

Postgraduate Certificate Hard Surface Modeling for Characters



Postgraduate Certificate Hard Surface Modeling for Characters

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

Website: www.techtute.com/pk/information-technology/postgraduate-certificate/hard-surface-modeling-characters

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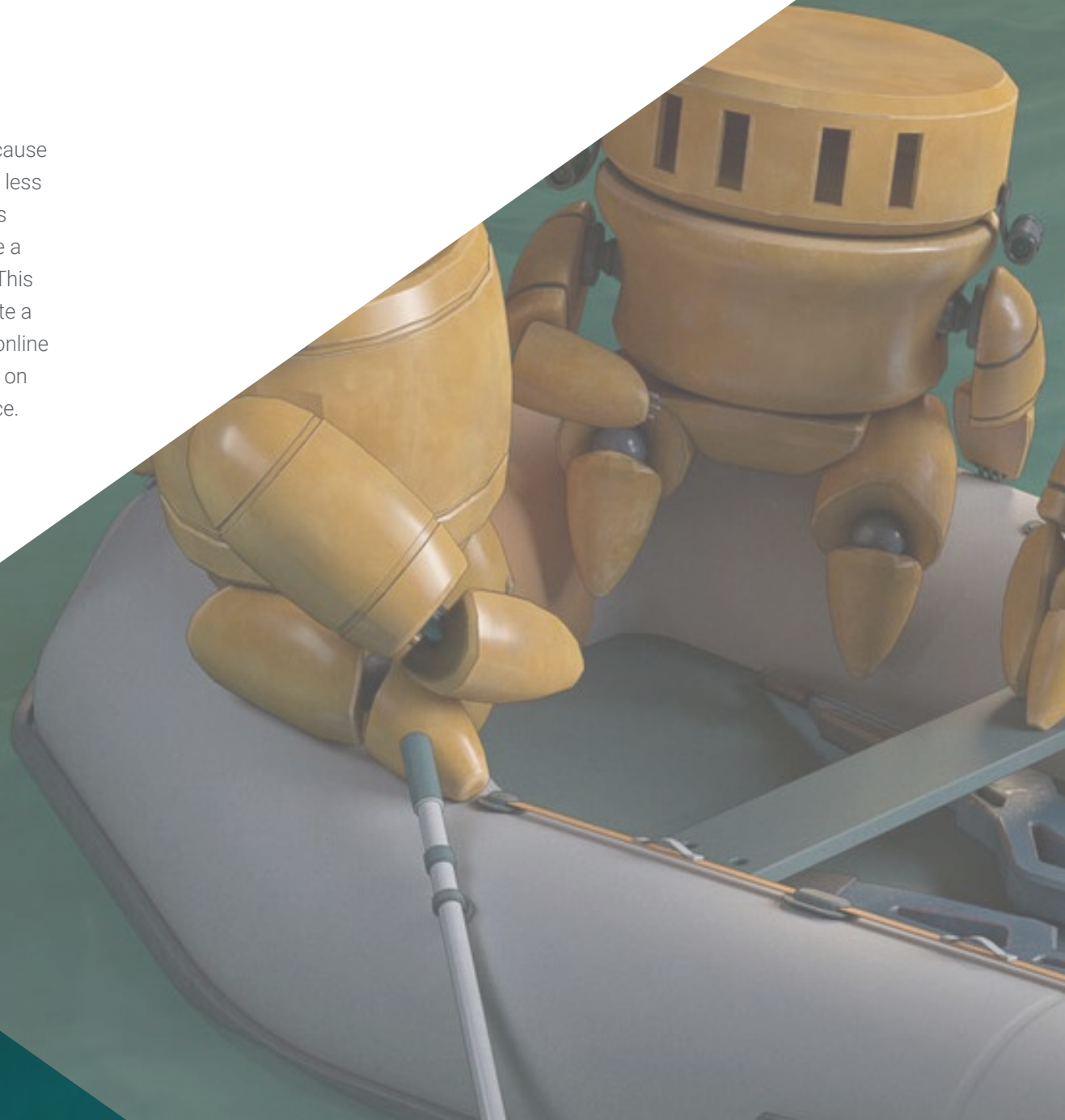
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01

