Postgraduate Certificate
Blender

tech technological university

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Postgraduate Certificate
Blender

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

Website: www.techtitute.com/us/design/postgraduate-certificate/blender

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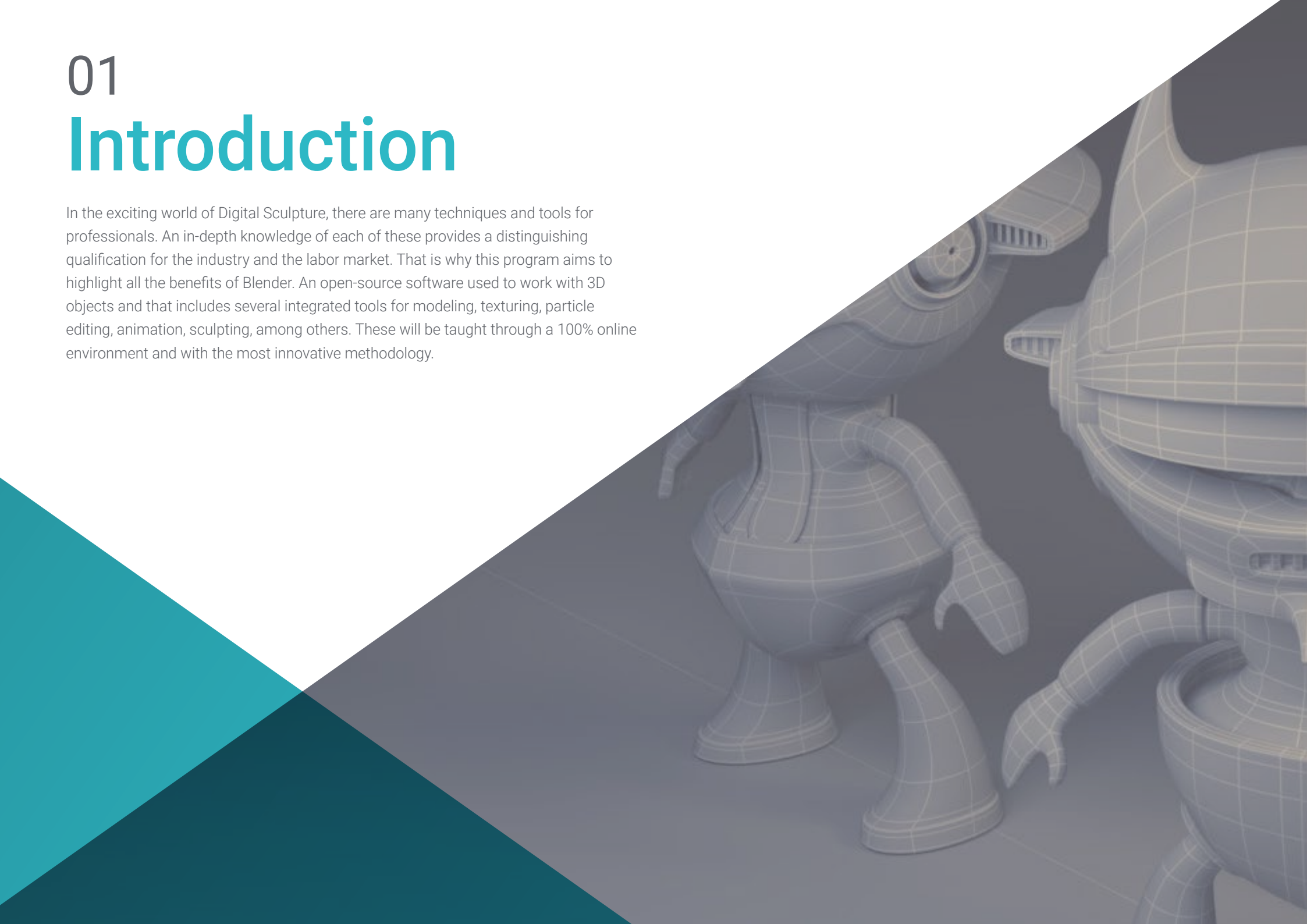
01

Introduction

In the exciting world of Digital Sculpture, there are many techniques and tools for professionals. An in-depth knowledge of each of these provides a distinguishing qualification for the industry and the labor market. That is why this program aims to highlight all the benefits of Blender. An open-source software used to work with 3D objects and that includes several integrated tools for modeling, texturing, particle editing, animation, sculpting, among others. These will be taught through a 100% online environment and with the most innovative methodology.



