



Postgraduate Certificate Blender in Art for Virtual Reality

» 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/blender-art-virtual-reality

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Certificate

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tech 06 | Introduction

The Postgraduate Certificate in Blender in Art for Virtual Reality is aimed at creators and artistic designers who wish to master all the programs available to them, in order to improve in the artistic sector of Virtual Reality.

In this program, we will delve into Blender and all the possibilities it offers for students to achieve optimal results in 3D modeling. A teaching team with academic experience in graphic design and video game creation will be in charge of setting the guidelines and showing students the keys to correctly execute a procedural modeling, an animation project, or the development of works in a faster and more organized way.

Throughout this teaching, digital artists will be immersed in the proposed simulations to create more realistic designs. A program with which they will achieve a higher level of specialization in a sector of Virtual Reality video games that requires skilled creators and designers.

An excellent opportunity to progress in the field of Art for Virtual Reality, with the support of an online methodology that allows students to combine their personal and work life with high-quality education. Designers will be able to access the multimedia content library at any time with a device with Internet connection. In this way, they will learn at their own pace, without fixed schedules, or in-person classes.

This **Postgraduate Certificate in Blender in Art for Virtual Reality** 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 Art for Video Virtual Reality
- 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





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.

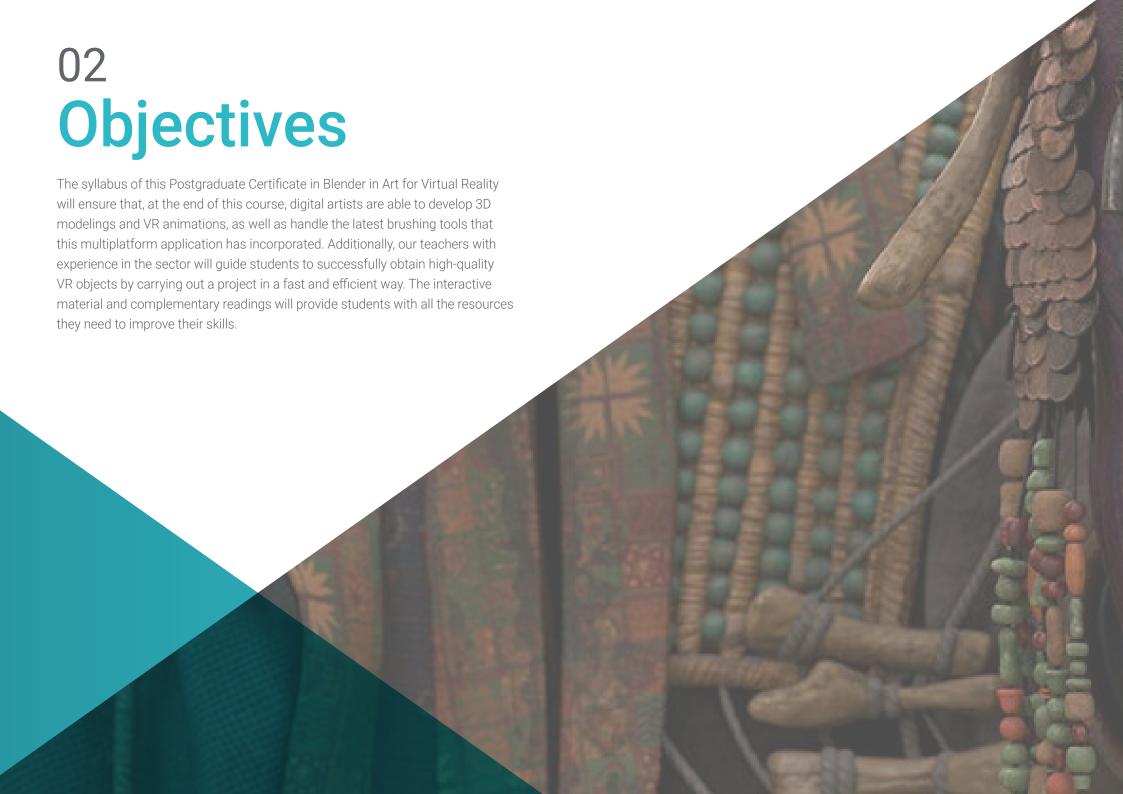
Its multimedia content, developed with the latest educational technology, will allow professionals to learn in a contextual and situated learning environment, i.e., a simulated environment that will provide immersive education programmed to prepare in real situations

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 academic year. For this purpose, the student will be assisted by an innovative interactive video system created by renowned and experienced experts.

Your 3D creations will be on a par with the best titles. Master all the tools with this Postgraduate Certificate and win over all leading studios.

Learn how to make quality renders with Eevee and Cycles. Perfect your animations and show your full potential thanks to this Postgraduate Certificate.