Introduction

The work on surfaces in three-dimensional modeling is fundamental, because based on this process the figures and shapes will give a more realistic or less realistic feeling. In Hard Surface modeling for characters or creatures this principle is also applied, especially considering that this finish will provide a higher level of detail in the elements and components that are part of it. This educational program focuses on the graduate student being able to create a character or creature from start to finish with all its details. All this in an online educational format that provides the students with the teaching material on the virtual platform, so that they can advance at their own speed and pace.





“

Get to create a character or creature from start to finish with this convenient and flexible 6-week online educational program"

This educational program focuses on the tools and utilities necessary for the creation of a character or creature with Hard Surface technique from the beginning to the end. This is intended to provide the student with an in-depth knowledge of the different types of Hard Surface modeling, as well as the different concepts and characteristics to apply them in the 3D character modeling industry.

This Postgraduate Certificate in Hard Surface Modeling for Characters takes a journey that first focuses on how Sculpt modeling works, and then delves into other useful tools for character modeling and discerning which will be the appropriate one to apply in a specific project. In addition, the Postgraduate Certificate also has a section dedicated to learning in detail how to clean meshes for export and how to present the model of the character once finished.

A comprehensive syllabus that is taught completely online, and also has a direct accreditation system, so it is not necessary for the student to submit a final project or work to obtain this Postgraduate Certificate. The educational resources and multimedia material will be available for consultation on the virtual platform during the 6 weeks of the program. In the same way, the management and teaching staff of this Postgraduate Certificate designed by TECH Technological University will accompany the student throughout the process.

This **Postgraduate Certificate in Hard Surface Modeling for Characters** contains the most complete and up-to-date educational program on the market. The most important features include:

- ◆ The development of practical cases presented by experts in Hard Surface Modeling for Characters
- ◆ The graphic, schematic, and practical contents with which they are created, provide scientific and 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

“*A comprehensive syllabus in online format with direct accreditation system, it is not necessary to develop a project or final work for you to get this Postgraduate Certificate once you finish it*”

“

Get a realistic finish to the characters and creatures that you elaborate with the help of the expert faculty that makes up this education"

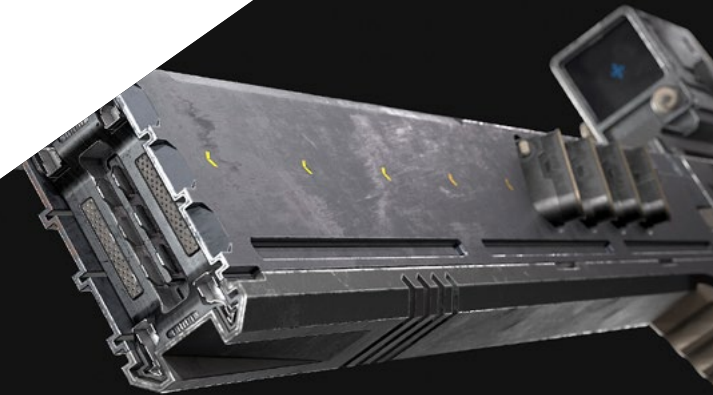
The program includes, in its teaching staff, professionals from the sector who bring to this program the experience of their work, in addition to recognized specialists from prestigious reference societies and universities.

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 the professional must try to solve the different professional practice situations that arise throughout the program. For this purpose, the student will be assisted by an innovative interactive video system created by renowned and experienced experts.

Test your skills and abilities in Hard Surface modeling of characters through this educational program.

Apply yourself to the creation of characters or creatures with the Hard Surface technique thanks to this specific program designed by TECH Technological University.



