Postgraduate Certificate
Blender

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Blender

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

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

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01
Introduction

Knowing the different tools provided by the technology sector to evolve in professional developments is essential, especially when it comes to projects in industries such as video games. Nowadays, handling free software such as the powerful Blender is a quality that many companies will appreciate. That is why this training has been designed to show the professional everything about the program that has revolutionized the CGI paradigm in recent years and has become a benchmark in the market. Content selected by experts for learning 100% online and through the most innovative methodology in today's university environment: Relearning.
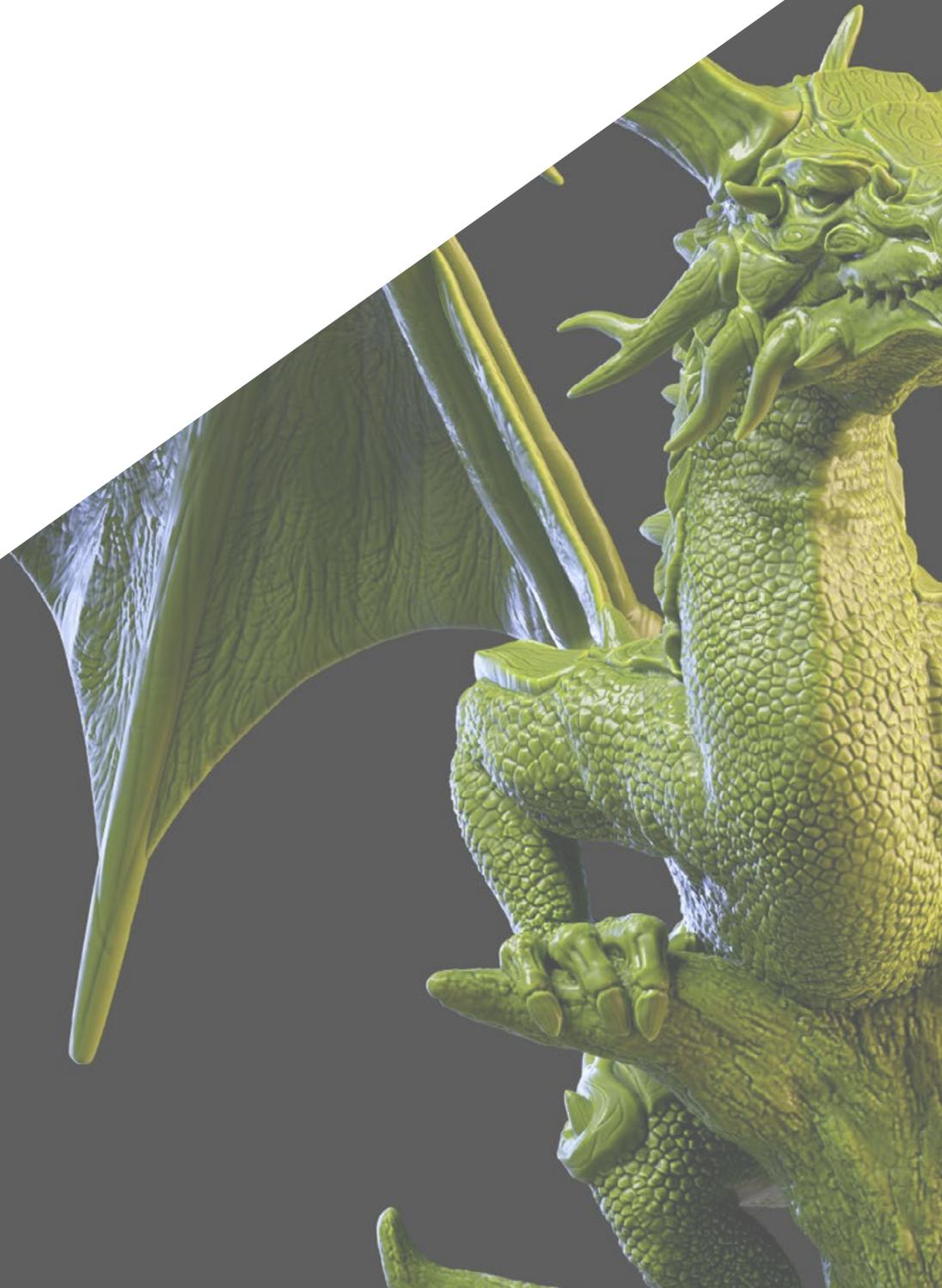
Excels in the video game industry using the latest techniques and the powerful free software Blender"

An open source software used to work with 3D objects and that internally includes several tools for modeling, texturing, particle editor, animation, sculpting, among others, allows to expand the user's skills. A multiplatform software for digital compositing, which allows the use of the node process technique, video editing, sculpture and digital painting.

This Postgraduate Certificate in Blender proposes that professionals specialize and manage better and better the tools offered by current technology. Some of the ones that can be mentioned are Crease Pencil, one of the most innovative and used by large animation studios since a few years ago. Which has rethought concepts of 2D animation, storyboarding, animatics and hand painter character creation. Likewise, it has two powerful in-house engines such as Eevee and Cycles to render unique and innovative models.

