Postgraduate Certificate
Substance Painter in Art for Virtual Reality
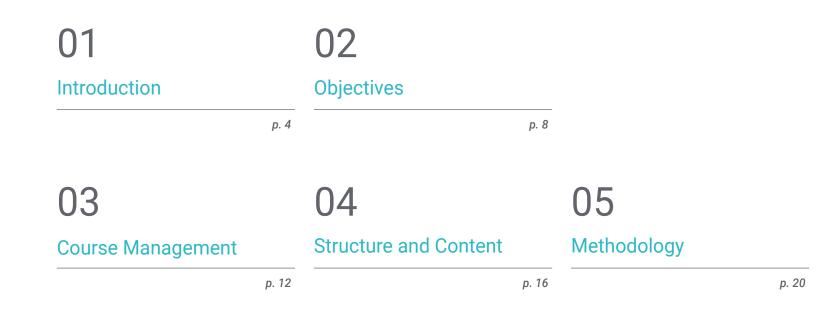
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Postgraduate Certificate
Substance Painter in
Art for Virtual Reality

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

Acceso web: **www.techtitute.com/pk/design/postgraduate-certificate/substance-painter-art-virtual-reality**

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01
Introduction

Creative professionals around the world in the gaming industry use Substance Painter software. Its intelligent tools and its potential in 3D modeling painting make it indispensable. In this course, digital artists will learn, thanks to an expert teaching team, its main functions to create a three-dimensional project of the highest quality. The multimedia content, the Relearning system and the 100% online methodology will facilitate the learning of the artistic creators who wish to learn at their own pace.

"
Paint your 3D creations with higher quality and efficiency thanks to this Postgraduate Certificate"

In this Postgraduate Certificate in Substance Painter in Art for Virtual Reality, the digital artists will delve into one of the most used software by the leading title creators. This powerful design program provides the essential tools to achieve stylized animation projects.

Our teaching team has extensive experience in the field of graphic design and video game creation and will guide students in the creation of a complete project with high-quality results. This way, you will get the most out of the powerful painting engine and its intelligent and advanced tools for a perfect 3D modeling.

An excellent opportunity for all professionals who want to advance their career and update their knowledge. The 100% online method also fits the profile of those who seek to combine study with their personal life. With the freedom granted by this program, you will be able to access the multimedia content of the virtual platform and distribute the teaching load of this Postgraduate Certificate as you see fit.

This **Postgraduate Certificate in Substance Painter 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 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

Learn to create 3D modeling from the first steps and in an efficient way with this Postgraduate Certificate"

Learn from experts in the VR game design industry how to get the most out of Substance's smart materials"

Keep your 3D modeling knowledge renewed and up to date. An expert teaching team will guide you in this learning process.

Enhance your creations by applying the brush tools provided by this Postgraduate Certificate.

The program's teaching team includes professionals from the sector who brought 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.

02
Objectives

The main goal of this Postgraduate Certificate is to renew the knowledge of the digital artist in one of the leading programs in the VR video game sector. Through case studies, students will learn how to create a complete project by improving workflows. At the end of this course, you will also be able to master the intelligent tools offered by the software to obtain a high-quality modeling. The teaching team of this program will help students to achieve these objectives and boost their professional careers.

"
Maximize the potential of the advanced tools of Substance Painter thanks to this Postgraduate Certificate"

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

- Use substance textures in a smart way
- Be able to create any type of mask using Substance Painter
- Master generators and filters using Substance Painter
- Create high-quality textures for a hard surface modeling with Substance Painter
- Create high-quality textures for an organic modeling with Substance Painter
- Make a good rendering to show props using Substance Painter

A wide variety of multimedia resources are available on the virtual platform for you to access it whenever and wherever you want"

03
Course Management

TECH's strict requirements were followed when selecting the teaching team for this Postgraduate Certificate in order to offer the students an optimal education within everyone's reach. In this teaching, the artistic creators will have at their disposal a teaching team with training in graphic design and knowledgeable about the VR video game sector thanks to their professional experience in this field. The teaching team, the multimedia content, the Relearning system, and a 100% online methodology will help students achieve their goals.