Broaden your knowledge in 3D modeling techniques by working with new and powerful tools"

As a cross-platform computer program, Blender allows you to expand your skills in modeling, lighting, rendering, animation and the creation of three-dimensional graphics. It also facilitates digital composition, using the procedural technique of nodes, video editing, sculpture and digital painting. This software has revolutionized the CGI paradigm in recent years, and although at first it was not trusted by large companies, it has strengthened its position and become a market benchmark since the release of its LTS versions.

Due to the importance of this software, TECH Technological University has decided to dedicate this course to learning all of its aspects, including how to use it practically. With 3D modeling becoming one of the most widely used computer graphics techniques in recent years and the implementation of Digital Sculpture in industries such as architecture, health, and film, among others, learning their related techniques and tools has become essential.

This is where the importance lies for professionals who learn to specialize in and better handle the tools offered by today's technology. That is why Grease Pencil, one of the most innovative tools used by major animation studios over the last few years, will also be studied. It has rethought concepts of 2D animation, Storyboard, animatics and character creation inHand Painter, with unique and innovative models.

In just 6 weeks, those studying the Postgraduate Certificate in Blender will be able to render models in two powerful in-house engines such as Eevee and Cycles for fast and accurate results. The course teaches inverse processes as a way of transferring building methods from Blender to Maya and Cinema 4D, thereby enhancing export and import systems. Students become experts in the main 3D modeling and 3D creation programs on the market today.

All through an innovative, 100% online study methodology that provides professionals with continuous and efficient training by way of a device of their choice with an internet connection, and guided by an expert teaching faculty. With the option to download the contents for consultation in order to meet the course objectives in a short period.

This **Postgraduate Certificate in Blender** contains the most complete and up-to-date program on the market. Its most notable features are:

- Practical cases presented by experts in 3D modeling and digital sculpture
- The graphic, schematic, and practical contents with which they are created, provide scientific and 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

If you are a professional or have experience in the field of 3D design, this Postgraduate Certificate is for you"

Become a true 3D artist. Open up a range of job possibilities with different companies"

Learn in detail about the tools available on Blender, a free software. In only 6 weeks.

It's the best opportunity to advance your career: Study online! Learn about the real advantages of learning online.

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 immersion 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

With this program, TECH's expert team's main objective is to teach students to master Blender software. As well as its tools, which allow users to create export and import systems and exploit other, more advanced features. Students will become true 3D artists and be suitable for countless jobs opportunities with different companies.

Learn the best techniques to transfer creative processes from Blender to Maya and 4D Cinema"

General Objectives

- Understand the necessity of having an adequate topology at all levels of development and production
- Render models in two powerful in-house engines such as Eevee and Cycles
- Understand advanced texturing with realistic and non-photorealistic PBR systems to enhance digital sculpting projects
- Management and use of all Blender software tools
- Understand the current demands of the film and video game industries to offer best results

Specific Objectives

- Gain advanced knowledge in the use of Blender software
- Render in your Eevee and Cycles render engines
- Delve into work processes within CGI
- Transfer ZBrush and 3D Max knowledge to Blender
- Transfer creation processes from Blender to Maya and 4D Cinema

Specialize in one of the most powerful 2D and 3D development software programs"

03

Course Management

TECH Technological University has selected a high-level teaching faculty composed of professional experts in 3D modeling and concept art to ensure a quality learning process. The most specialized content, taught through an innovative methodology in an online modality. Helping you to obtain the kind of professionalization you need in the digital industry.

