



# Postgraduate Certificate 3D Modeling with Graphite Tool

» Modality: online» Duration: 6 weeks

» Certificate: TECH Technological University

» Dedication: 16h/week

» Schedule: at your own pace

» Exams: online

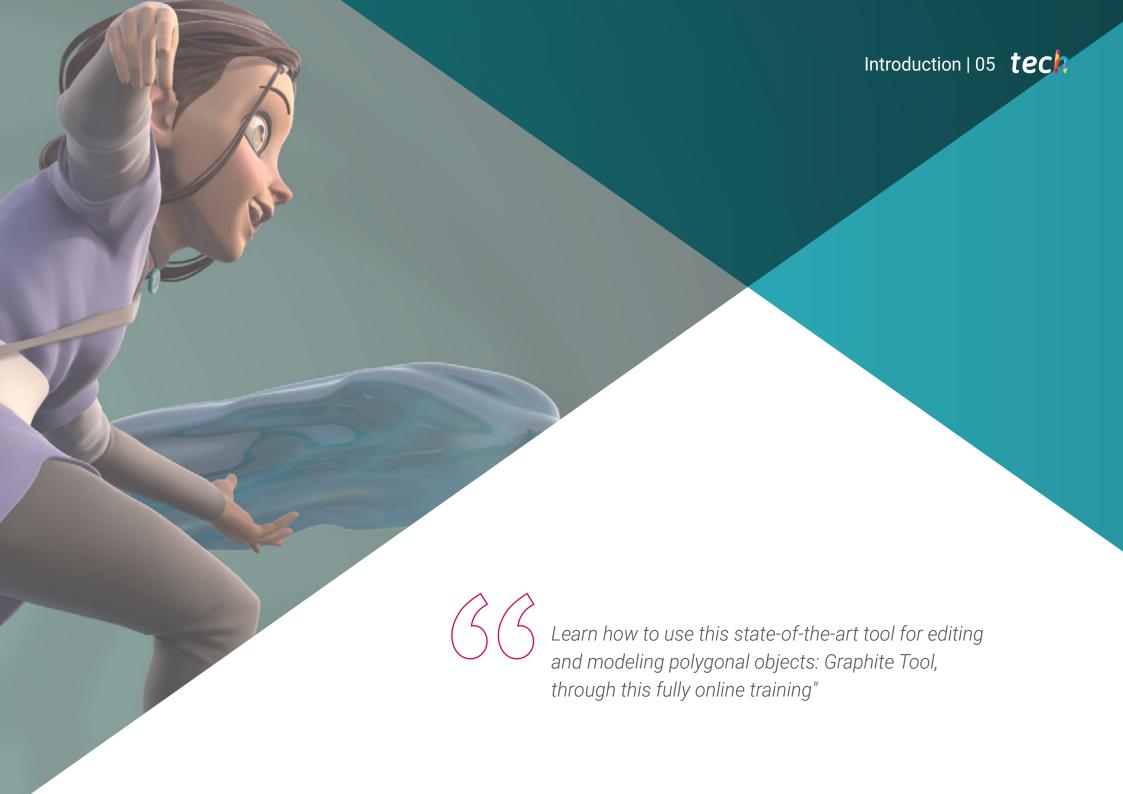
Website: www.techtitute.com/in/information-technology/postgraduate-certificate/3d-modeling-graphite-tool

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# tech 06 | Introduction

This Postgraduate Certificate in 3D Modeling with Graphite Tool provides an in-depth knowledge of this tool which, in turn, contains many utilities that allow modeling polygonal objects in a very complete way. The purpose of this training is to teach students the interface of this program and how to use it, in order to achieve more professional results in less time.

The educational plan also makes a comparison tour of each tool with its polygonal mode counterpart to learn about their benefits. In addition, the different utilities offered by Graphite Tool that can be used in a 3D modeling process and its optimization are discussed in depth. The student will be able to find errors in three-dimensional modeling and know how to solve them in the most intelligent way.

A fully online curriculum, which allows the reconciliation of other plans and projects with the updating and recycling of studies. This Postgraduate Certificate makes available to the student all the resources and didactic materials in the virtual platform, so that they can be consulted from any electronic device with internet connection. In addition, it is a direct qualification that does not require a final paper for accreditation.

