Postgraduate Certificate
Texturing

tech global university

Postgraduate Certificate

Texturing

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

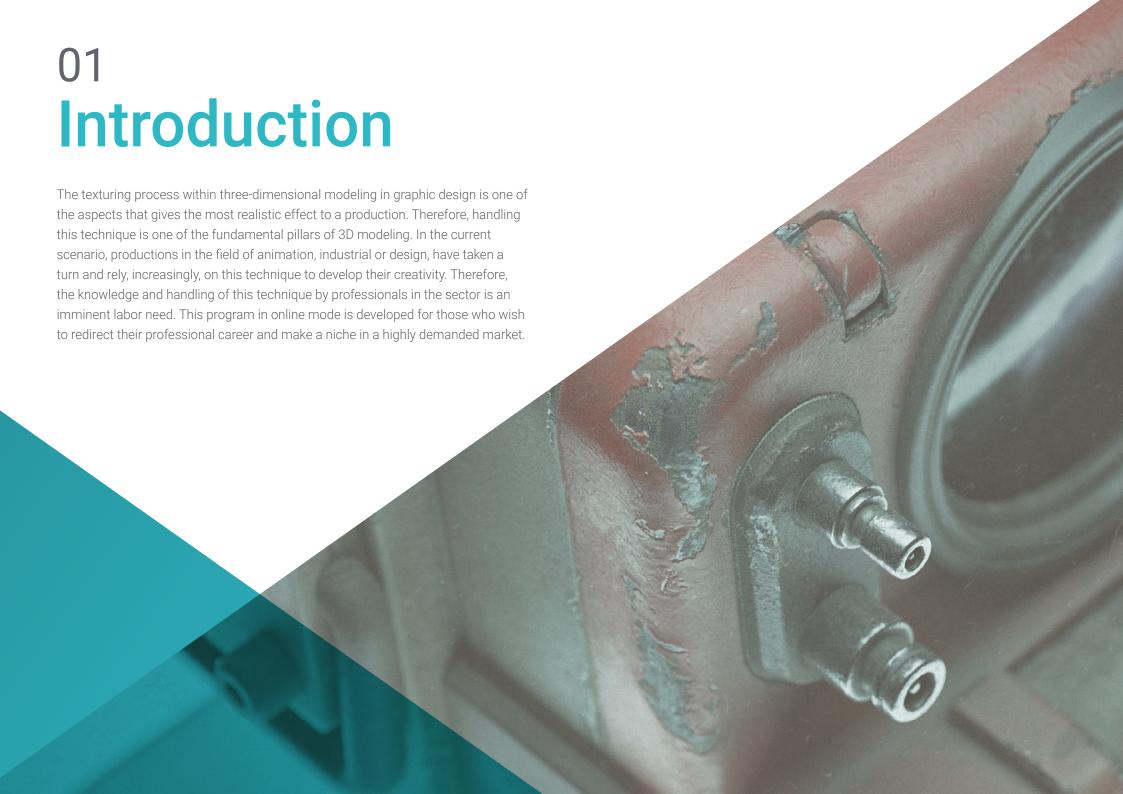Website: **www.techtitute.com/us/desing/postgraduate-certificate/texturing**

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01
Introduction

The texturing process within three-dimensional modeling in graphic design is one of the aspects that gives the most realistic effect to a production. Therefore, handling this technique is one of the fundamental pillars of 3D modeling. In the current scenario, productions in the field of animation, industrial or design, have taken a turn and rely, increasingly, on this technique to develop their creativity. Therefore, the knowledge and handling of this technique by professionals in the sector is an imminent labor need. This program in online mode is developed for those who wish to redirect their professional career and make a niche in a highly demanded market.

This program has been developed so that you can redirect your career and become an expert in Texturing"

This Postgraduate Certificate is focused on offering users an introductory experience to the universe of Texturing in three-dimensional modeling without having to alter their personal work routine. That is why it is a program tailored to anyone with an Internet connection and a desire to learn. With a completely online format, this program offers all its multimedia content on the virtual platform, which can be accessed without limits during the 6 weeks of the Postgraduate Certificate.
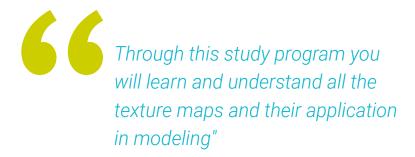
Through this study program it is possible to know and understand all the texture maps and their application in modeling, as well as to know the types of materials existing today and how they work, being able to create one from scratch or modify an existing one.

