

Postgraduate Certificate

3D Video Game Industry Specialist



Postgraduate Certificate 3D Video Game Industry Specialist

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

Website: www.techtute.com/us/videogames/postgraduate-certificate/3d-video-game-industry-specialist

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01

Presentation

The establishment of a specific aesthetic line when undertaking a video game project is fundamental for the development of a video game As well as the handling of the main software for the creation of elements and image editing That is why the industry in this sector is increasingly demanding professionals with this knowledge, something that can be acquired with the course of this program offered by TECH. It is a degree created by experts in technology and digital entertainment that includes the latest information related to the management of art projects and 3D in virtual reality, from the contextualization and realizations of Pipelines to the design of characters and scenarios All in a convenient 100% online format with which you can access the program from wherever you want and with a schedule fully adapted to your availability.



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The best program in the academic market to work in 3D project management in video games from anywhere and with a schedule fully adapted to your availability”

Working for large companies such as Play Station or Nintendo is the dream of many professionals who dedicate their work to the creation, design and management of projects related to the world of video games. This is a booming sector, motivated by technological development and in which more and more complex and innovative techniques are implemented every year. Among them, the mastery of 3D strategies applied to virtual and augmented reality stands out as one of the most demanded, which is why anyone who wants to succeed in this sector must know in detail its intricacies.

TECH's commitment to the professional growth of its graduates has led it to develop this Diploma, precisely so that they can achieve it. It is an immersive and modern degree that includes the most updated information on art and 3D in the video game industry. Through 180 hours of multidisciplinary training, students will be able to delve into the typical problems, as well as the solutions and needs that these types of projects usually present. In addition, they will delve into the creation of the bible and the Briefing, as well as the creation of scenarios, characters and Assets.

All this through a comfortable and accessible 100% online format, without schedules or classes, which will allow you to combine the course of the program with any other work or academic activity. It is, therefore, a unique opportunity to perfect your professional skills and adapt your profile to the requirements of the current demand, increasing your chances of success through the course of a qualification designed for it.

This **Postgraduate Certificate in 3D Video Game Industry Specialist** 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 Video Games and Video Technologies
- ◆ 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
- ◆ Special emphasis on 3D modeling and animation in virtual environments
- ◆ 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 qualification that offers you dynamism and professionalism combined in a convenient 100% online format"

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You will have access to the Virtual Campus from any device with Internet connection. You will even be able to download all the content for offline consultation”

The program's teaching staff includes professionals from sector who contribute their work experience to this educational 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 the professional must try to solve the different professional practice situations that arise during the academic year. For this purpose, students will be assisted by an innovative, interactive video system created by renowned and experienced experts.