Any artist who wants to be present in the VR video game field must master the modeling technique. An expert teaching team will help you achieve it"
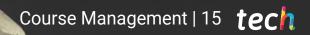
Management

Mr. Menéndez Menéndez, Antonio Iván

- Senior environment and element artist and 3D consultant at The Glimpse Group VR
- 3D model designer and texture artist at Inmoreality
- Props and environment artist for PS4 games at Rascal Revolt
- Graduated in Fine Arts at the UPV
- 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's Degree in Art and Design for Video Games by U-Tad University of Madrid

Professors

Mr. Márquez Maceiras, Mario

- Audiovisual operator PTM Pictures That Moves
- Gaming tech support agent at 5CA
- 3D and VR environment creator and designer at Inmoreality
- Art designer at Seamantis Games
- Founder of Evolve Games
- Graduated in Graphic Design at the School of Art of Granada
- Graduated in Video Games and Interactive Content Design at the School of Art of Granada
- Master's Degree in Game Design by U-Tad University of Madrid

04
Structure and Content

The syllabus of this Postgraduate Certificate has been prepared by a teaching team specialized in graphic design and with experience in the field of VR video games. Over the six weeks of this course, students will be able to go through all the elements that can be effectively used with Substance Painter. Importing, layering, textures, effects, and lighting will be covered in depth and in a practical way through the Harvard Studies Cases system. The teaching team specialized in the gaming sector will provide the essential keys to get the most out of this design program.

Get the maximum realism in your 3D modeling with the training of this Postgraduate Certificate"

Module 1. Substance Painter

Submit your high-resolution projects to Virtual Reality game creators. Now is the time"

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.
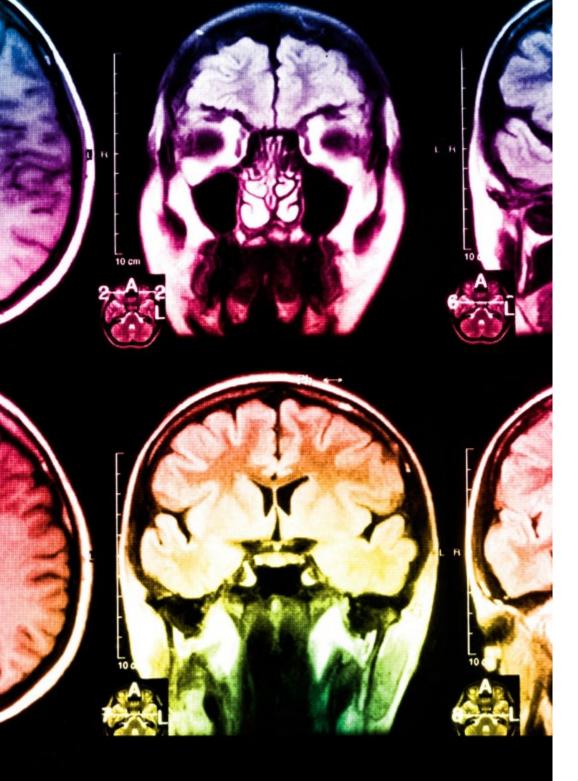
01 learning from evidence

02 relearning from evidence

03 testing

04 learning from an expert

05 neurocognitive context dependent learning

06 Von-Restorff effect

07 case based learning through storytelling

08 competencies testing (retesting)

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.

30%

10%

8%

20%

25%

4%

3%

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 Substance Painter in Art for Virtual Reality 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 degree without travel or laborious paperwork"

This **Postgraduate Certificate in Substance Painter in Art for Virtual Reality** 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 Substance Painter in Art for Virtual Reality**

Official Nº of hours: **150 h.**

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Awards the following
CERTIFICATE
to

Mr./Ms. _____, with identification number _____.
For having passed and accredited the following program

POSTGRADUATE CERTIFICATE
in

Substance Painter in Art for Virtual Reality

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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