Postgraduate Certificate
3DS MAX in Art for Virtual Reality

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Postgraduate Certificate
3DS MAX in Art for Virtual Reality

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

Website: www.techtitute.com/in/videogames/postgraduate-certificate/3ds-max-art-virtual-reality

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Introduction

3ds Max is one of the basic programs for the creation of 3D modeling in the video game industry. Especially useful in large projects that require a great organization in the workflow, mastering it is a plus for the professional who wants to be part of the main studios in this field. This program will delve into the modeling techniques mainly used with 3ds Max. The teaching team specialized in this branch of artistic design and video game creation will be, together with the Relearning system, the most useful tools of the students who seek to boost their career in the field of Virtual Reality Video Games.

You know 3ds Max, but do you really know how to make the most of its possibilities for your artistic creations focused on the Video Game industry? Enroll and specialize with this Program"

The Postgraduate Certificate in 3DS MAX in Art for Virtual Reality addresses key aspects to create a professional modeling with this powerful program, which is essential in the main studios of the Video Game industry.

This program provides a global vision of artistic design and analyzes in detail tools that are fundamental to obtain an optimal result such as Edit Poly. Mastering it completely is essential to increase the workflow of any professional who wants to dedicate himself to VR-Videogame oriented modeling.

Throughout this six-week program, the elements and modifications most used by Graphic Design professionals will be addressed. A specialization that represents a unique opportunity for students who wish to combine work and personal life with advanced learning, thanks to the 100% online methodology, the Relearning system and the wide range of multimedia resources that you will find in the virtual platform.

This **Postgraduate Certificate in 3DS MAX in Art for Virtual Reality** contains the most complete and up-to-date program on the market. The most important features include:

- The development of case studies presented by experts in Virtual Reality Art
- 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
- Content that is accessible from any fixed or portable device with an Internet connection

Join a creative studio by mastering the main program used by design professionals for 3D object modeling"

Your artistic creations will reach a new phase thanks to this program oriented to professionals of Graphic Design in VR Video Games"

Complement your knowledge with this program and consolidate your career in a booming field of VR Video Games.

Master the compatibility of 3ds Max with Unity for Virtual Reality with this program.

The program's teaching staff includes professionals from the sector who contribute their work experience to this educational program, as well as renowned specialists from leading societies and prestigious universities.

Its 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 an immersive education programmed to learn in real situations.

The design of this program focuses on Problem-Based Learning, by means of which the professional must try to solve the different professional practice situations that are presented throughout the academic course. For this purpose, the student will be assisted by an innovative interactive video system created by renowned experts.

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Objectives

The syllabus of this program in 3DS MAX in Art for Virtual Reality will help the professionals to develop a creative and artistic project in the field of Video Games with the guarantee of meeting current market demands. With this program, students will be able to acquire the essential skills to perform 3ds Max modeling, and also, know the latest updates of this software and handle all its tools with ease. The wide range of multimedia resources and case studies will facilitate the understanding of the content and the consolidation of learning.

Use real workflow techniques and become the Artistic Design professional that the video game industry is waiting for"

General Objectives

- Understand the advantages and constraints provided by Virtual Reality
- Develop high-quality hard surface modeling
- Create high-quality organic modeling
- Understand the principles of retopology
- Understand the principles of UVS
- Master Baking in Substance Painter
- Expertly manage layers
- Be able to create a dossier and submit works at a professional level, at the highest quality
- Make a conscious decision as to which programs best fit your Pipeline

Specific Objectives

- Master modeling in 3DS MAX
- Learn the compatibility of 3DS Max with Unity for VR
- Learn the most used modifiers and be able to handle them with ease
- Use real workflow techniques

The 100% online methodology adapts to the needs of professionals like you who are looking for specialization, without stress or pressure"

03

Course Management

TECH Technological University has a specialized faculty for each field, in this case in the Virtual Reality Video Game industry from the Artistic Design point of view. The teaching staff of this program has knowledge in Graphic Design, in addition to having participated in the creation of Virtual Reality Video Game projects. All this will allow students to specialize with a relevant teacher in the gaming industry.

