

Postgraduate Certificate Substance Painter Texturing



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- » Modality: **online**
- » Duration: **6 weeks**
- » Certificate: **TECH Global University**
- » Accreditation: **6 ECTS**
- » Schedule: **at your own pace**
- » Exams: **online**

Website: www.techtitute.com/desing/postgraduate-certificate/substance-painter-texturing

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01

Introduction

In the world of design, there are many *softwares* that allow the digital artist to create textures. However, nowadays, the Substance Painter platform has become the reference in this world. Being a very powerful tool, it is essential to deepen the PBR texturing. Therefore, through this program, professionals will acquire all the skills and knowledge to give their projects an unprecedented artistic and productive aspect. This online program is taught with the *Relearning* methodology.





This is your opportunity to start this Postgraduate Certificate. Learn to texturize with the most used professional software in 3D design"

Nowadays, knowing how to apply textures to 3D modeling is one of the most sought-after skills. Sectors such as video games, animation, architecture and interior design demand, as a prerequisite, deep knowledge in the area.

As a result, with this Postgraduate Certificate in Substance Painter Texturing students will learn how to recreate all kinds of materials such as metals, wood, stone or fabrics to their 3D figures. They will also see how to implement the process of *Baking* additional textures, from a high resolution model that the most qualified teachers in the sector will make available to them.

Mastering various techniques focused on professional modeling and texturing will help you to give a more realistic and stylized effect to each of your projects. Therefore, the development of practical cases together with the most innovative technologies will turn them into skilled specialists in an international market.

TECH Global University is committed to a learning process based on the *Relearning* methodology. Therefore, the format of the program is entirely online, since its objective is focused on the active participation of students and their own work pace regardless of their geographic location.

This **Postgraduate Certificate in Substance Painter Texturing** 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 texturing with Substance Painter software
- ◆ 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

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Texturing plays a very important role in contemporary graphic design. Get started in Substance Painter with this Postgraduate Certificate"

“ *TECH teachers provide you with the best tools to create immersive designs and textured backgrounds that reflect reality*”

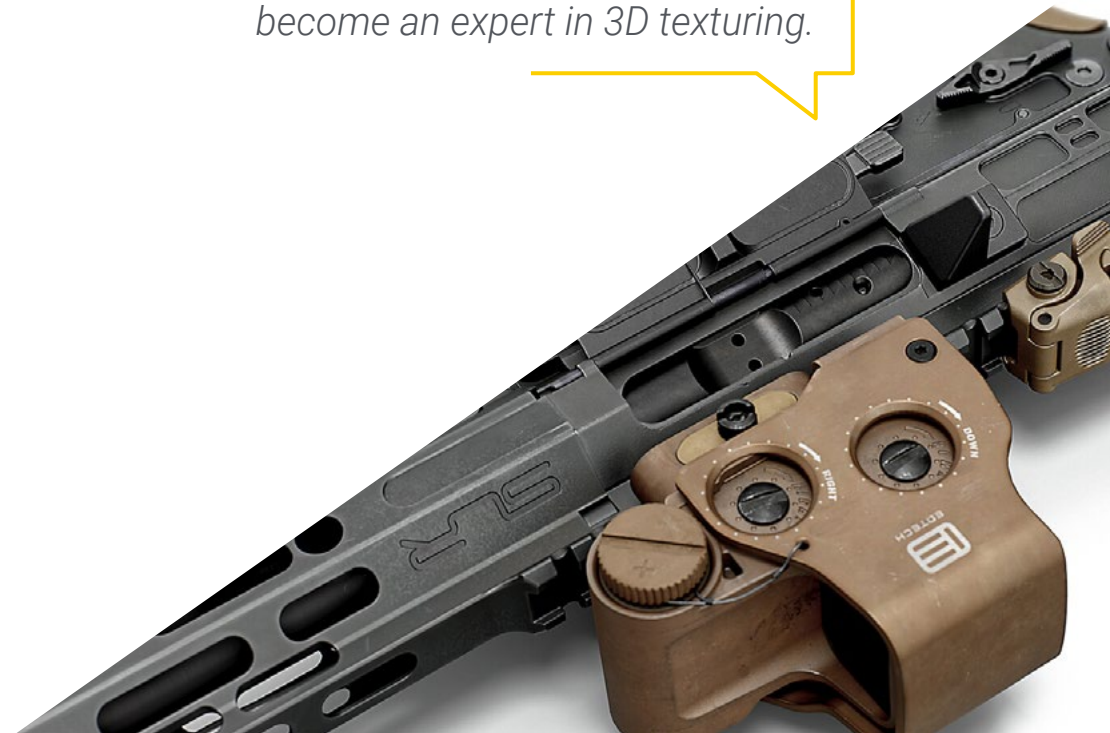
The program's teaching staff includes professionals from the fashion industry, who contribute with their work experience, as well as renowned specialists from leading companies and prestigious universities.

