Postgraduate Certificate
Blender

tech global university

Postgraduate Certificate
Blender

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

Website: **www.techtitute.com/us/information-technology/postgraduate-certificate/blender**

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01
Introduction

The cross-platform software Blender is a specialized software dedicated to modeling, lighting and rendering of 3D modeling and digital sculpting. It is also one of the most used tools in digital compositing, node processing, as well as video editing. Thanks to the great utilities it presents, it is one of the most used utilities in the field of graphic design. For all these reasons, this program is focused on enabling the student to use this software and to discover all its advantages applied to digital sculpture. The study plan is online and provides all the pedagogical and educational material so that students can progressively delve into the content at their own pace.

This program is focused on enabling the student to use Blender in a solvent way and to discover all its advantages applied to digital sculpture"

This Postgraduate Certificate in Blender applied to digital sculpture has the objective that students act as resolute users with this software. Among the specific objectives of this program are to develop advanced skills in Blender, render in its render engines Eevee and Cycles and delve into work processes within CGI. It also aims for students to be able to transfer their knowledge of ZBrush and 3ds Max to Blender and transfer creation processes from Blender to Maya and Cinema 4D.

For this purpose, TECH Global University has devised a study plan that starts with the study of free software and integration with 2D, through the study of modeling, texturing and lighting techniques. The educational program also stops in the analysis of CGI Workflow, as well as in the fundamentals of feedbacks between other tools or software such as: 3ds Max to Blender adaptations, ZBrush to Blender, Blender to Maya and Blender to Cinema 4D.

This program is offered in a completely online format, since TECH always seeks to guarantee the acquisition of knowledge in the most convenient and practical way, as well as to be able to balance it with other personal or professional activities. In the same way, the program has a teaching staff made up of real professionals and experts in the IT sector and digital sculpture.

This **Postgraduate Certificate in Blender** contains the most complete and up-to-date program on the market. The most important features include:

- The development of practical cases presented by experts in 3D modeling and digital sculpture
- The graphic, schematic and practical contents with which it is conceived scientific and practical information on those 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 how to use Blender for the benefit of your three-dimensional and digital sculpture productions"

Based on Relearning and Learning by Doing methodology, this program designed by TECH guarantees the autonomous and progressive learning of the students"

Blender is a software that facilitates modeling, texturing, rendering and lighting of 3D modeling.

Do you want to be an expert in the use of Blender? This is the easiest and most practical Postgraduate Certificate you will find in the academic market.

The program's teaching staff includes professionals from sector who contribute their work experience to this 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 education programmed to learn in real situations.

This program is designed around Problem-Based Learning, whereby professionals 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.

02
Objectives

Students graduating from this study will be able to be a solvent and resolute user of Blender software, as well as apply it to three-dimensional and digital sculpture productions. With the use of this program, you will be able to change the position, size and orientation of a modeling, enhance the export and import systems taking advantage of the best attitudes of each of them and animate characters and creatures, among other possibilities.

"

Learn how to use Blender software to change the position, size and orientation of a modeling, enhance the export and import systems"

