICATE

in

3D Video Game Industry Specialist

This is a qualification awarded by this University, equivalent to 150 hours, with a start date of dd/mm/yyyy and an end date of dd/mm/yyyy.

TECH is a Private Institution of Higher Education recognized by the Ministry of Public Education as of June 28, 2018.

June 17, 2020

Tere Guevara Navarro
Dean

Unique TECH Code: AFWORD23S techtitute.com/certificates

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

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