In addition to this aspect, we work on the generation and understanding of mapping coordinates of a 3D model for subsequent work in Texturing and the assignment of Object IDs to work more efficiently in the textures.

The programs and qualifications that TECH offers are always focused on the development of theoretical and practical skills, that is why this plan also contemplates the work of high and low resolution models and vice versa, to further optimize the model, while retaining the same levels of detail. In the same line, the creation of textures for the 3D model with different programs is discussed in depth.

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

- The development of case studies presented by experts in three-dimensional modeling texturing
- 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

Through this study program you will learn and understand all the texture maps and their application in modeling"

"With this Postgraduate Certificate you will delve into the creation of textures for 3D modeling with different programs"

Our programs and qualifications are always focused on the development of theoretical and practical skills.

Do you want to perfectly handle Texturing in 3D modeling?

The program's teaching staff includes professionals from the industry who contribute their work experience to this 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 course. For this purpose, the student will be assisted by an innovative interactive video system created by renowned and experienced experts.
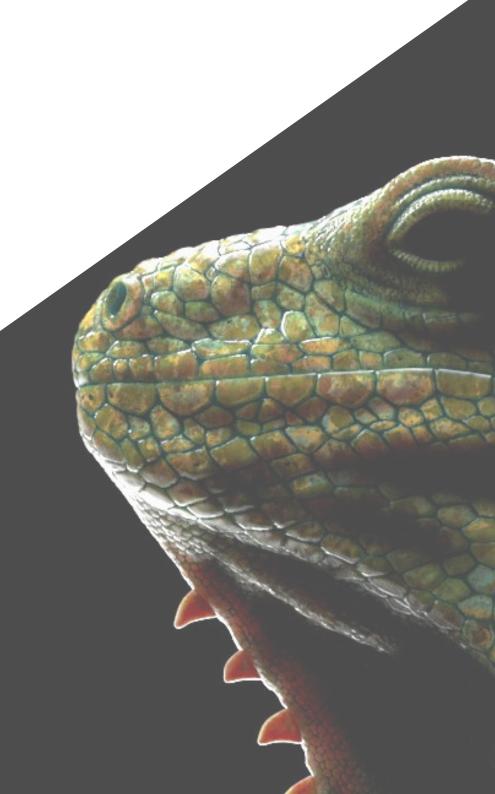
02
Objectives

Texturing professionals in the field of three-dimensional modeling must be clear that the main requirement is to know and understand texture maps, as well as existing materials, to be able to create them from scratch and apply them to their creations. It is for this reason that this Postgraduate Certificate is focused on meeting this requirement. From the direction of the program, a series of basic items have been considered in order to obtain the necessary notions to control this subject. In addition, special emphasis is placed on the fact that this type of specific qualification opens up job possibilities, as well as allowing the professional career to be refocused because knowledge is acquired in very specific and required areas within the professional field.
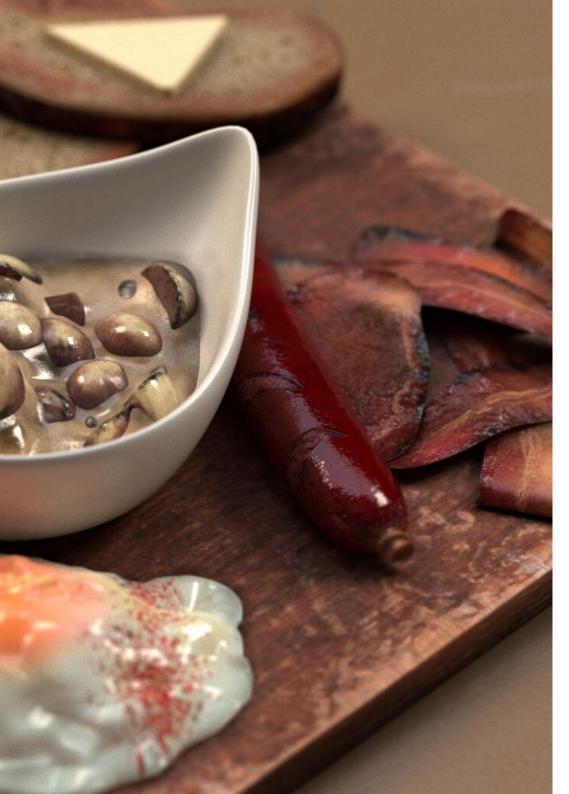
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This Postgraduate Certificate in Texturing focuses on knowing, understanding and applying texture maps and different materials"