02 Objectives

This program has been designed by leading experts and professionals in the three-dimensional modeling sector, so that students can create characters and creatures with more realistic finishes. Thanks to a complete syllabus, students will put into practice their skills and abilities in this field. In addition, we will learn how Sculpt modeling works and its different applications, the many tools that facilitate this technique, how to clean up a mesh for export and, finally, how to present a Hard Surface character model.





“

The Hard Surface modeling process for characters involves multiple processes that you will have to master in order to achieve the best results: learn about them thanks to this Postgraduate Certificate”



General Objectives

- ◆ Learn in depth the different types of Hard surface modeling, the different concepts and features to apply them in the 3D modeling industry
- ◆ Delve into the theory of shape creation in order to develop shape masters
- ◆ Learn in detail the basics of 3D modeling in its different forms
- ◆ Be a technical expert and/or artist in 3D modeling for Hard surface



Learn with this syllabus, how to clean meshes in detail for the export of your characters, as well as how to present a Hard Surface character model"





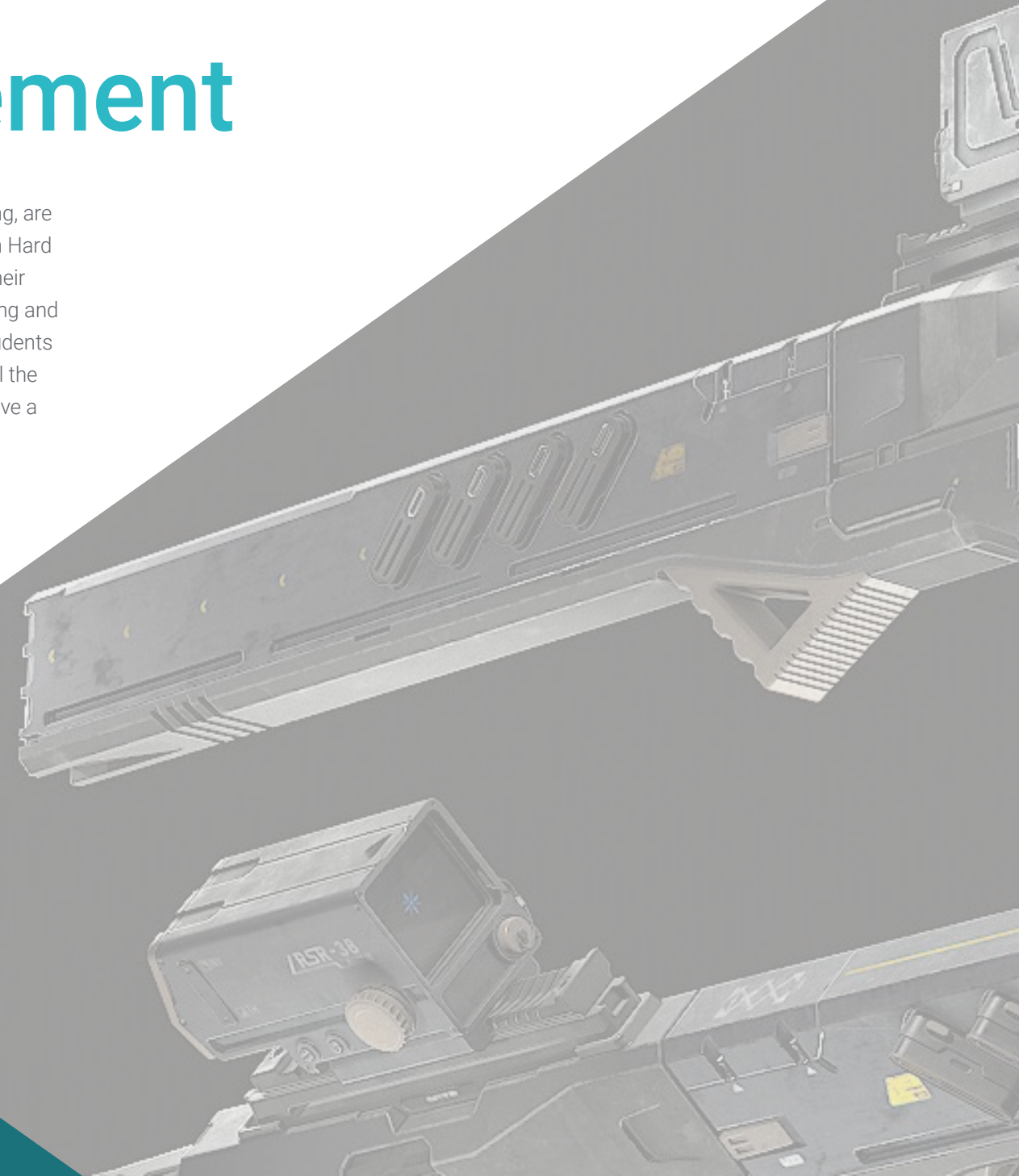
Specific Objectives

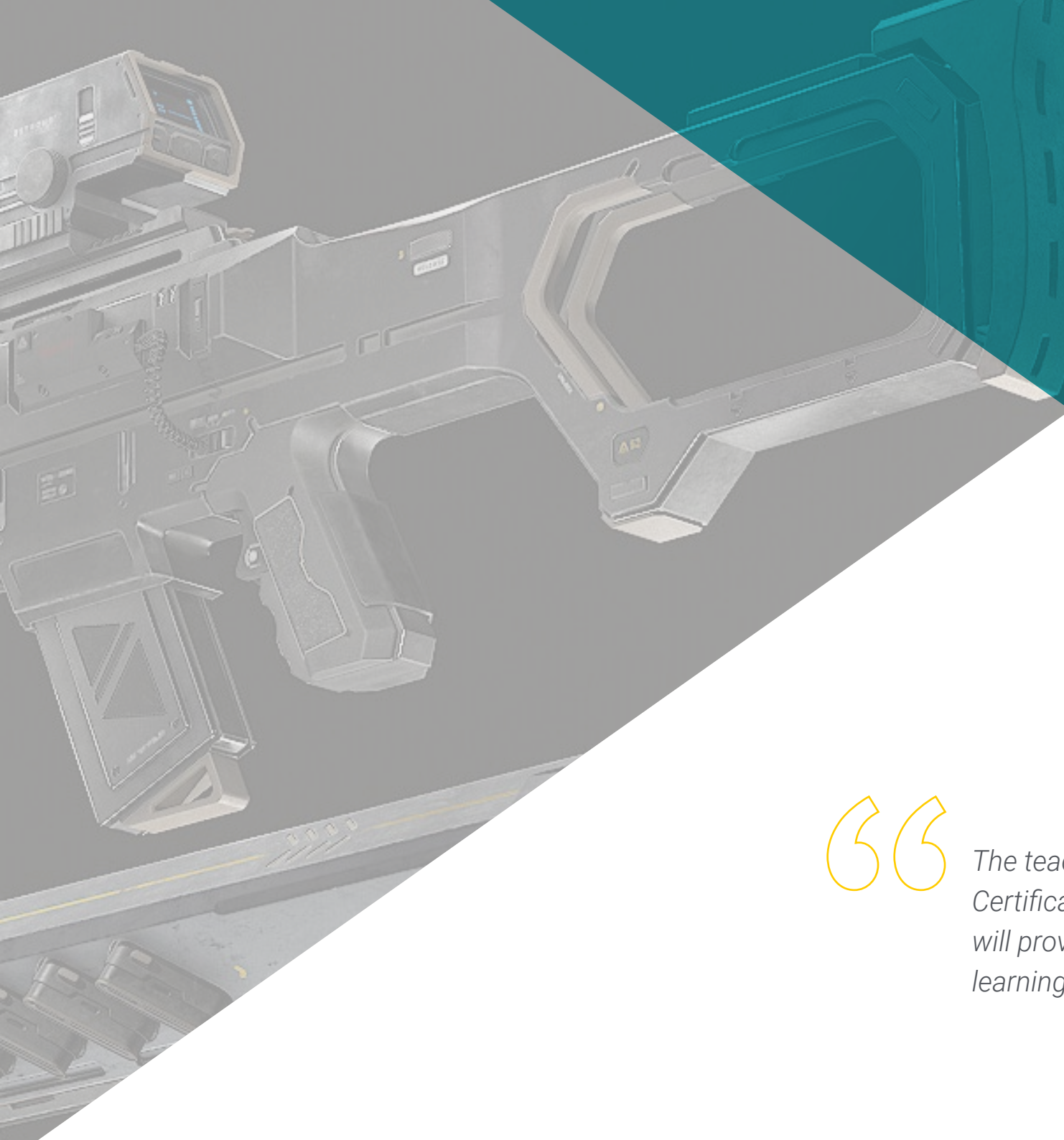
- ◆ How Sculpt modeling works
- ◆ Know extensively the tools that will make our performance
- ◆ Conceive what type of Sculpt will be developed on our model
- ◆ Understand how character props will play a role in our concept
- ◆ Learn in detail how to clean up meshes for export
- ◆ Presenting a Hard Surface character model