Now you can decide how you want to study, and TECH provides you with everything you need"

Management

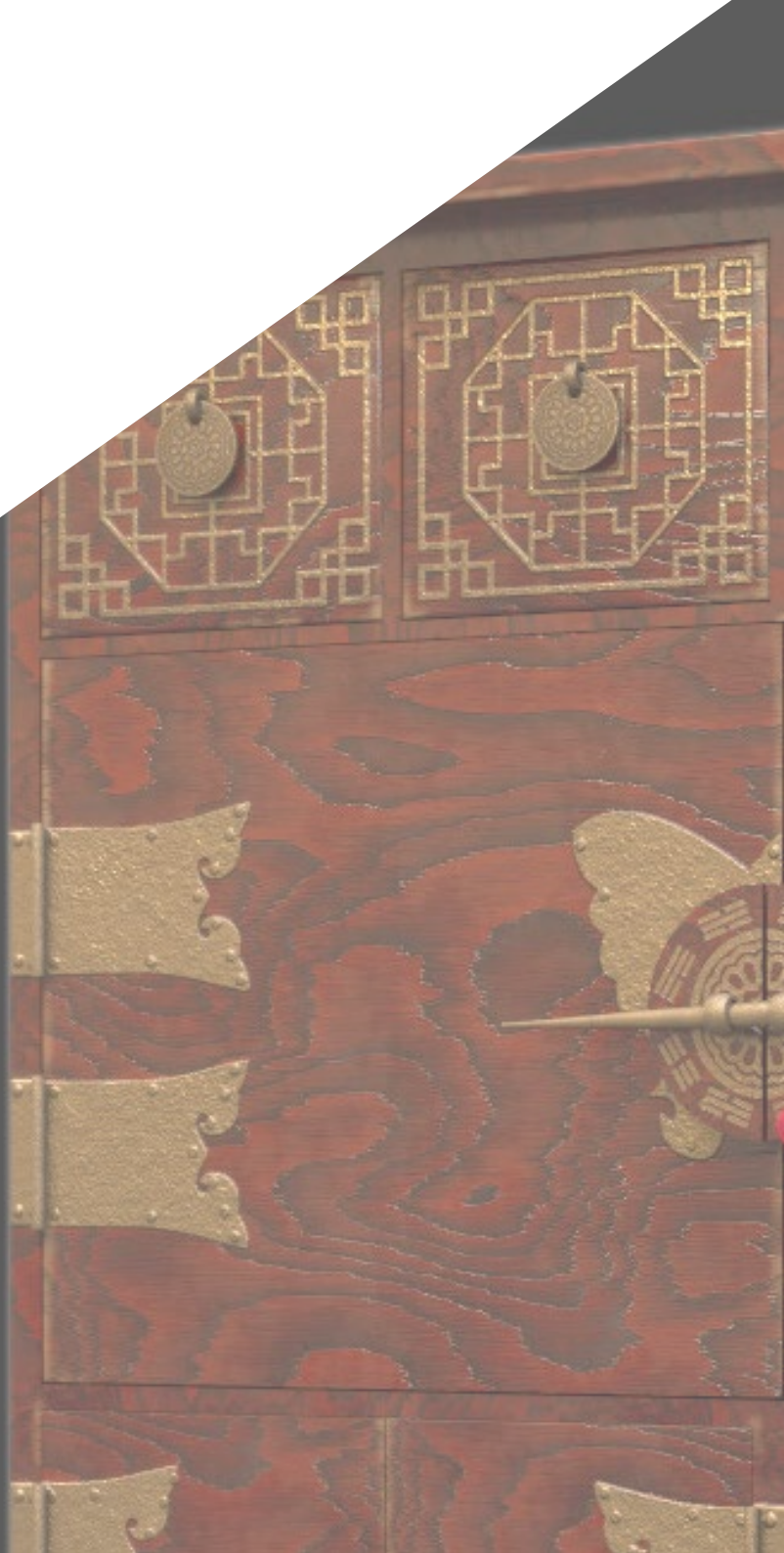
Mr. Sequeros Rodríguez, Salvador

- Freelance 2D/3D modeler and generalist
- Concept Art and 3D Models for Slicecore. Chicago
- Videomapping and modeling, Rodrigo Tamariz. Valladolid
- Professor of Higher-Level Training Cycle in 3D Animation. Higher Education School of Image and Sound ESISV. Valladolid
- Professor of Higher-Level Training Cycle GFGS in 3D Animation. European Institute of Design IED Madrid
- 3D modeling for Las Fallas designers Vicente Martinez and Loren Fandos. Castellón
- Master's Degree in Computer Graphics, Games and Virtual Reality. URJC University. Madrid
- Degree in Fine Arts at the University of Salamanca (specializing in Design and Sculpture)