This **Postgraduate Certificate in 3D Modeling with Graphite Tool** 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 3D Modeling with Graphite Tool
- 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
- Access to content from any fixed or portable device with an Internet connection



Update yourself and make the most of your free time with this fully online Postgraduate Certificate in 3D Modeling with Graphite Tool"



Achieve better results in less time in 3D Modeling with Graphite Tool thanks to this Postgraduate Certificate"

The program's teaching staff includes professionals from 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 immersive 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 during the academic year. For this purpose, the student will be assisted by an innovative interactive video system created by renowned and experienced experts.

With this training you will be able to find errors in 3D modeling and know how to solve them in the most intelligent way.

This direct qualification will certify you as a specialist in 3D Modeling with Graphite Tool.





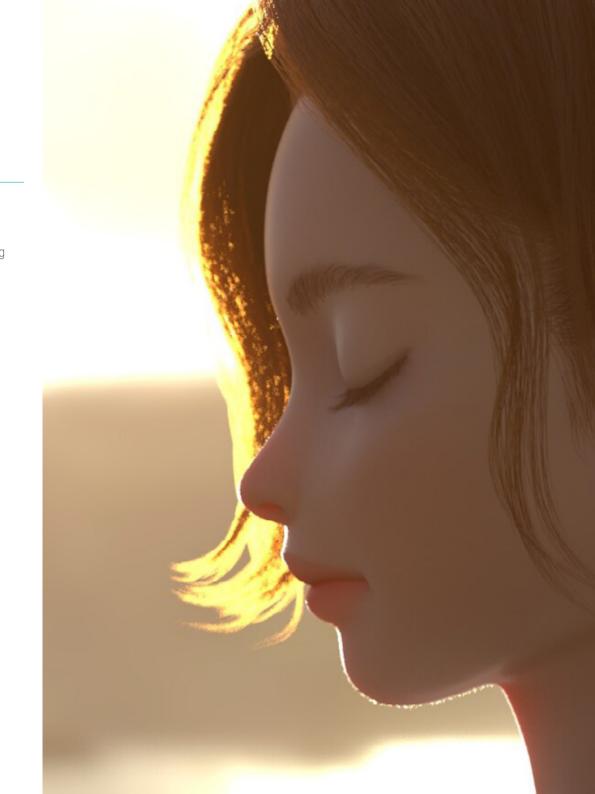


# tech 10 | Objectives



# **General Objectives**

- Know in depth all the steps for rendering 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 the resolution of problems of a modeling
- 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