General Objectives

- Know in depth all the steps to create a 3D modeling of a professional's own
- Know and understand in detail how textures work and how they influence on the modeling
- Master several programs 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
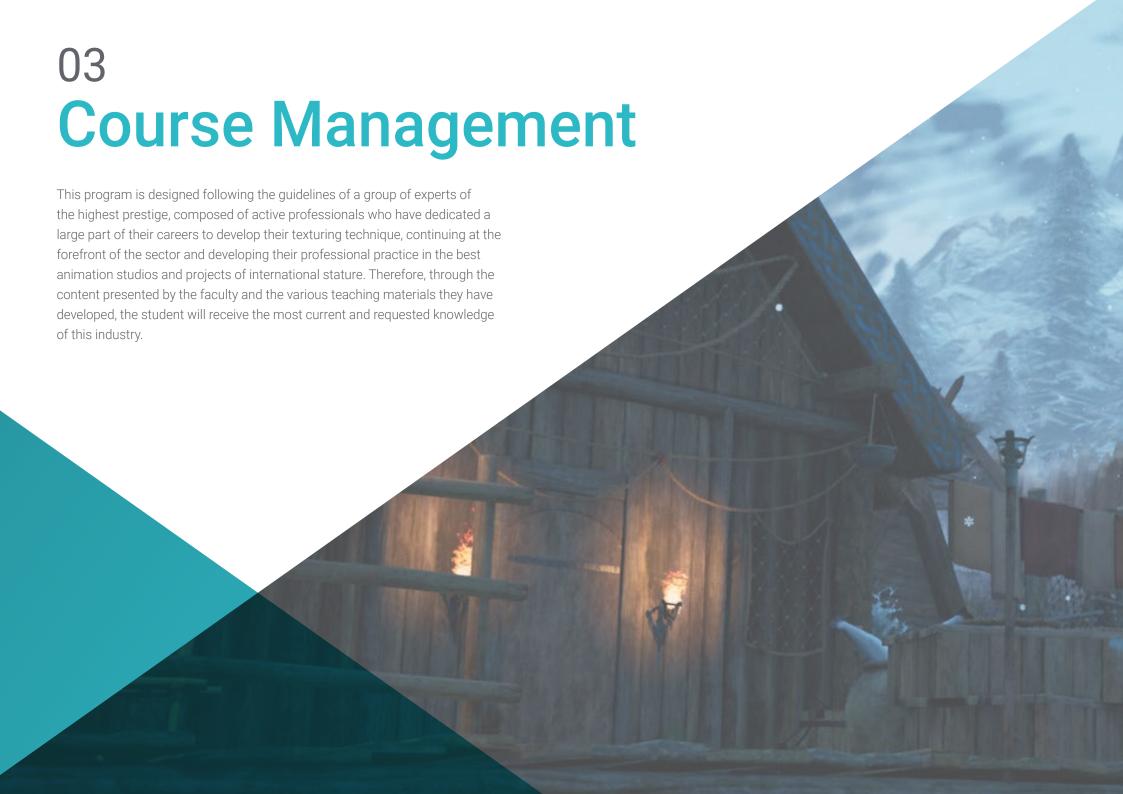
Specific Objectives

◆ Know and understand all texture maps and their application to modeling

◆ To know the types of materials existing today and how they work, being able to create one from scratch or modify an existing one

◆ Generate and understand mapping coordinates of a 3D Model for subsequent work in Texturing

◆ Assigning object IDs to work more efficiently on textures

◆ Work models from high to low resolution and vice versa to further optimize the model, while retaining the same levels of detail

◆ Creating textures for the 3D model with different programs

Learn how to create textures for 3D modeling with different programs thanks to this Postgraduate Certificate"

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Course Management

This program is designed following the guidelines of a group of experts of the highest prestige, composed of active professionals who have dedicated a large part of their careers to develop their texturing technique, continuing at the forefront of the sector and developing their professional practice in the best animation studios and projects of international stature. Therefore, through the content presented by the faculty and the various teaching materials they have developed, the student will receive the most current and requested knowledge of this industry.