General Objectives

- Understand the need for good topology at all levels of development and production
- Render models in two powerful proprietary engines such as Eevee and Cycles
- Understand advanced texturing of realistic PBR and non-photorealistic systems to enhance digital sculpting projects
- Handle and use all the tools of Blender software
- Understand current film and video game industry systems to deliver great results
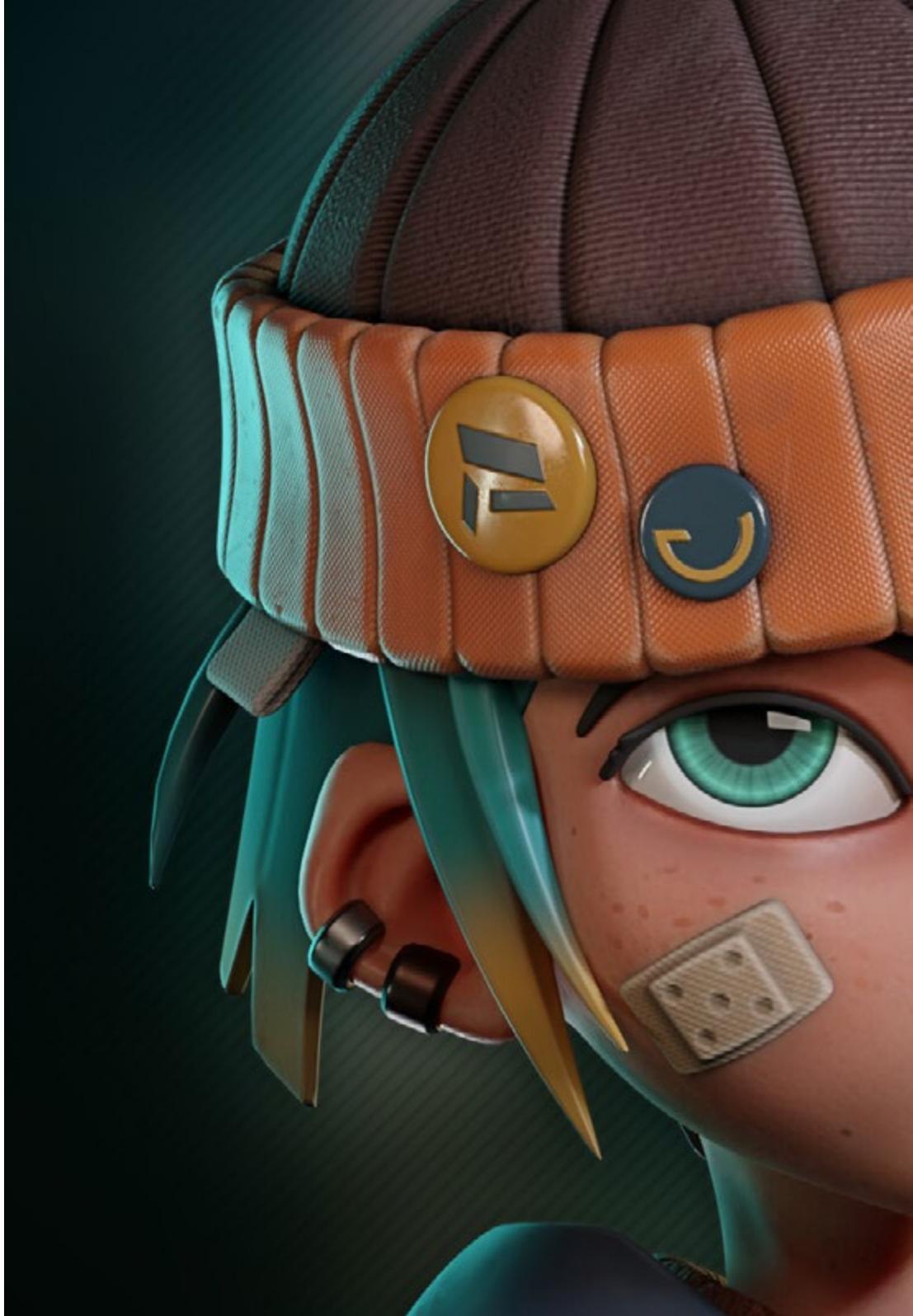
Specific Objectives

- Be able to use the Blender software in an advanced way
- Render in its Eevee and Cycles render engines
- Delve into work processes within CGI
- Transfer ZBrush and 3ds Max skills to Blender
- Transfer creation processes from Blender to Maya and Cinema 4D

Did you know that Blender can feed back into your productions in conjunction with other leading software such as ZBrush and 3ds Max? Find out with this online program"

03
Course Management

The teaching staff of this program designed by TECH Global University has been selected on the basis of professionals and experts of high prestige in the field of 3D modeling and concept art. In this way, it is intended to ensure a quality learning process that goes beyond the acquisition of theoretical and practical knowledge. Specialized and structured content based on the needs of a growing sector. The faculty will accompany students throughout their learning process and can be contacted through synchronous methods such as live chats, and asynchronous methods such as forums and emails.

"

Take this online qualification with an expert faculty in 3D modeling and concept art"

Management

Mr. Sequeros Rodríguez, Salvador

- Specialist in Digital Sculpture
- Concept Art and 3D Models for Slicecore (Chicago)
- Videomapping and modeling for Rodrigo Tamariz (Valladolid)
- Restorer at Geocisa
- 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
- Degree in Fine Arts from the University of Salamanca, specializing in Design and Sculpture
- Master's Degree in Computer Graphics, Games and Virtual Reality from the URJC University of Madrid

04
Structure and Content

The content of this program in Blender has been designed by TECH Global University to provide a study plan completely dedicated to the advanced use of Blender software. For this purpose, there is a structured and organized syllabus to delve into the most theoretical and introductory concepts, to the most complex and advanced applications. In addition, this study plan responds to the demands of a growing sector, such as digital sculpture and 3D modeling, with more and more real applications.