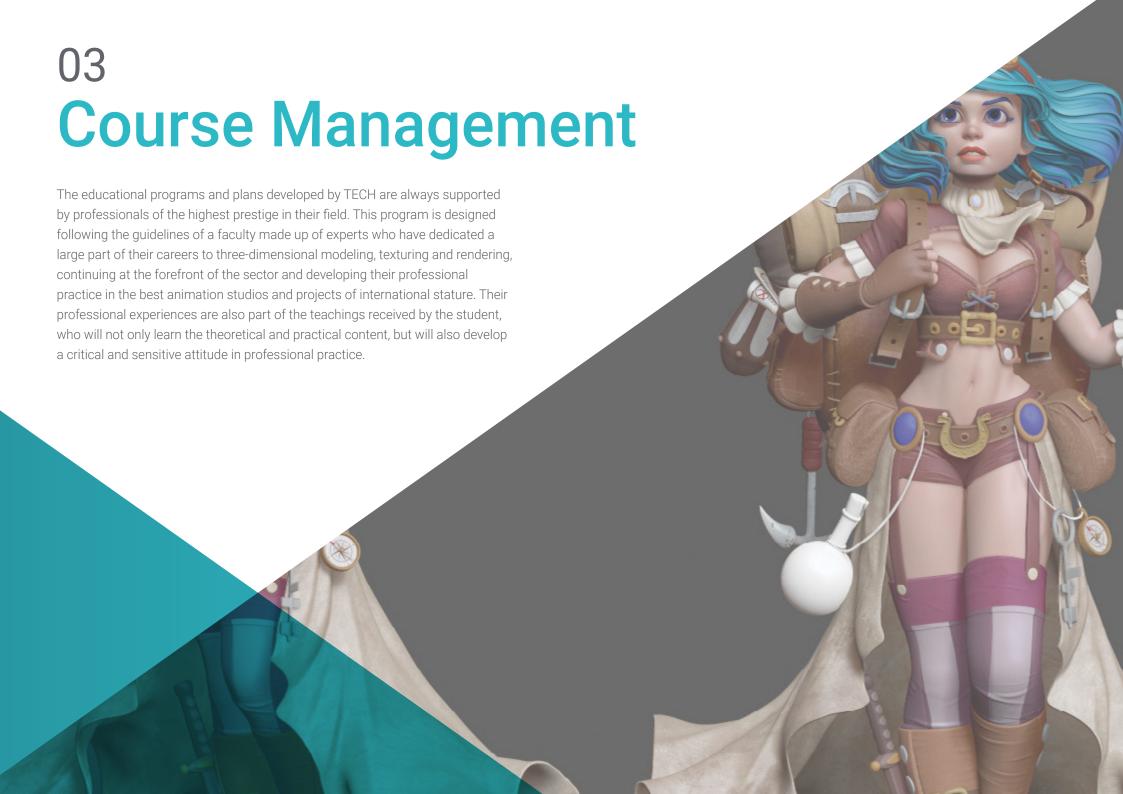


# **Specific Objectives**

- Know in detail the Graphite Tool, the most used by 3ds Max professionals
- Learn its interface and how to use it for a more professional result in less time
- Compare each tool with its counterpart in polygonal mode and learn about their benefits
- Know the tools you will use throughout the 3D modeling process and their optimization
- Find errors in 3D modeling and know how to solve them in the most intelligent way



Edit and model polygonal objects more accurately and professionally with Graphite Tool"





# tech 14 | Course Management

#### Management



### Ms. Sanches Lalaguna, Ana

- 3D Designer at Lalaguna Studio
- 3D Generalist at NeuroDigital Technologies
- Freelance video game figure modelei
- 3D Artist and Narrative Responsible in the videogame "A Rising Bond" (InBreak Studios)
- Master's Degree in Videogame Art and Design (U-tad)
- Diploma in 2D and 3D Animation Filmmaking (ESDIP
- Winner of the Best Narrative award and nominated for Best Game and Best Art at the PlayStation Awards



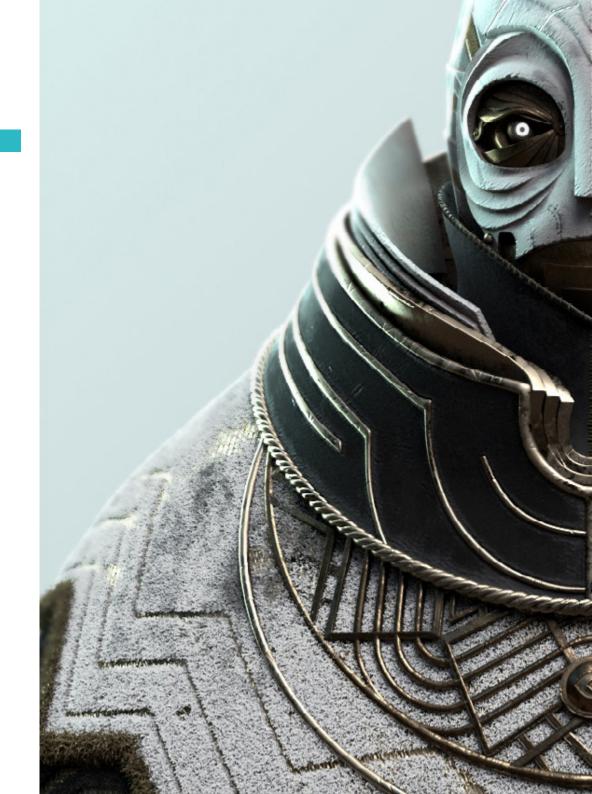




# tech 18 | Structure and Content

#### Module 1 3D Modeling with Graphite Tool

- 1.1. Interface
  - 1.1.1. Functionality
  - 1.1.2. Enable the Tool
  - 1.1.3. Interface
- 1.2. Sub-objects and Selection
  - 1.2.1. Sub-objects
  - 1.2.2. Modify Topology
  - 1.2.3. Modify Selection
- 1.3. Edition
  - 1.3.1. Swift Loop
  - 1.3.2. Paint Connect
  - 1.3.3. Constraints
- 1.4. Geometry
  - 1.4.1. Relax
  - 1.4.2. Attach and Detach
  - 1.4.3. Create and Collapse
  - 1.4.4. Quadrify and Slice
- 1.5. Tools Similar to the Polygonal Mode
  - 1.5.1. Polygons
  - 1.5.2. Loops
  - 1.5.3. *Tris*
  - 1.5.4. Subdivision
  - 1.5.5. Visibility
  - 1.5.6. *Align*
  - 1.5.7. Smoothing and Hardening
- 1.6. PolyDraw 1
  - 1.6.1. Drag and Conform
  - 1.6.2. Step Build Over the Grid
  - 1.6.3. Step Build Over a Surface