04

Structure and Content

TECH Technological University has set up a program entirely dedicated to studying the benefits of the powerful 2D/3D development software: Blender This same program has revolutionized the CGI paradigm in recent years, and although it was not trusted by large companies at first, it has strengthened its position and has become a market benchmark since the release of its LTS versions. In about 6 weeks, the professional will master all the techniques and tools of sculpting, texturing and shading. As well as adaptations from 3D Max, and much more. All of which, you will find in a virtual campus with varied and dynamic formats, which allows for convenient and fast learning.



Digital media has come to revolutionize everything, even the way we study. Get trained now through this Postgraduate Certificate in Blender, 100% online"

Module 1. Blender

1.1. Free Software
- 1.1.1. LTS Version and Community
- 1.1.2. Pros and Differences
- 1.1.3. Interface and Philosophy

1.2. Integration with 2D
- 1.2.1. Adaptation of the Program
- 1.2.2. Grease Pencil
- 1.2.3. 2D Combination in 3D

1.3. Modeling Techniques
- 1.3.1. Adaptation of the Program
- 1.3.2. Modeling Methodologies
- 1.3.3. Geometry Nodes

1.4. Texturing Techniques
- 1.4.1. Nodes Shading
- 1.4.2. Textures and Materials
- 1.4.3. Tips for Use

1.5. Lighting
- 1.5.1. Tips for Light Spaces
- 1.5.2. Cycles
- 1.5.3. Eevee

1.6. Workflow in CGI
- 1.6.1. Necessary Uses
- 1.6.2. Exportations and Importations
- 1.6.3. Final Art

1.7. Adaptations from 3D Max to Blender
- 1.7.1. Modeling
- 1.7.2. Texturing and Shading
- 1.7.3. Lighting

1.8. From ZBrush to Blender
- 1.8.1. 3D Sculpting
- 1.8.2. Brushes and Advanced Techniques
- 1.8.3. Organic Work

1.9. From Blender to Maya
- 1.9.1. Important Steps
- 1.9.2. Settings and Integrations
- 1.9.3. Exploitation of Functionalities

1.10. From Blender to 4D Cinema
- 1.10.1. Tips for 3D Design
- 1.10.2. Use of Modeling for Video Mapping
- 1.10.3. Modeling with Particles and Effects

Excel in the industry using free software by getting to know the powerful software, Blender"