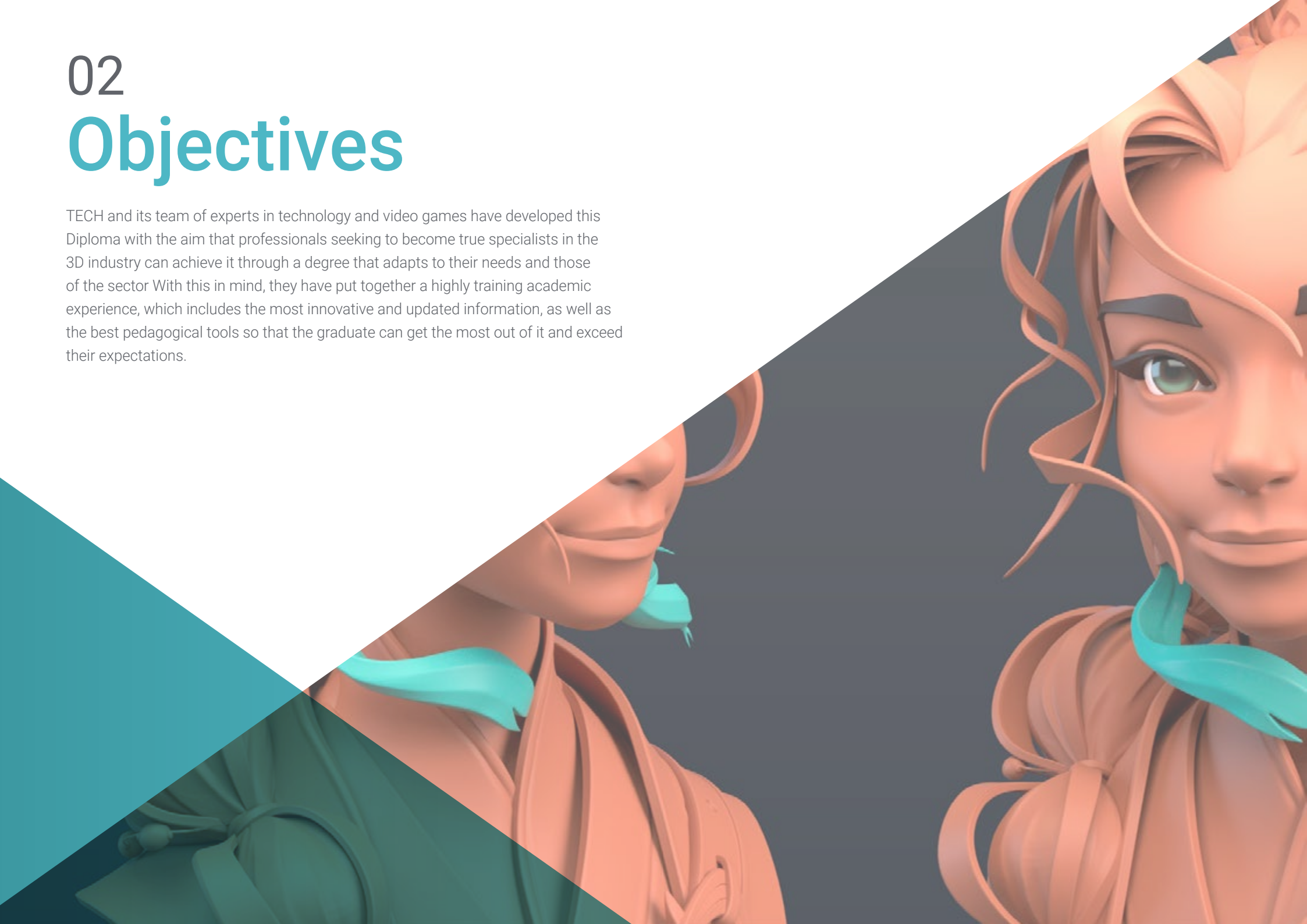
Would you like to be able to produce more professional and effective bibles and briefings? With this course, you will achieve it in less than 6 weeks.

You will be able to perfect your skills in the search for references, as well as in the analysis of competitors at an aesthetic level.



02 Objectives

TECH and its team of experts in technology and video games have developed this Diploma with the aim that professionals seeking to become true specialists in the 3D industry can achieve it through a degree that adapts to their needs and those of the sector. With this in mind, they have put together a highly training academic experience, which includes the most innovative and updated information, as well as the best pedagogical tools so that the graduate can get the most out of it and exceed their expectations.





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A Postgraduate Certificate that will surpass even your highest educational expectations thanks to the best theoretical, practical and additional content"