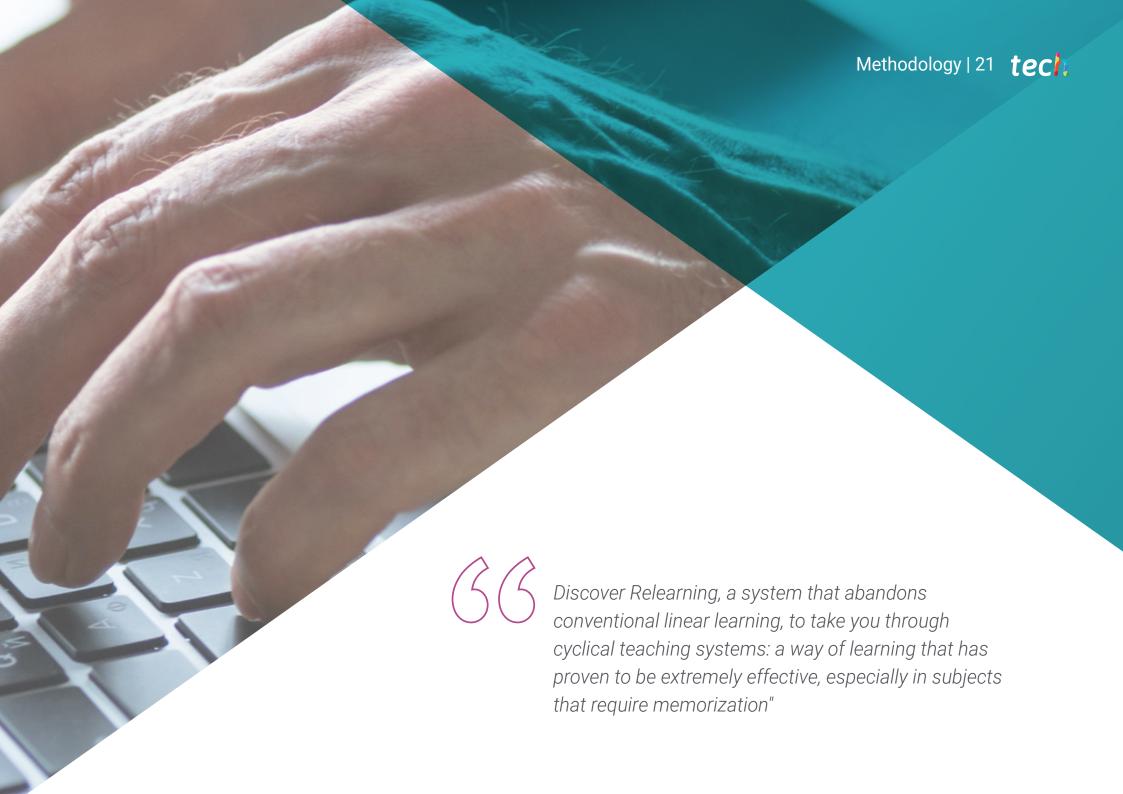


## Structure and Content | 19 tech

- 1.7. PolyDraw 2
  - 1.7.1. Shapes and Topology
  - 1.7.2. Splines and Strips
  - 1.7.3. Surface and Branches
- 1.8. PaintDeform
  - 1.8.1. Pincel Shift and its Options
  - 1.8.2. Pincel Push/Pull and its Options
  - 1.8.3. *Mirror* and Other Options
- 1.9. Selection
  - 1.9.1. Closed and Open Selections and Saving Selections
  - 1.9.2. Select by Normal Surfaces, Perspective or Random Parameters
  - 1.9.3. Select by Vertex, Distance, Symmetry or Color
- 1.10. Painting with Objects
  - 1.10.1. Catalog of Objects
  - 1.10.2. Brush Options
  - 1.10.3. Functionality







# tech 22 | Methodology

#### 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 has been the most widely used learning system among the world's leading business schools for as long as they have existed. 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 that you are presented with in the case method, an action-oriented learning method. Over the course of 4 years, you will be presented with multiple practical case studies. You will have to combine all your knowledge, and research, argue, and defend your 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.

This methodology has 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, and financial markets and 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 skills and abilities in each subject area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization we live in.



#### **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.



# Methodology | 27 tech



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.





# tech 30 | Certificate

This **Postgraduate Certificate in 3D Modeling with Graphite Tool** 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 3D Modeling with Graphite Tool Official N° of Hours: 150 h.





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