In this program, you will be accompanied by an outstanding teaching staff in the field of Graphic Design of Virtual Reality Video Games"

Management

Mr. Menéndez Menéndez, Antonio Iván

- Senior environment and element artist and 3D consultant at The Glimpse Group VR
- 3D model designer and texture artist at Inmoreality
- Props and environment artist for PS4 games at Rascal Revolt
- Graduated in Fine Arts at the UPV
- Specialist in Graphic Techniques from the University of the Basque Country
- Master's Degree in Sculpture and Digital Modeling by the Voxel School of Madrid
- Master's Degree in Art and Design for Video Games by U-Tad University of Madrid

04

Structure and Content

The syllabus of this Postgraduate Certificate has been prepared by a teaching team specialized in the field of Graphic Design and Video Game creation. The syllabus will focus entirely on the 3ds Max program, its possibilities for the modeling of characters and objects for Virtual Reality-based Video Games and the compatibility of the software with other design programs. The Relearning teaching system applied by TECH Technological University will offer students an optimal learning experience, which will allow them to improve their skills in an artistic and technological field on the rise.

A Postgraduate Certificate aimed at those who wish to master the most complete program for 3D modeling in VR Video Games"

Module 1. 3ds MAX

1.1. Interface Set-up
- 1.1.1. Project Start
- 1.1.2. Automatic and Incremental Saving
- 1.1.3. Measuring Units

1.2. The Create Menu
- 1.2.1. Objects
- 1.2.2. Light
- 1.2.3. Cylindrical and Spherical Objects

1.3. The Modify Menu
- 1.3.1. The Menu
- 1.3.2. Button Configuration
- 1.3.3. Uses

1.4. Edit Poly: Polygons
- 1.4.1. Edit Poly Mode
- 1.4.2. Edit Polygons
- 1.4.3. Edit Geometry

1.5. Edit Poly: Selection
- 1.5.1. Selection
- 1.5.2. Soft Selection
- 1.5.3. IDs and Smoothing Groups

1.6. The Hierarchy Menu
- 1.6.1. Pivot Conditions
- 1.6.2. Reset XFom and Freeze Transform
- 1.6.3. Adjusting the Pivot Menu

1.7. Material Editor
- 1.7.1. Compact Material Editor
- 1.7.2. Slate Material Editor
- 1.7.3. Multi/Sub-Object

1.8. Modifier List
- 1.8.1. Modeling Modifiers
- 1.8.2. Modeling Modifier Evolution
- 1.8.3. Modeling Modifier Final Assessment

1.9. XView and Non-Quads
- 1.9.1. XView
- 1.9.2. Checking for Errors in Geometry
- 1.9.3. Non-Quads

1.10. Exporting to Unity
- 1.10.1. Triangulating the Asset
- 1.10.2. DirectX and OpenGL for Normal Maps
- 1.10.3. Conclusions

A program that will project your creative proposals to the most successful companies in the Graphic Design field in VR Video Games"

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 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