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

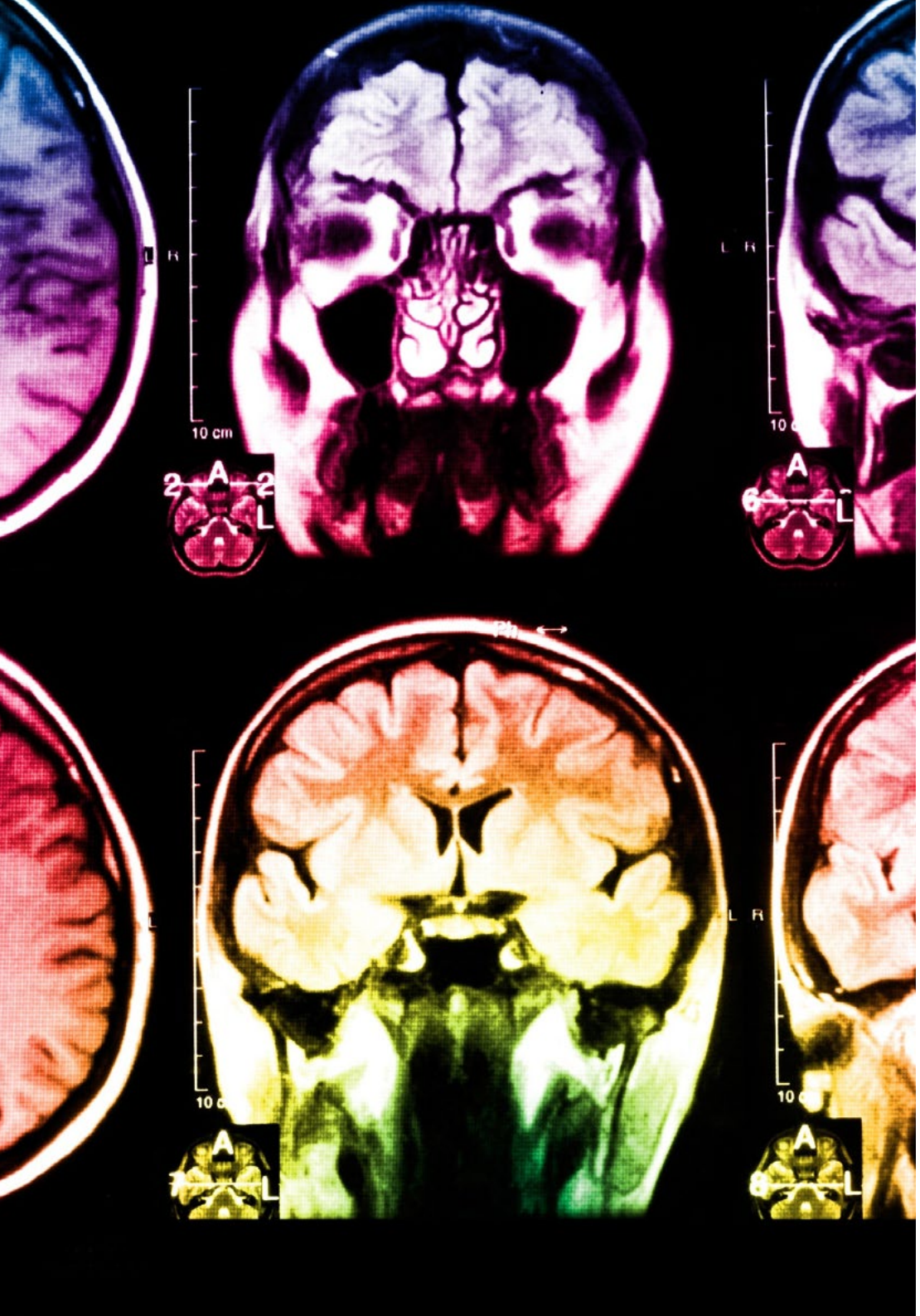
TECH effectively combines the Case Study methodology with a 100% online learning system based on repetition, which combines 8 different teaching elements in each lesson.

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.



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.

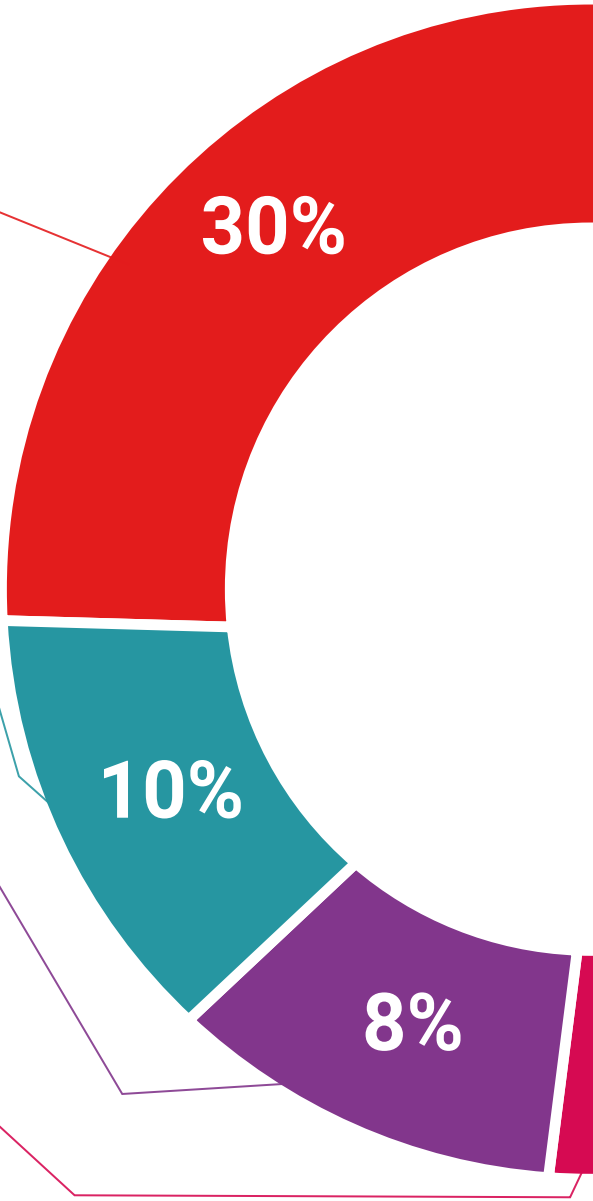
Learning from an Expert strengthens knowledge and memory, and generates confidence in future difficult decisions.