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 specialization for real situations.

This program is designed around Problem-Based Learning, whereby the professional must try to solve the different professional practice situations that arise during the academic year. For this purpose, the professional will be assisted by an innovative interactive video system created by renowned and experienced experts.

Turn your career path as a designer around and dive into platforms like Substance Painter.

Look no further, this Postgraduate Certificate meets all the requirements to become an expert in 3D texturing.



02

Objectives

With this Postgraduate Certificate in Substance Painter Texturing the professional will be able to understand the *baking* process of high and low resolution models. They will also understand the different layers of a material to achieve a perfect finish. Therefore, the main objective will focus on creating materials from scratch that involve texturing of different degrees of difficulty and modifying existing ones. The intention is that the student will be able to improve details with meticulous techniques and deliver impeccable pieces.





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Bring a higher level of quality to new professional texturing projects with an updated knowledge of Substance Painter"

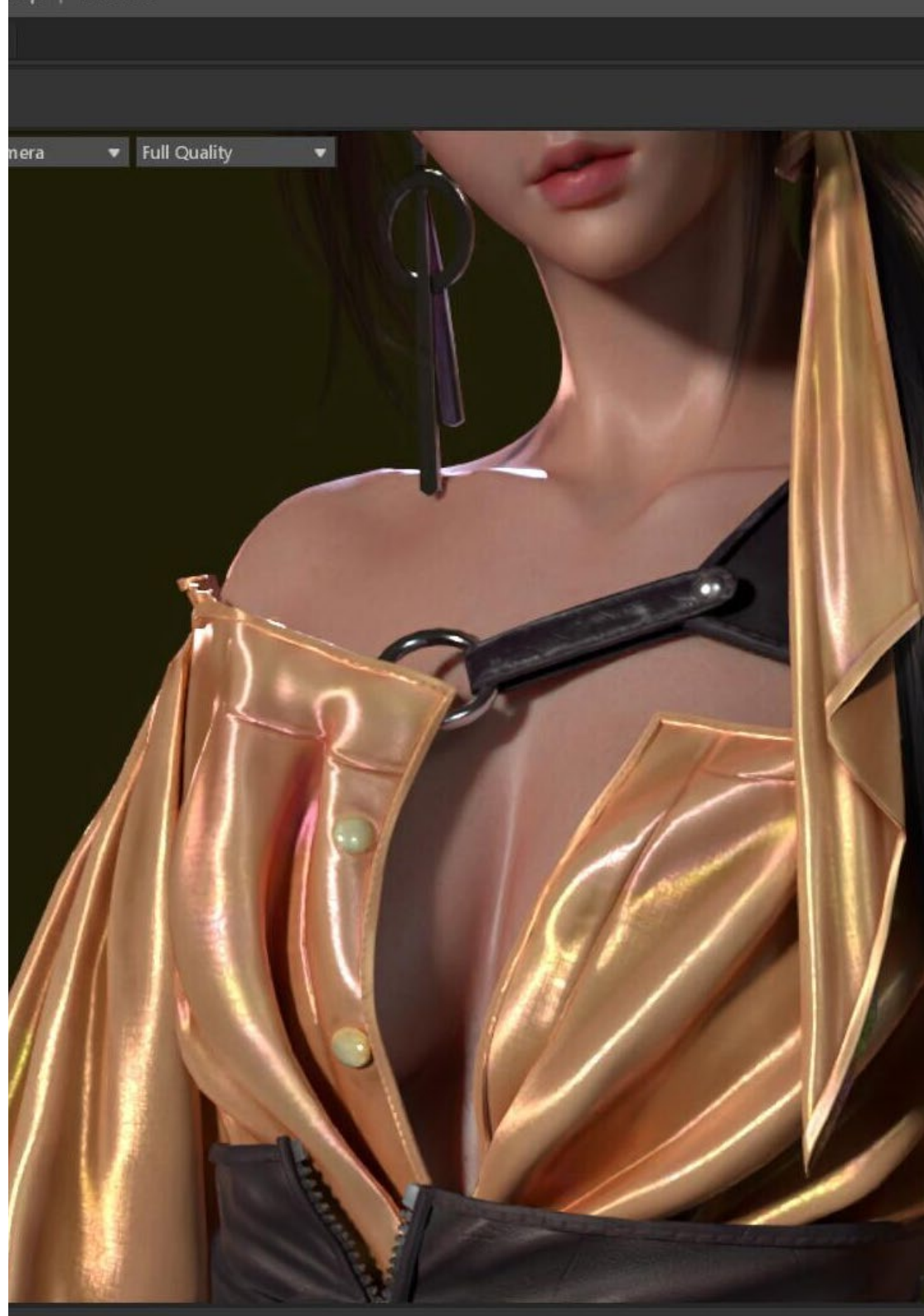


General Objectives

- ◆ 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 various techniques 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