With more and more real-life applications, three-dimensional modeling and digital sculpting are supported by such comprehensive software as Blender"

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.   Crease 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

What are you waiting for? Enroll now and become an expert user in the use of Blender applied to digital sculpting and 3D modeling"

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 has been the most widely used learning system among the world's leading Information Technology 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. Throughout the course, students 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 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. 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.
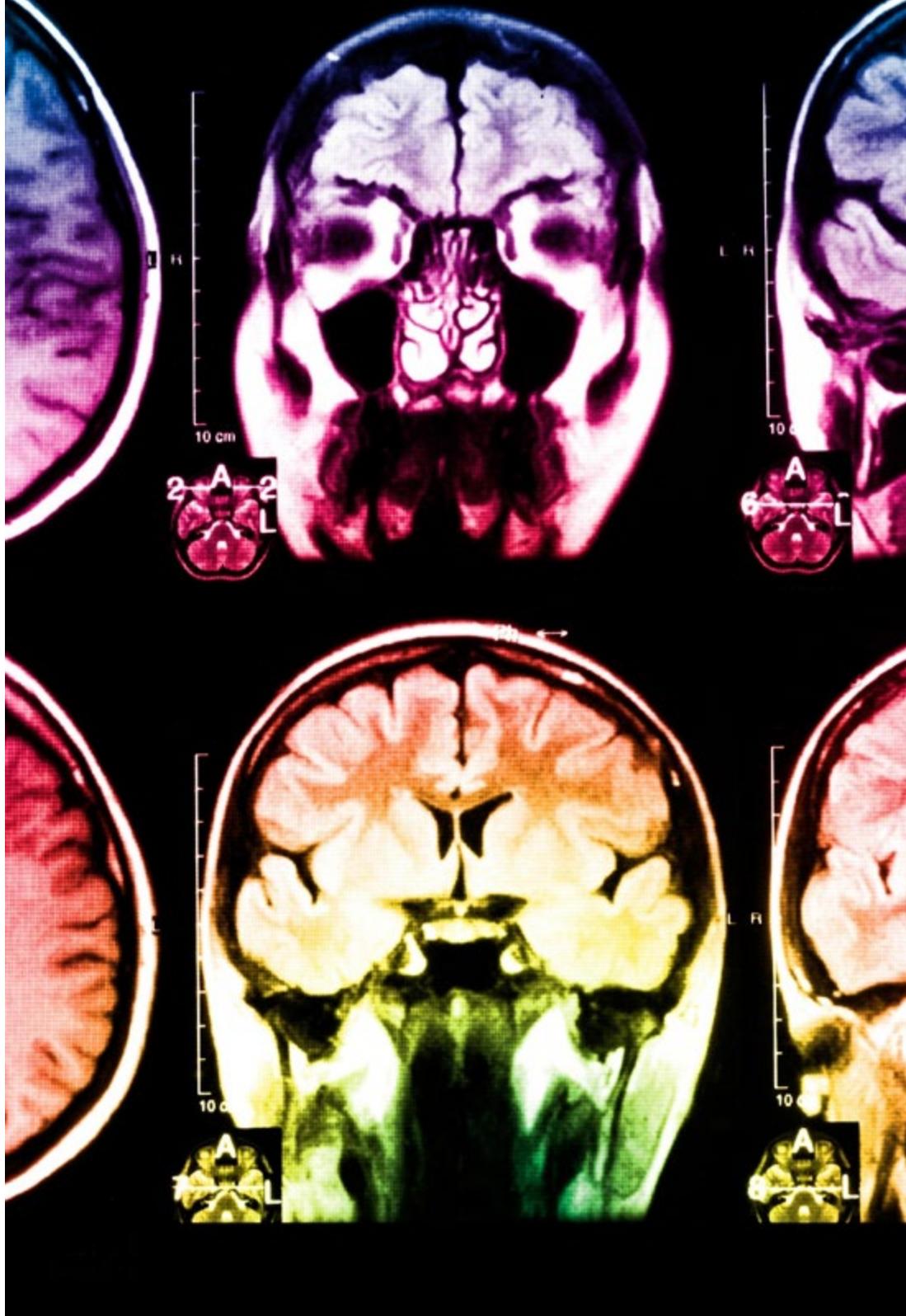
This program offers the best educational material, prepared with professionals in mind:

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 adapted in 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%
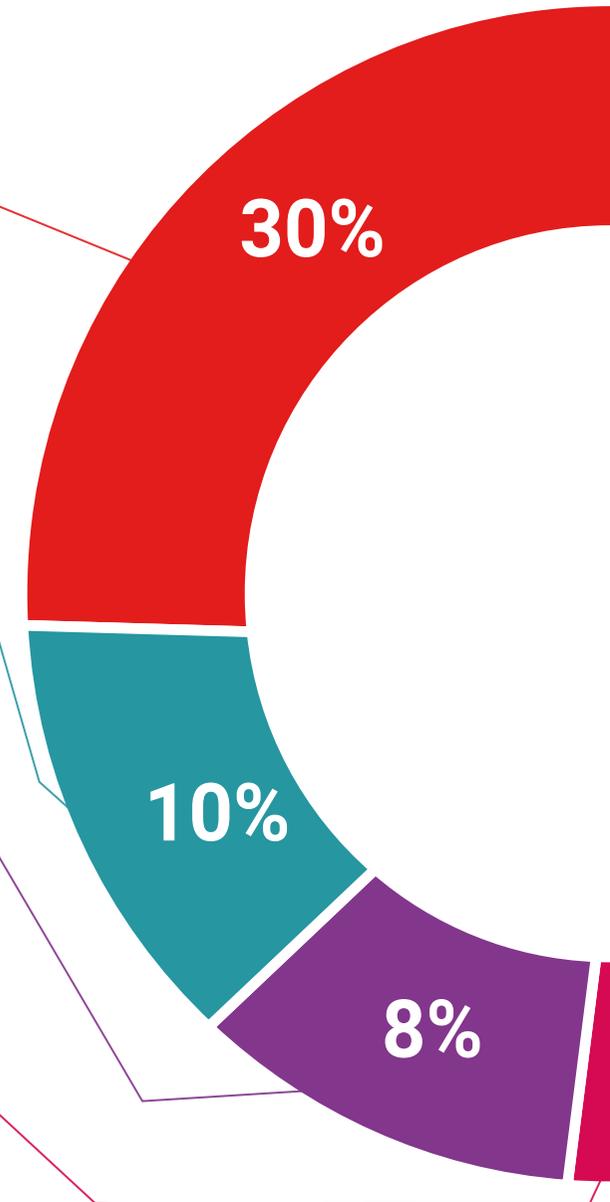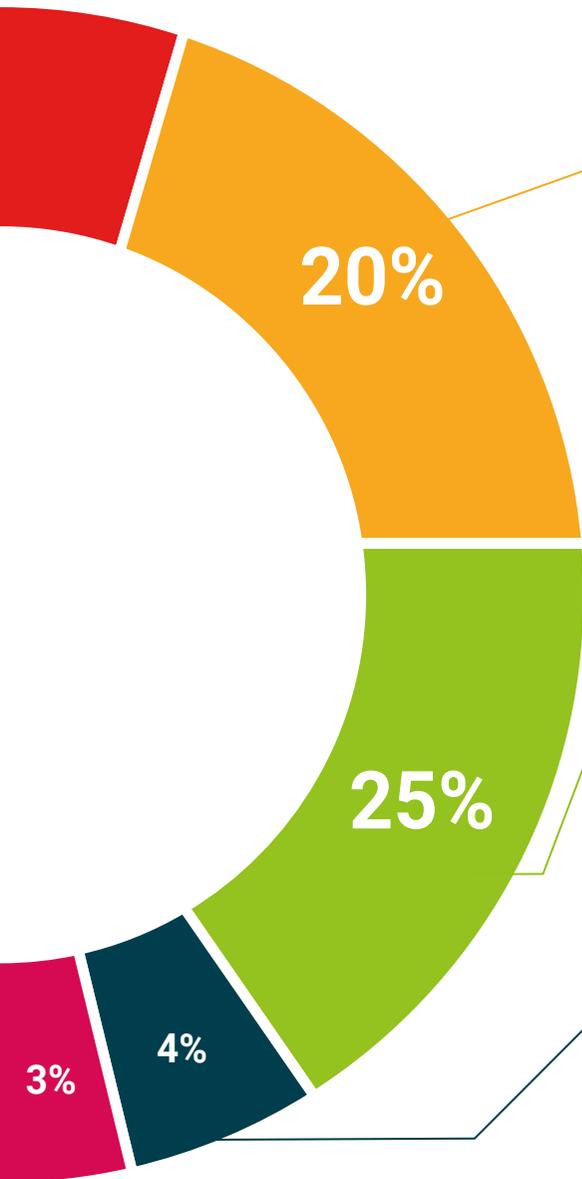
Case Studies

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

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 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 your **Postgraduate Certificate in Blender** endorsed by **TECH Global University**, the world's largest online university.

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 training framework and harmonize the higher education systems of the member countries of this space. The project promotes common values, the implementation of collaborative 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 continuing education and professional updating that guarantees the acquisition of competencies in its area of knowledge, providing a high curricular value to the student who completes the program.

Title: **Postgraduate Certificate in Blender**

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 Blender

This is a program of 180 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
Rector

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

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