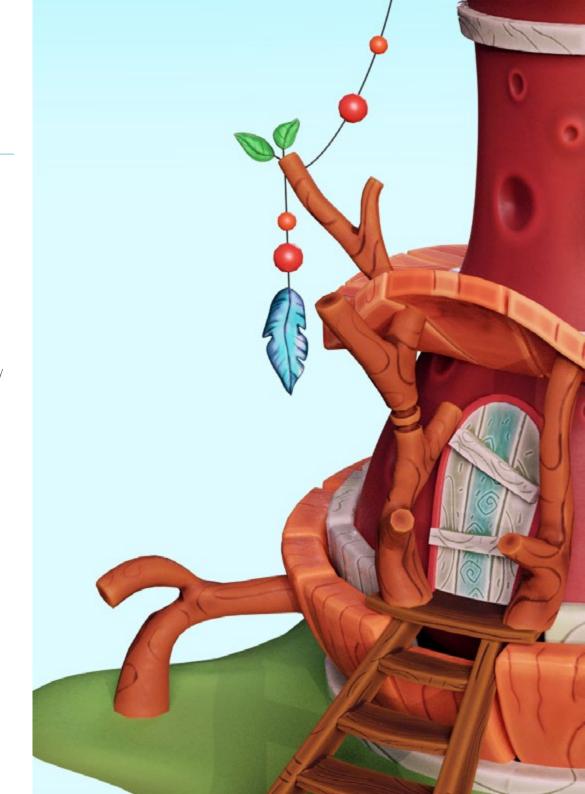


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General Objectives

- Understand the advantages and constraints provided by Virtual Reality
- Develop high-quality hard surface modeling
- Create high-quality organic modeling
- Understand the principles of retopology
- Understand the principles of UVs
- Master baking in Substance Painter
- Expertly manage layers
- Be able to create a dossier and submit works at a professional level, at the highest quality
- Make a conscious decision as to which programs best fit your Pipeline







Specific Objectives

- Develop procedural materials
- Be able to animate a modeling
- Use fluid, hair, particles, and clothing simulations with ease
- Create high-quality renders in both Eevee and Cycles
- Learn how to operate the new grease pencil and how to get the best out of it
- Learn how to use the new geometry nodes and be able to do fully procedural modeling



The case study simulations provided in this Postgraduate Certificate will take you to the real situations that you will experience in any creative studio"







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Management



Mr. Menéndez Menéndez, Antonio Iván

- Senior environment and element artist and 3D consultant at The Glimpse Group VF
- 3D model designer and texture artist at Inmoreality
- Props and environment artist for PS4 games at Rascal Revolt
- Graduated in Fine Arts at the UP\
- Specialist in Graphic Techniques from the University of the Basque Country
- Master's Degree in Sculpture and Digital Modeling by the Voxel School of Madrid
- Master in Art and Design for Video Games by U-Tad University of Madric

Professors

Mr. Morro, Pablo

- 3D Artist specialized in modeling, VFX, and textures
- 3D Artist at Mind Trips
- Graduated in Video Game Creation and Design at Jaume I University

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Module 1. Blender

- 1.1. Interface
 - 1.1.1. Software Blender
 - 1.1.2. Controls and Shortcuts
 - 1.1.3. Scenes and Customization
- 1.2. Modeling
 - 1.2.1. Data Science
 - 1.2.2. Mesh
 - 1.2.3. Curves and Surfaces
- 1.3. Modifiers
 - 1.3.1. Modifiers
 - 1.3.2. How Are They Used
 - 1.3.3. Types of Modifiers
- 1.4. Hard Surface Modeling
 - 1.4.1. Prop Modeling
 - 1.4.2. Prop Modeling's Evolution
 - 1.4.3. Prop Modeling's Final Assessment
- 1.5. Materials
 - 1.5.1. Assignment and Components
 - 1.5.2. Creating Materials
 - 1.5.3. Creating Procedural Materials
- 1.6. Animation and Rigging
 - 1.6.1. Keyframes
 - 1.6.2. Armatures
 - 1.6.3. Constraints
- 1.7. Simulation
 - 1.7.1. Fluids
 - 1.7.2. Hair and Particles
 - 1.7.3. Clothing





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- 1.8. Rendering
 - 1.8.1. Cycles and Eevee
 - 1.8.2. Light
 - 1.8.3. Cameras
- 1.9. Grease Pencil
 - 1.9.1. Structure and Primitives
 - 1.9.2. Properties and Modifiers
 - 1.9.3. Examples
- 1.10. Geometry Nodes
 - 1.10.1. Attributes
 - 1.10.2. Types of Nodes
 - 1.10.3. Practical Example



A Postgraduate Certificate that will give a plus to your artistic designs and will help you access the Virtual Reality-based video game sector"





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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.



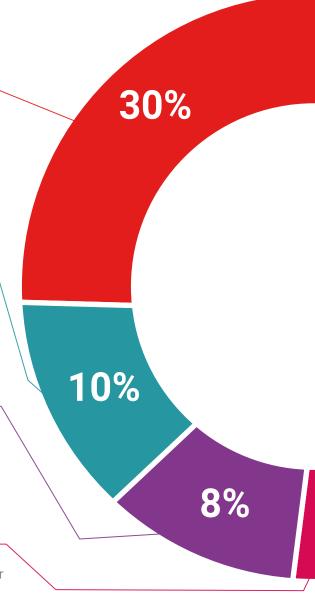
Practising Skills and Abilities

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.



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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.

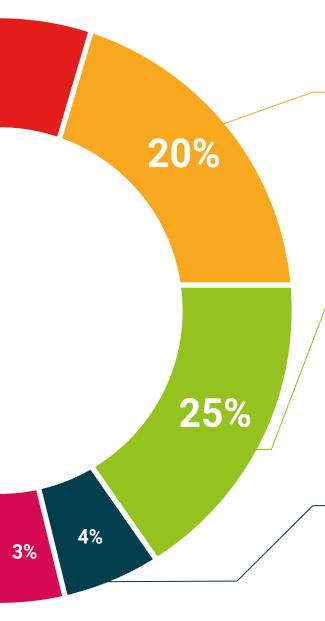


This exclusive educational system for presenting multimedia content was awarded by Microsoft as a "European Success Story".

Testing & Retesting

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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.







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This program will allow you to obtain your **Postgraduate Certificate in Blender in Art for Virtual Reality** 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 Blender in Art for Virtual Reality

Modality: online

Duration: 6 weeks

Accreditation: 6 ECTS



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

Postgraduate Certificate in Blender in Art for Virtual Reality

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



^{*}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.

tech global university



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