03

Course Management

Professionals of the highest prestige in the field of three-dimensional modeling, are part of the management and teaching staff of this Postgraduate Certificate in Hard Surface Modeling for Characters. All of them have dedicated a large part of their professional careers to investigate and delve into modeling, texturing, rendering and lighting techniques, as well as the general applications of this activity. The students will be advised by them at all times, in addition to receiving the classes and all the didactic material through the virtual platform. They are experts who will achieve a practical and decisive learning for its subsequent application.





“

The teaching staff of this Postgraduate Certificate is made up of experts who will provide practical and decisive learning for its subsequent application"

Management



Mr. Salvo Bustos, Gabriel Agustín

- ◆ 3D Artist at 3D VISUALIZATION SERVICE INC.
- ◆ 3D Production for Boston Whaler
- ◆ 3D Modeler at Shay Bonder Multimedia TV Production Company
- ◆ Audiovisual Producer at Digital Film
- ◆ Product Designer for Escencia de los Artesanos by Eliana M
- ◆ Industrial Designer Specializing in Products. National University of Cuyo
- ◆ Exhibitor at the Regional Visual Arts Salon Vendimia
- ◆ Digital Composition Seminar. National University of Cuyo
- ◆ National Congress of design and production. C.P.R.O.D.I



04

Structure and Content

The content of this Postgraduate Certificate is divided into 10 subsections, ranging from introductory knowledge to more technical and precise knowledge for the development of a character using Hard Surface. This distribution allows the student to progressively delve deeper into the notions, to advance at his own pace and to ensure that the skills and abilities are being acquired. The syllabus is based on the elaboration of a character and its final pose.



“

At your own pace and speed, delve into this Postgraduate Certificate perfectly organized to achieve autonomous learning"

Module 1. Hard Surface Modeling for Characters

- 1.1. ZBrush
 - 1.1.1. ZBrush
 - 1.1.2. Understanding the Interface
 - 1.1.3. Creating Some Meshes
- 1.2. Brushes and Sculpting
 - 1.2.1. Brushes Configurations
 - 1.2.2. Working with Alphas
 - 1.2.3. Standard Brushes
- 1.3. Data Science
 - 1.3.1. Subdivision Levels
 - 1.3.2. Masks and Polygroups
 - 1.3.3. Tools and Techniques
- 1.4. Conception
 - 1.4.1. Dressing a Character
 - 1.4.2. Concept Analysis
 - 1.4.3. Rhythm
- 1.5. Initial Character Modeling
 - 1.5.1. The Torso
 - 1.5.2. The Arms
 - 1.5.3. Legs
- 1.6. Accessories
 - 1.6.1. Adding Belt
 - 1.6.2. The Hoof
 - 1.6.3. The Wings
- 1.7. Details of Accessories
 - 1.7.1. Hull Details
 - 1.7.2. Wing Details
 - 1.7.3. Shoulder Details