Create pieces with impeccable textured finishes with this Postgraduate Certificate"





Specific Objectives

- ◆ Know in depth the Substance Painter program, the most widely used for texturing in the world of video games today
- ◆ Understand the process of baking from a high resolution model to a low resolution model
- ◆ Know and understand the different layers of a material and how they affect it
- ◆ Create materials from scratch and modify existing materials to achieve a fully customized material
- ◆ Know how to work with mapping coordinates and masks to correctly apply textures to the model
- ◆ Learn about brushes, how to use them and how to create customized brushes
- ◆ Learn how to use program and external resources to enhance textures
- ◆ Know different methods to create or modify textures

03

Course Management

Highly regarded experts have designed this program to meet the demands and requirements of today's market. The cutting-edge faculty teaching the program equips digital artists with the skills necessary to become texturing specialists. Their guidance in creating the syllabus prepares students for a changing and growing design landscape. The student will receive the most current and sought after knowledge in the industry.





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Qualified teachers have designed this program with your growth and international expansion in mind"

Management



Dr. 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. Llorens Aguilar, Víctor

- ◆ Postgraduate Diploma in 3D Modeling
- ◆ Teacher in courses related to 3D Modeling
- ◆ Scratch teacher in private schools
- ◆ Degree in 3D Animations, Games and Interactive Environments



04

Structure and Content

Throughout the 6 weeks of the Postgraduate Certificate, the student will become a true professional of textured finishing with Substance Painter. That is to say, the structure and approach of the contents of this program are designed to provide the digital artist with multiple knowledge about texturing. Through this syllabus, which combines the most up-to-date techniques and the best software in the field, the user's skills and abilities will be polished.



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This Postgraduate Certificate is endorsed by the best professionals in the industry and guarantees you a large-scale professional growth"

Module 1. Substance Painter Texturing

- 1.1. Substance Painter
 - 1.1.1. Create New Project and Reimport Models
 - 1.1.2. Basic Controls and Interface 2D and 3D Views
 - 1.1.3. Baking
- 1.2. Baking Layers
 - 1.2.1. World Space Normal
 - 1.2.2. Ambient Occlusion
 - 1.2.3. Curvature
 - 1.2.4. Position
 - 1.2.5. ID, Normal, Grosor
- 1.3. Layers
 - 1.3.1. Base Color
 - 1.3.2. Roughness
 - 1.3.3. Metallic
 - 1.3.4. Material
- 1.4. Masks and Generators
 - 1.4.1. Layers and UVs
 - 1.4.2. Masks
 - 1.4.3. Procedural Generators
- 1.5. Base Material
 - 1.5.1. Types of Material
 - 1.5.2. Customized Generators
 - 1.5.3. Creation of a Base Material from Scratch
- 1.6. Brushes
 - 1.6.1. Predefined Parameters and Brushes
 - 1.6.2. Alphas, Lazy Mouse and Symmetry
 - 1.6.3. Create Custom Brushes and Save Them
- 1.7. Particles
 - 1.7.1. Particle Brushes
 - 1.7.2. Properties of Particles
 - 1.7.3. Particles Using Masks





- 1.8. Projections
 - 1.8.1. Preparing Textures
 - 1.8.2. Stencil
 - 1.8.3. Cloning
- 1.9. Substance Share/Source
 - 1.9.1. Substance Share
 - 1.9.2. Substance Source
 - 1.9.3. Textures.com
- 1.10. Terminology
 - 1.10.1. Normal Map
 - 1.10.2. Padding or Bleed
 - 1.10.3. Mipmapping

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This program, in addition to being 100% online, offers a comprehensive syllabus that is capable of turning design professionals into specialists”

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

This Postgraduate Certificate in Substance Painter Texturing guarantees, 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 Certificate in Substance Painter Texturing** 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.

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Duration: **6 weeks**

Accreditation: **6 ECTS**





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