The student will receive the most current and requested knowledge of this industry thanks to the design that the teaching team has devised"

Management

Ms. 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
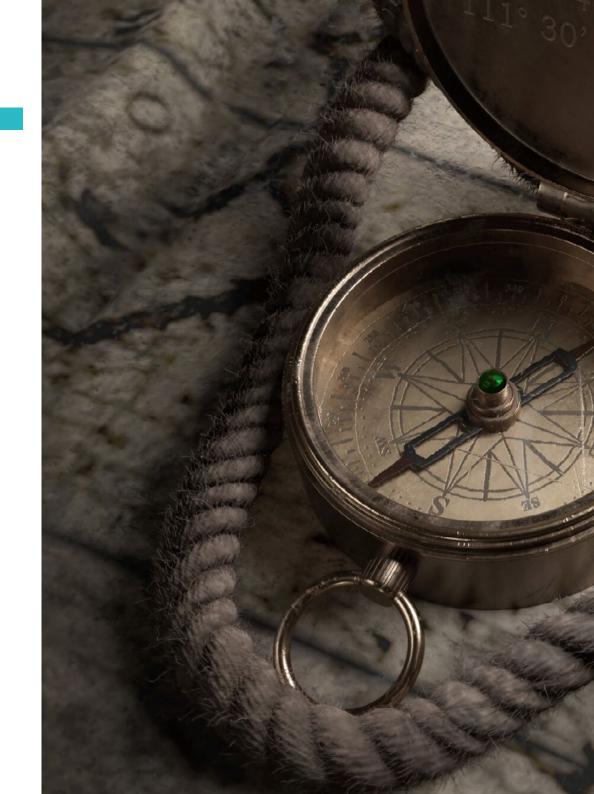- Bachelor of Fine Arts from the University of Barcelona

Structure and Content

The structure of this Postgraduate Certificate is designed for users to acquire the necessary notions of Texturing in the field of three-dimensional modeling. In order to make learning more accessible, the content is divided into 10 sections that cover the necessary concepts and ideas on a theoretical and practical level. While initially the emphasis is more on conceptualization, the following subsections go more deeply into mapping coordinates and object IDs. This is followed by an inquiry into Texturing and materials in 3DS Max, Photoshop and ZBrush programs. The content is designed to be covered in the 6 weeks of the Postgraduate Certificate.

Enjoy this Postgraduate Certificate and its content structured and organized to facilitate your learning"

Module 1. Texturing

1.1.   Texturing
    1.1.1.   Baking
    1.1.2.   PBR. *Physycally Based Rendering*
    1.1.3.   Basic and Composite Texturing
    1.1.4.   Tileable textures

1.2.   Mapping coordinates. University of Valencia
    1.2.1.   Unwrap and seams
    1.2.2.   UVW Editor
    1.2.3.   Editor options

1.3.   Object ID
    1.3.1.   ID assignment and functionality
    1.3.2.   Multisubject material
    1.3.3.   Application of materials as instances

1.4.   HighPoly and Normal Baking in 3DS Max
    1.4.1.   HighPoly and LowPoly
    1.4.2.   Projection Settings for *Normal Map* Baking
    1.4.3.   Projection Settings for Normal Map Baking
    1.4.4.   Normal Map Settings

1.5.   Bake Other Materials in 3DS Max
    1.5.1.   Application and Bakeo Fuzzy Map
    1.5.2.   Composite material
    1.5.3.   Mask adjustment

1.6.   Retopology in 3DS Max
    1.6.1.   Retopology Tools
    1.6.2.   Retopology with Graphite Tool
    1.6.3.   Rhetopology settings

1.7.   Texturing with 3DS Max
    1.7.1.   Material properties
    1.7.2.   Texture Baking
    1.7.3.   Textural Toasting. Complete Map, Normal Map and AO Map

Discover Texturing and the application of different materials in the leading programs of the sector: 3DS Max, Photoshop and ZBrush."

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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.

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.

The student will learn to solve complex situations in real business environments through collaborative activities and real cases.

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.
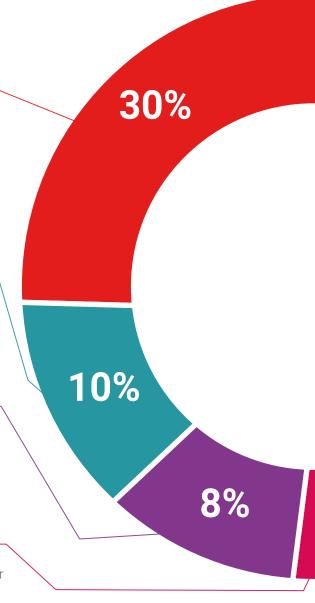
Practising Skills and Abilities

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.

Certificate

This Postgraduate Certificate in Texturing guarantees, in addition to the most rigorous and up to date education, access to a Postgraduate Certificate issued by TECH Global University.

" 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 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.

Title: **Postgraduate Certificate in Texturing**

Modality: **online**

Duration: **6 weeks**

Accreditation: **6 ECTS**

tech global university

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

Postgraduate Certificate in Texturing

This is a program of 150 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

Dr. Pedro Navarro Illana
Dean

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 Global University make the necessary arrangements to obtain it, at an additional cost.

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