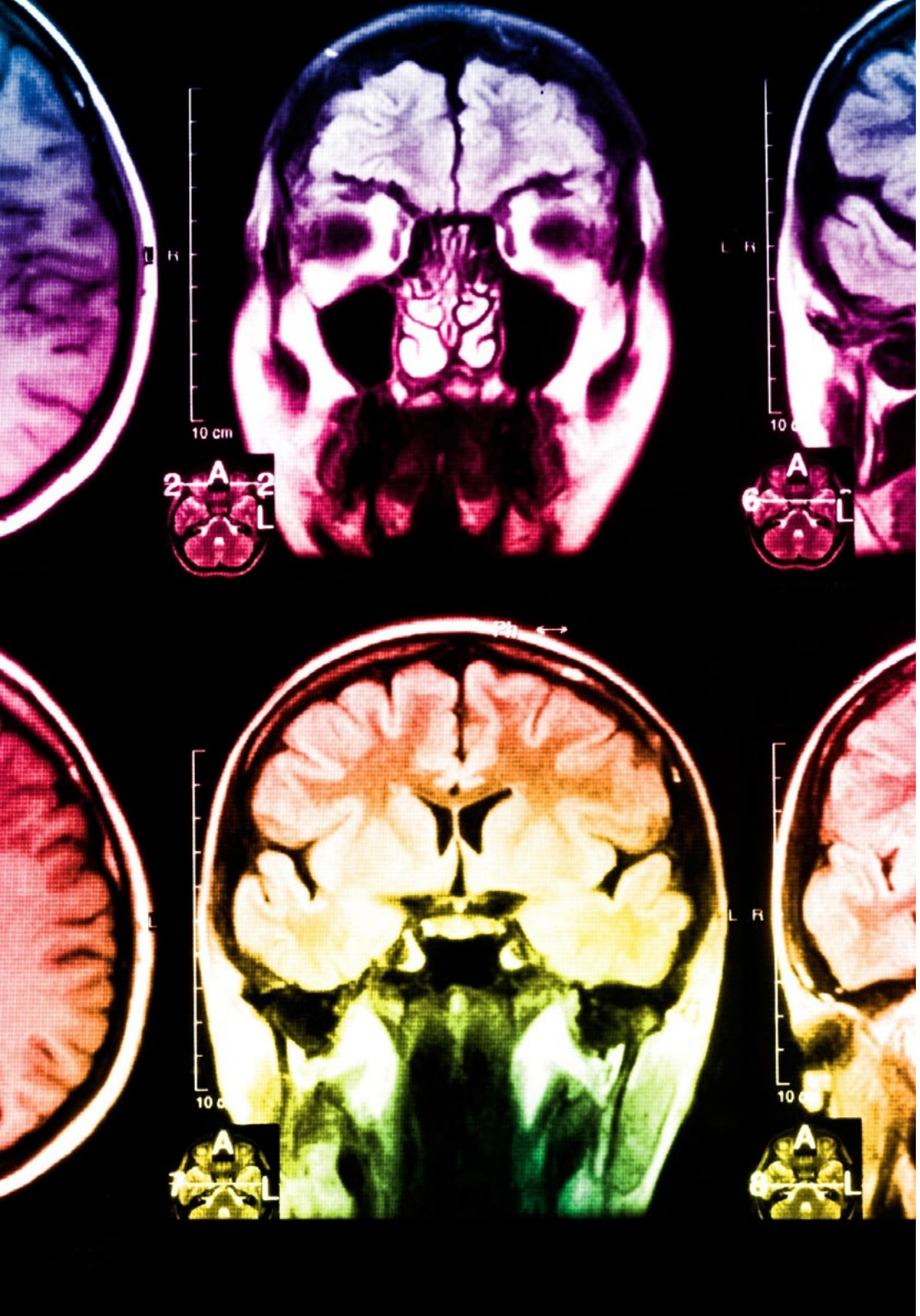
TECH effectively combines the Case Study methodology with a 100% online learning system based on repetition, which combines 8 different teaching elements in each lesson.

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.

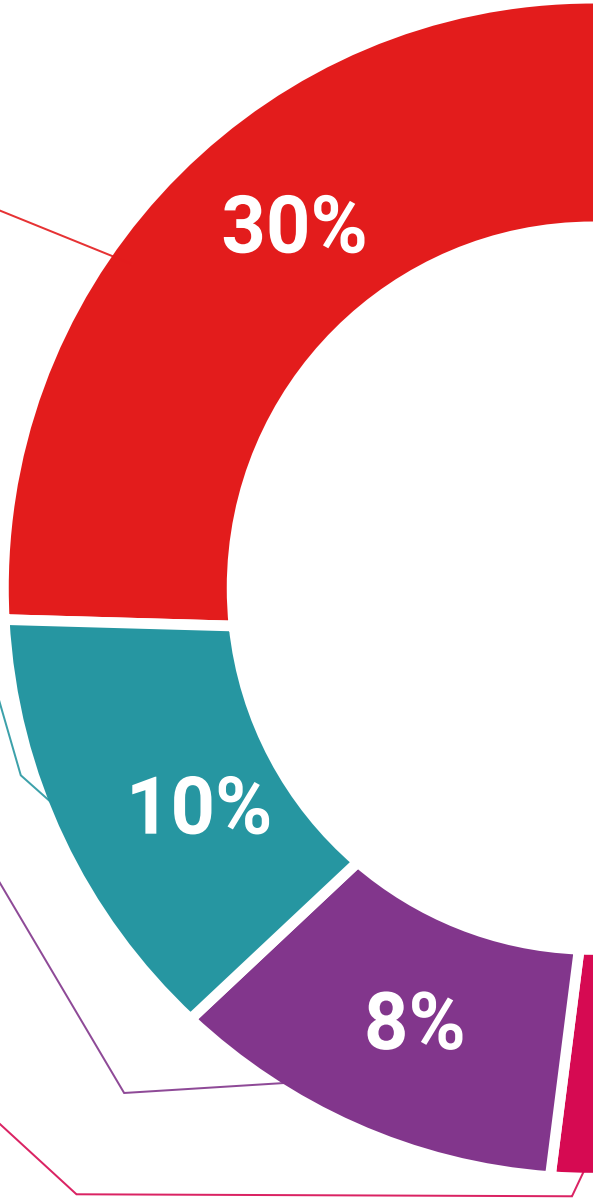
Learning from an Expert strengthens knowledge and memory, and generates confidence in future difficult decisions.

