Postgraduate Certificate
Substance Painter Texturing

Postgraduate Certificate
Substance Painter Texturing

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

Website: **www.techtitute.com/pk/information-technology/postgraduate-certificate/substance-painter-texturing**

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01
Introduction

The Substance Painter tool has become a benchmark in three-dimensional production. It is used in animation, videogames, blueprint and model creation, as well as in many other fields, as it is a very powerful tool for deep PBR texturing and provides very good finishes. In addition, it is compatible with many leading 3D modeling programs, such as Unreal Engine or 3DS Max. This educational plan focuses on introducing the user to the use of this tool in order to get the most out of it. With a completely online format, through this training the modelers acquire all the skills and knowledge to give their projects a professional finish in the most comfortable way possible.

Get to know all the options and utilities offered by Substance Painter in three-dimensional modeling with this online training"

This Postgraduate Certificate in Substance Painter Texturing is focused on the application of textures in 3D modeling with this tool, which more and more fields are encouraged to use such as video games, animation or infoarchitecture, among others. Therefore, the student is expected to understand all the utilities and options offered by Substance Painter in the texturing process.

The study plan, therefore, focuses on different aspects: the explanation of the Baking process from a high resolution model to a low resolution one, as well as knowing and understanding the different layers of a material and how they affect it, the creation and modification of materials to achieve the customization of the productions and knowing how to work with the mapping coordinates and masks to correctly apply the textures to the model.

On the other hand, we also work with brushes, how to use them and customized creations. Also in learning how to use the resources found in the program or externally to improve the finishes and the different methods to create or modify textures.

This Postgraduate Certificate in Substance Painter Texturing has been developed by TECH Technological University, which is committed to a learning process based on Relearning methodology, to encourage autonomous learning of students. The format of the program is completely online, since its objective is focused on the active participation of the student and on advancing at their own pace through the content.

This **Postgraduate Certificate in Substance Painter Texturing** contains the most complete and up-to-date educational 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 eminently 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

Substance Painter is an increasingly used tool in the texturing process"

"In a totally online format and with all the didactic and pedagogical material available in the virtual classroom, updating your knowledge has never been so easy"

A training based on Relearning methodology so that students can delve into the content at their own speed and pace.

If you are looking to learn how to create materials and even brushes to customize texturing processes, this is the Postgraduate Certificate for you.
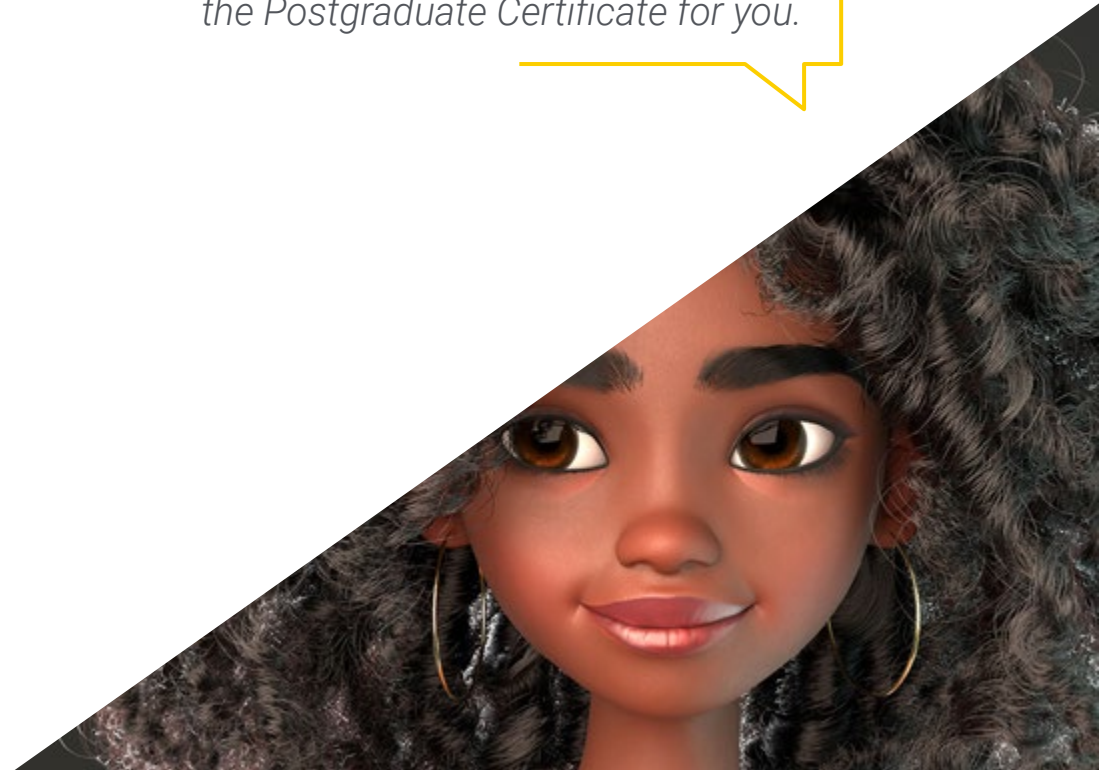
The program's teaching staff includes professionals from the sector who contribute their work experience to this training program, as well as renowned specialists from leading societies and prestigious universities.