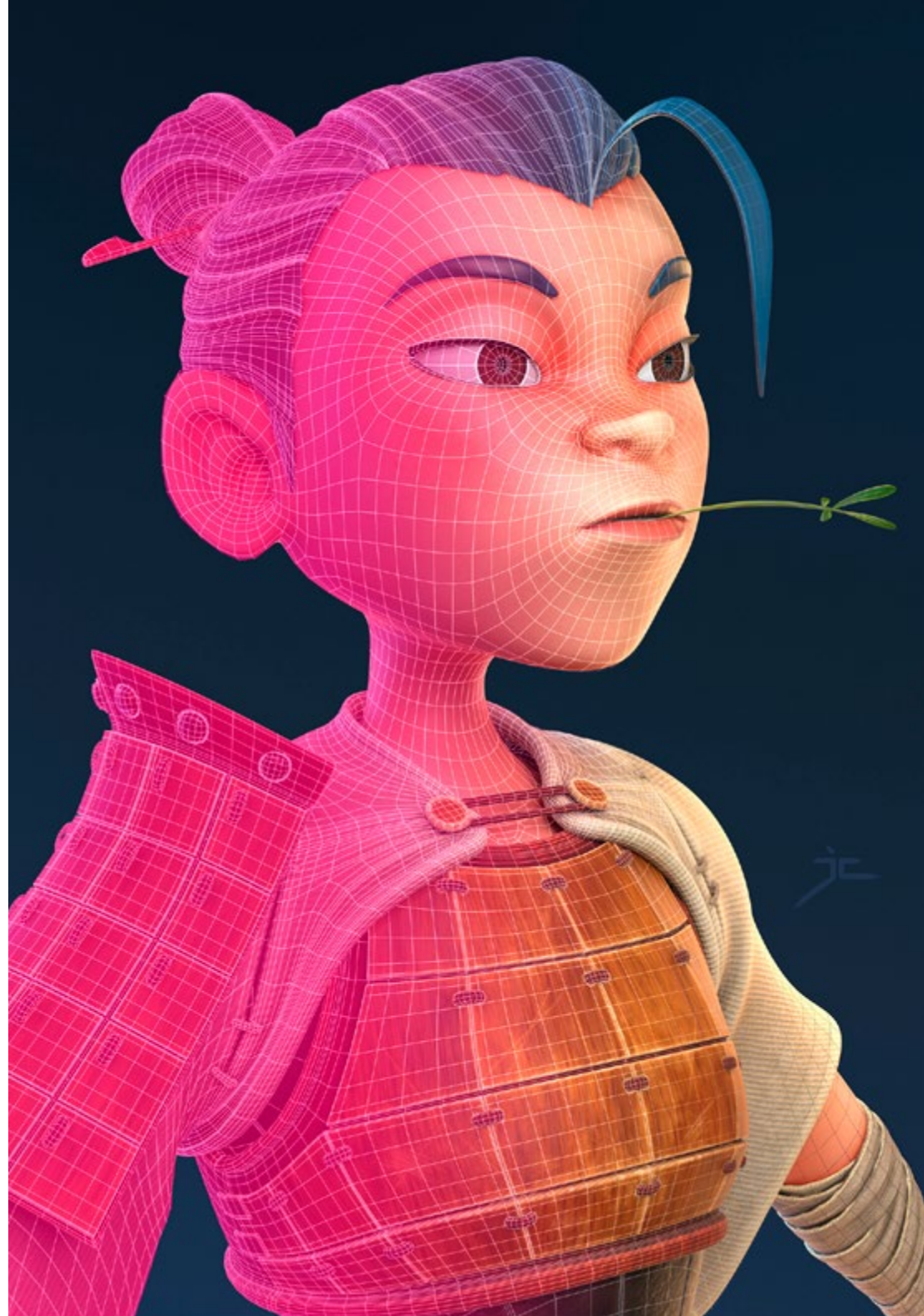


General Objectives

- ◆ Generate specialized knowledge on virtual reality
- ◆ Determine assets , characters and Virtual Reality integration
- ◆ Analyze the importance of audio in video games

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If your objectives include mastering the most sophisticated techniques for integrating characters into scenarios and tests, this Postgraduate Certificate will help you to achieve it"





Specific Objectives

- ◆ Examine 3D mesh creation and image editing software
- ◆ Analyze the possible problems and resolution in 3D VR projects
- ◆ Be able to define the aesthetic line for the generation of the artistic style of a video game
- ◆ Determine the reference sites for the search for aesthetics
- ◆ Assess the time constraints for the development of an artistic style
- ◆ Produce Assets and integrate them into a scenario
- ◆ Create characters and integrate them into a scenario
- ◆ Value the importance of audio and sounds of a video game

03

Course Management

This Postgraduate Certificate in 3D Video Game Industry Specialist includes a faculty versed in the technology sector with a wide and extensive experience in the management and design of audiovisual projects. It is a team of professionals who combine teaching and work, so they know in detail the ins and outs of the subject, as well as the latest developments related to the most effective techniques and strategies. All this will be reflected in a syllabus designed by themselves.





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You will have the support of a faculty versed in 3D animation, so that you can work on perfecting your skills under the guidance of true industry experts"

Management



Mr. Ortega Ordóñez, Juan Pablo

- ◆ Director of Engineering and Gamification Design for the Intervenía Group
- ◆ Professor at ESNE of Video Game Design, Level Design, Video Game Production, Middleware, Creative Media Industries, etc.
- ◆ Advisor in the foundation of companies such as Avatar Games or Interactive Selection
- ◆ Author of the book Video Game Design
- ◆ Member of the Advisory Board of Nima World