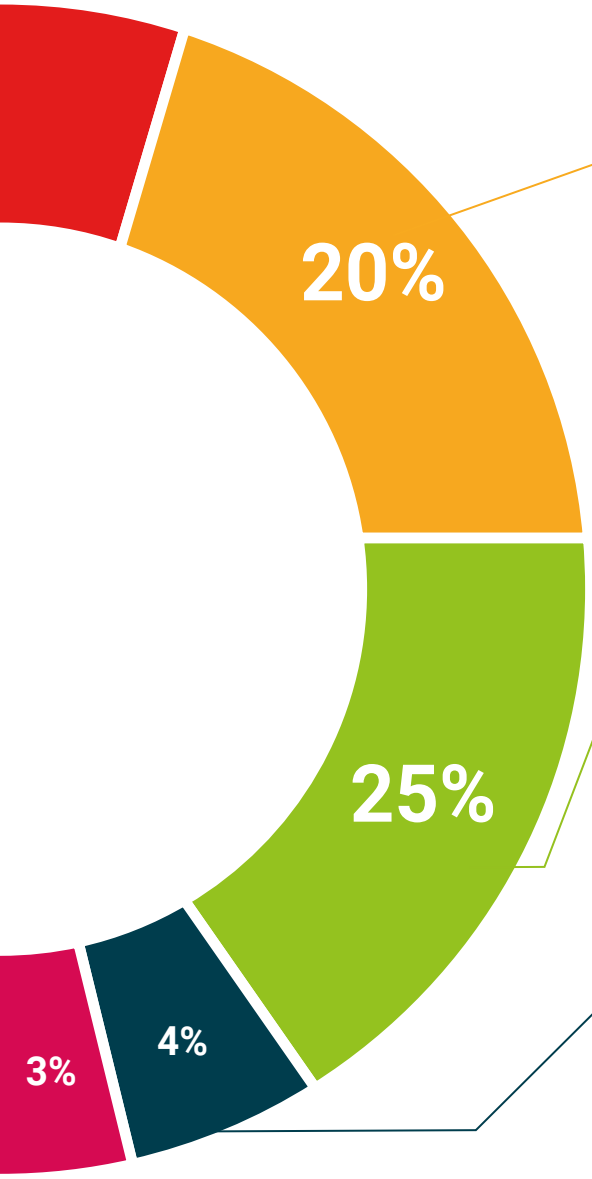
Practising Skills and Abilities

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 3DS MAX in Art for Virtual Reality guarantees students, in addition to the most rigorous and up-to-date education, access to a Postgraduate Certificate issued by TECH Technological University.

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

This **Postgraduate Certificate in 3DS MAX in Art for Virtual Reality** 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 3DS MAX in Art for Virtual Reality**

Official N° of Hours: **150 h.**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Awards the following

CERTIFICATE

to

Mr./Ms. _____, with identification number _____.

For having passed and accredited the following program

POSTGRADUATE CERTIFICATE

in

3DS MAX in Art for Virtual Reality

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

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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