- 1.8. Body Details
 - 1.8.1. Torso Details
 - 1.8.2. Details on the Arms
 - 1.8.3. Leg Details
- 1.9. Cleaning
 - 1.9.1. Cleaning the Body
 - 1.9.2. Creating Sub-Tools
 - 1.9.3. Rebuilding Sub-Tools
- 1.10. Finalization
 - 1.10.1. Posing the Model
 - 1.10.2. Materials
 - 1.10.3. Rendering



Are you convinced yet? This Postgraduate Certificate offers the best facilities for you to become an expert in Hard Surface Modeling for Characters"

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.



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

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.



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.



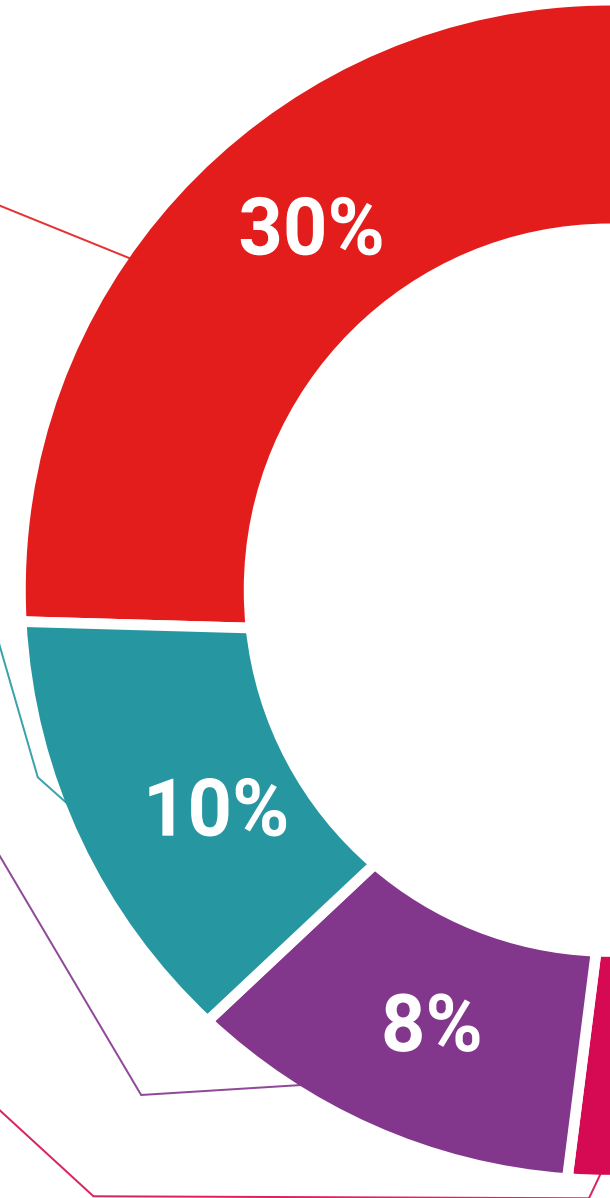
Practising Skills and Abilities

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 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

The Postgraduate Certificate in Hard Surface Modeling for Characters guarantees students, in addition to the most rigorous and up-to-date education, access to a Postgraduate Certificate issued by TECH Technological University.



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Successfully complete this program and receive your university qualification without having to travel or fill out laborious paperwork”

This **Postgraduate Certificate in Hard Surface Modeling for Characters** 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 Hard Surface Modeling for Characters**
Official N° of hours: **150 h.**



*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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- » Exams: **online**

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