Professors

Mr. Pradana Sánchez, Noel

- ◆ Specialist in Rigging and 3D Animation for videogames
- ◆ 3D Graphic Artist at Dog Lab Studios
- ◆ Producer at Imagine Games leading the video game development team
- ◆ Graphic artist at Wildbit Studios with 2D and 3D works
- ◆ Teaching experience in ESNE and in the CFGS in 3D Animation: games and educational environments
- ◆ Master's Degree in Video Game Design and Development from ESNE University
- ◆ Master's Degree in Teacher Training from Rey Juan Carlos University
- ◆ Specialist in Rigging and 3D Animation Voxel School



04

Structure and Content

This program has been developed by the teaching team based on two fundamental criteria: on the one hand, the most austere and innovative information, extracted from the main sources of the video game industry, and on the other hand, following the demanding quality specifications that define this university. In this way, it has been possible to create a dynamic and multidisciplinary degree program in which and multidisciplinary in which, apart from finding the best theoretical content, the graduate will enjoy hours of practical and additional material to work in a personalized way and adapted to their demand in the improvement of their professional skills.





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The program includes an exclusive module dedicated to audio in a 3D video game, with which you will be able to work on the design of the soundtrack, sound effects and character voices"

Module 1. Art and 3D in the Video Game Industry

- 1.1. 3D VR Projects
 - 1.1.1. 3D Mesh Creation Software
 - 1.1.2. Image Editing Software
 - 1.1.3. Virtual reality
- 1.2. Typical Problems, Solutions and Project Needs
 - 1.2.1. Project Needs
 - 1.2.2. Possible Problems
 - 1.2.3. Solutions
- 1.3. Esthetic Line Study for the Artistic Style Generation in Video Games: From Game Design to 3D Art Generation
 - 1.3.1. Video Game Target Choice. Who Do We Want to Reach?
 - 1.3.2. Developer's Artistic Possibilities
 - 1.3.3. Final Definition of the Esthetic Line
- 1.4. Aesthetic Benchmarking and Competitor Analysis
 - 1.4.1. Pinterest and Similar Sites
 - 1.4.2. Creation of a Model Sheet
 - 1.4.3. Competitor Search
- 1.5. Bible Creation and Briefing
 - 1.5.1. Bible Creation
 - 1.5.2. Bible Development
 - 1.5.3. Briefing Development
- 1.6. Scenarios and Assets
 - 1.6.1. Production Asset Planning at Production Levels
 - 1.6.2. Scenario Design
 - 1.6.3. Asset Design





- 1.7. Asset Integration in Levels and Tests
 - 1.7.1. Integration Process at All Levels
 - 1.7.2. Texture.
 - 1.7.3. Final Touches
- 1.8. Characters
 - 1.8.1. Character Production Planning
 - 1.8.2. Character Design
 - 1.8.3. Character Asset Design
- 1.9. Character Integration in Scenarios and Tests
 - 1.9.1. Character Integration Process in Levels
 - 1.9.2. Project Needs
 - 1.9.3. Animations
- 1.10. 3D Video Game Audio
 - 1.10.1. Project Dossier Interpretation for Sound Identity Generation of Video Games
 - 1.10.2. Composition and Production Processes
 - 1.10.3. Soundtrack Design
 - 1.10.4. Sound Effect Design
 - 1.10.5. Voice Design



Reinvent yourself with TECH, and bet on a qualification that will raise your professional career to the level of the demands of large companies such as Tencent, Blizzard or Ubisoft”

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.





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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.

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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.



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.