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.

Objectives

The purpose of this training is for the student to become an expert user of Subastance Painter, to understand the Baking process of high and low resolution models and to know how to apply customized materials and brushes to their productions. It is intended that, in addition to developing theoretical and practical knowledge, the graduate student will acquire skills and professional judgment, which will be useful when facing new work projects. This guarantees the specialization of knowledge in three-dimensional modeling in the field of texturing with Substance Painter.

tech

"Become an expert in Substance Painter Texturing and achieve fully customized modeling with accomplished finishes"

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

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 the resources found in the program or externally to improve our textures
- ◆ Know different methods to create or modify textures

Learn how to create your own materials and brushes to enhance and customize textures with this Postgraduate Certificate"

03
Course Management

Professionals and experts in the field of three-dimensional modeling are part of the teaching staff of this Postgraduate Certificate in Substance Painter Texturing. They will be available to tutor students and answer any questions that may arise during the course of the training. They will also provide all the content and didactic material on the virtual platform, through which they will be able to consult the students' progress. Specialists in three-dimensional modeling who will develop the skills and professional criteria in the students, who will obtain knowledge beyond the purely theoretical.

A group of professionals and experts in the field of three-dimensional modeling are part of the teaching staff of this Postgraduate Certificate"

Management

Ms. Sanches Lalaguna, Ana

- 3D Designer at Lalaguna Studio
- 3D Generalist at NeuroDigital Technologies
- Freelance video game figure modeler
- 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

Structure and Content

The content of this Postgraduate Certificate in Texturing with Substance Painter is organized to achieve the autonomous and progressive learning of the students. It is based on a more conceptualizing and in-depth knowledge of the tool and creates the appropriate context to further delve into the features and practical utilities of Substance Painter. The entire syllabus of this training is taught in only 6 weeks, online and with the advice of the teaching staff permanently available to the student.

This training is given in only 6 weeks, achieving that in that period the student knows how to handle all the dimensions of Substance Painter"

Module 1. Substance Painter Texturing

Access to the accreditation of this Postgraduate Certificate directly, without having to submit a final course project"

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"

At TECH we use the Case Method

Our program offers a revolutionary method of skills and knowledge development. Our goal is to strengthen skills in a changing, competitive, and highly demanding environment.

At TECH, you will experience a way of learning that is shaking the foundations of traditional universities around the world."

We are the first online university to combine Harvard Business School case studies with a 100% online learning system based on repetition.

A learning method that is different and innovative

This intensive Information Technology program at TECH Technological University prepares you to face all the challenges in this field, both nationally and internationally. We are committed to promoting your personal and professional growth, the best way to strive for success, that is why at TECH Technological University you will use Harvard case studies, with which we have a strategic agreement that allows us, to offer you material from the best university in the world.

" *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.

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

Relearning Methodology

Our university is the first in the world to combine Harvard University case studies with a 100%-online learning system based on repetition, which combines different teaching elements in each lesson.

We enhance Harvard *case studies* 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 university 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 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 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.

30%

10%

8%

20%

25%

4%

3%

Case Studies

They will complete a selection of the best case studies in the field used at Harvard. Cases that are presented, analyzed, and supervised by the best senior management 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 multimedia content presentation training Exclusive system 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 your goals.

06

Certificate

The Postgraduate Certificate in Substance Painter Texturing guarantees, in addition to the most rigorous and up-to-date training, access to a certificate issued by TECH Technological University.

" *Successfully complete this training program and receive your university certificate without travel or laborious paperwork"*

This **Postgraduate Certificate in Substance Painter Texturing** contains the most complete and up-to-date educational 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 though the Postgraduate Certificate and meets the requirements commonly demanded by labor exchanges, competitive examinations, and professional career evaluation committees.

Title: **Postgraduate Certificate in Substance Painter Texturing**
Nº. Official of Hours: **150 h.**

tech technological university

Awards the following
CERTIFICATE
to
Mr./Ms. _____, with identification number _____.
For having passed and accredited the following program

POSTGRADUATE CERTIFICATE
in

Substance Painter Texturing

This is a qualification awarded by this University, equivalent to 150 hours, with a start date of dd/mm/yyyy and an end date of dd/mm/yyyy.

TECH is a Private Institution of Higher Education recognized by the Ministry of Public Education as of June 28, 2018.

June 17, 2020

Tere Guevara Navarro
Dean

This qualification must always be accompanied by the university degree issued by the competent authority to practice professionally in each country.   Unique TECH Code: AFWORD23S   techtitute.com/certificates

*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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