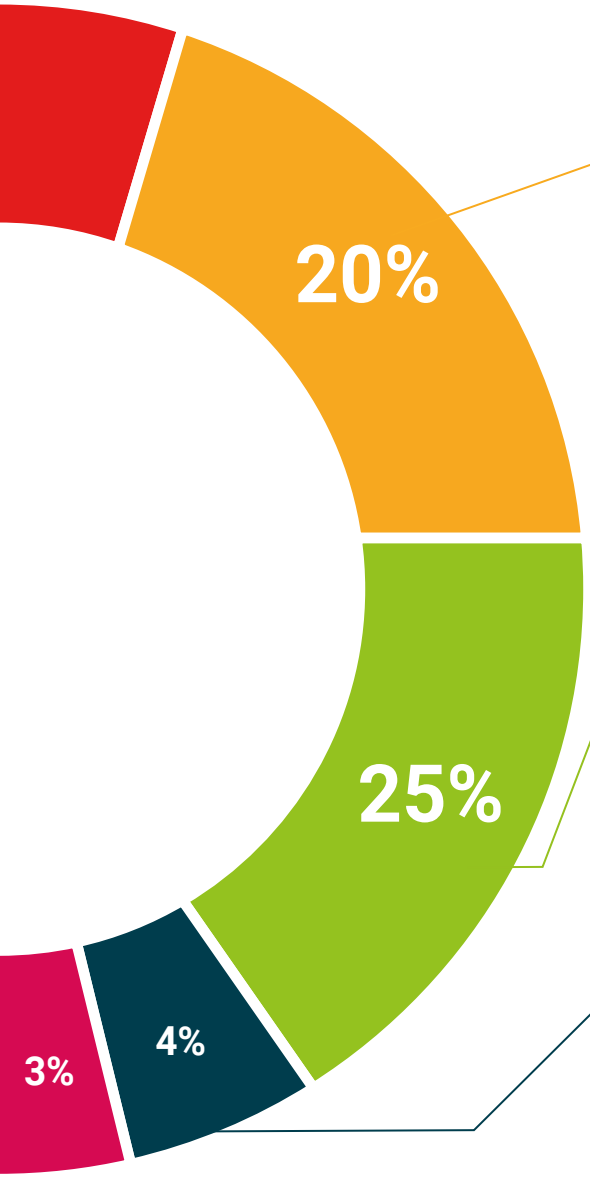
Practising Skills and Abilities

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 Blender 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 Blender** contains the most complete and up-to-date program on the market.

After students have passed the assessments, they will receive their corresponding **Postgraduate Certificate** diploma issued by **TECH Technological University** via tracked delivery*.

The diploma issued by **TECH Technological University** will reflect the qualification obtained in the Postgraduate Certificate, and meets the requirements commonly demanded by job markets, competitive examinations and professional career evaluation committees.

Title: **Postgraduate Certificate in Blender**

Official Nº of Hours: **150 h.**


tech technological university

Awards the following

DIPLOMA

to

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

For having passed and accredited the following program

POSTGRADUATE CERTIFICATE

in

Blender

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

This qualification must always be accompanied by the university degree issued by the competent authority to practice professionally in each country. Unique TECH Code: AFWORD23S techtitute.com/certificates

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

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