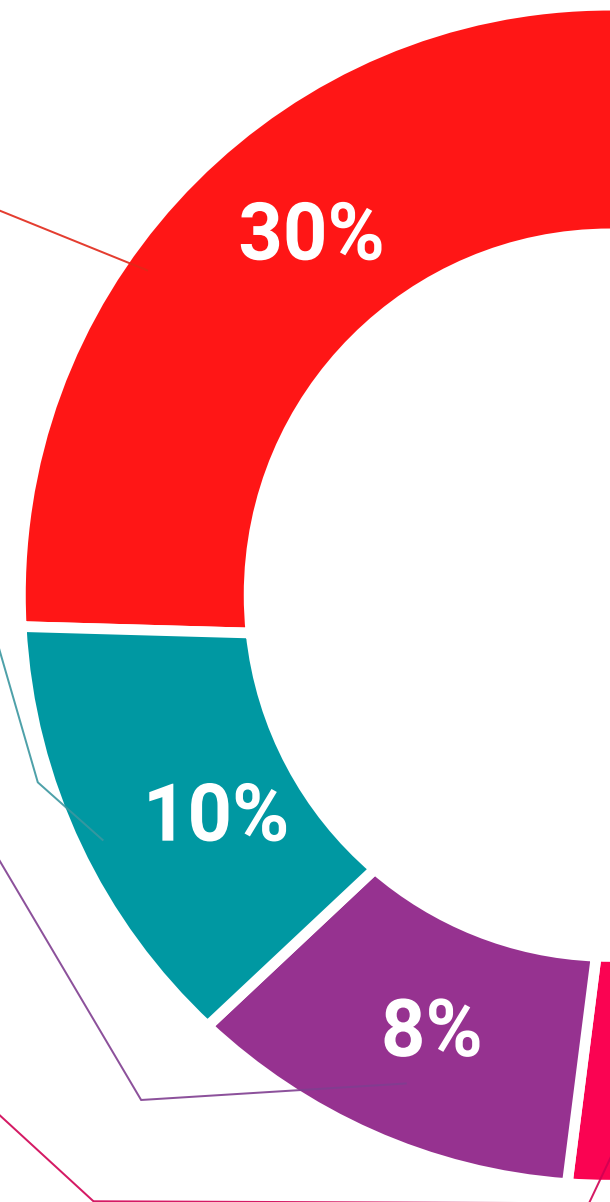
Practising Skills and Abilities

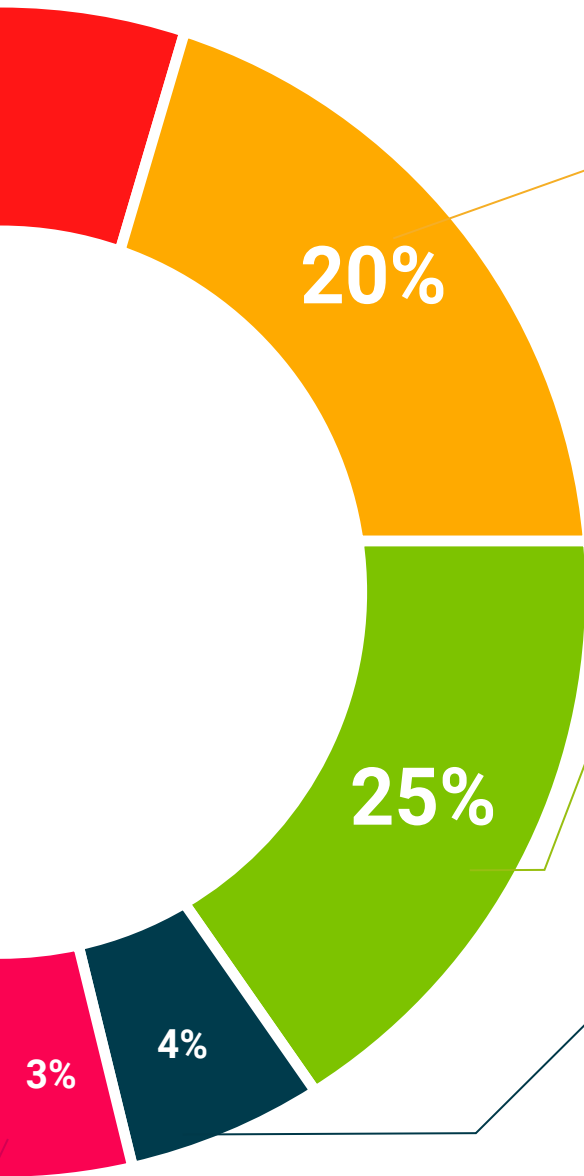
They will carry out activities to develop specific skills and abilities in each subject area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization we live in.



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.





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 3D Video Game Industry Specialist guarantees students, in addition to the most rigorous and up-to-date education, access to a Postgraduate Certificate issued by TECH Global University.



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*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 3D Video Game Industry Specialist** 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 3D Video Game Industry Specialist**

Modality: **online**

Duration: **6 weeks**

Accreditation: **6 ECTS**



future
health confidence people
education information tutors
guarantee accreditation teaching
institutions technology learning
community commitment
personalized service innovation
knowledge present
online training
development language
classroom



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3D Video Game
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