In just 6 weeks, the student will approach inverse processes to transfer shapes from Blender to Maya and Cinema 4D, leveraging export and import systems. Becoming an expert in the main 3D modeling and 3D creation programs on the market today. All this, thanks to the innovative and totally online study methodology, which allows the professional a continuous and efficient training through a variety of multimedia resources and formats that facilitate learning, with the support of an expert teaching team.

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

- The development of case studies presented by experts in 3D Modeling and Digital Sculpture
- The graphic, schematic, and eminently practical contents with which they are created, provide scientific and 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

If you want to master powerful 3D modeling tools, this Postgraduate Certificate is for you"

The opportunity you've been waiting for has arrived. A specialized training in the most advanced free software, 100% online"

Become an expert in the main modeling programs for the video game industry with this training.

Learn how to translate shapes from Blender to Maya and Cinema 4D, with this program in only 6 weeks.

The programs 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.

02
Objectives

With this Postgraduate Certificate, TECH's expert team's main objective is to teach all the knowledge about Blender software in an advanced way. As well as their tools, promoting export and import systems, taking advantage of the best attitudes of each one of them. Opening a range of possibilities for the professional in the video game industry.
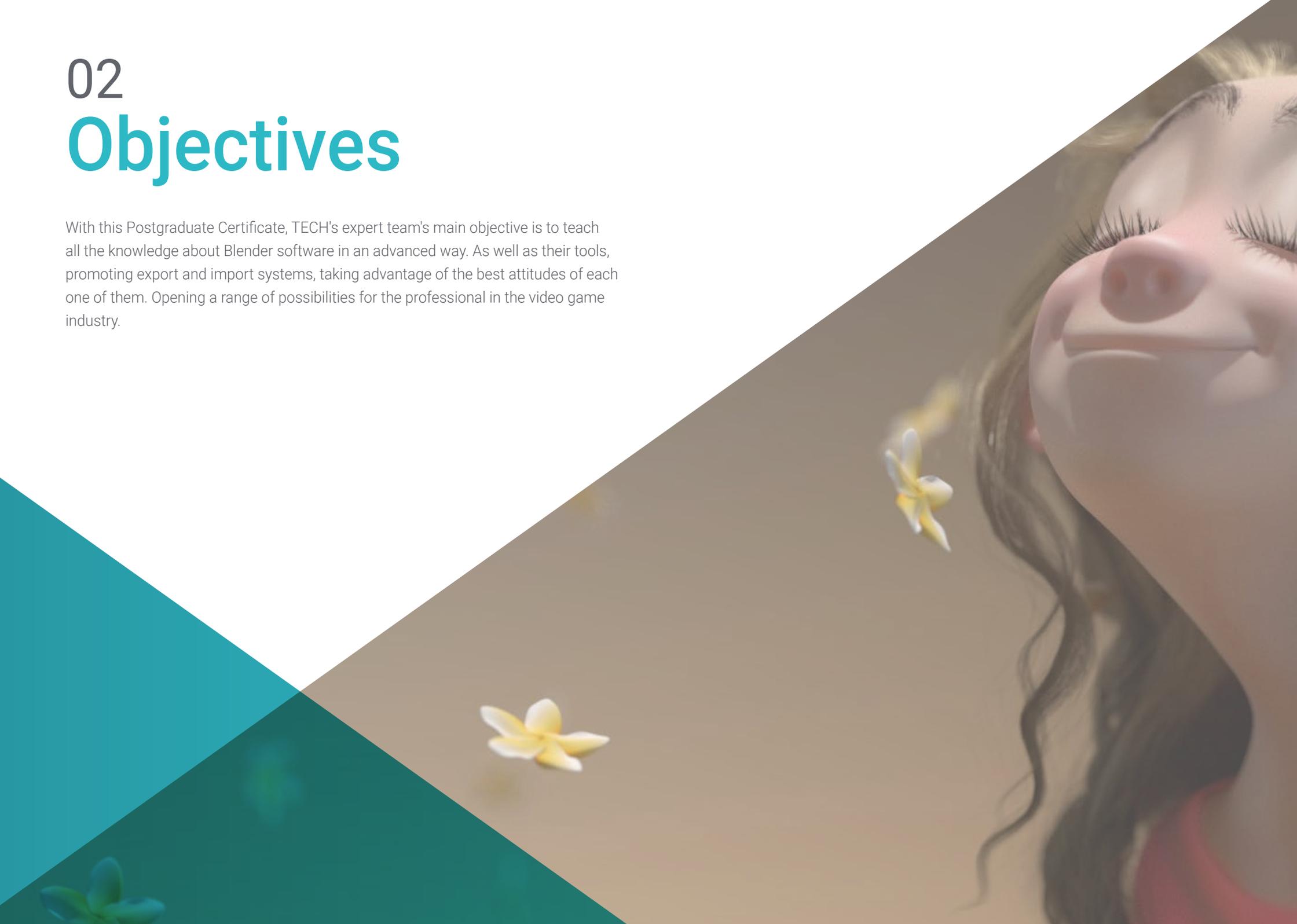
Develop your talent in specialized tools and stand out with amazing works"

General Objectives

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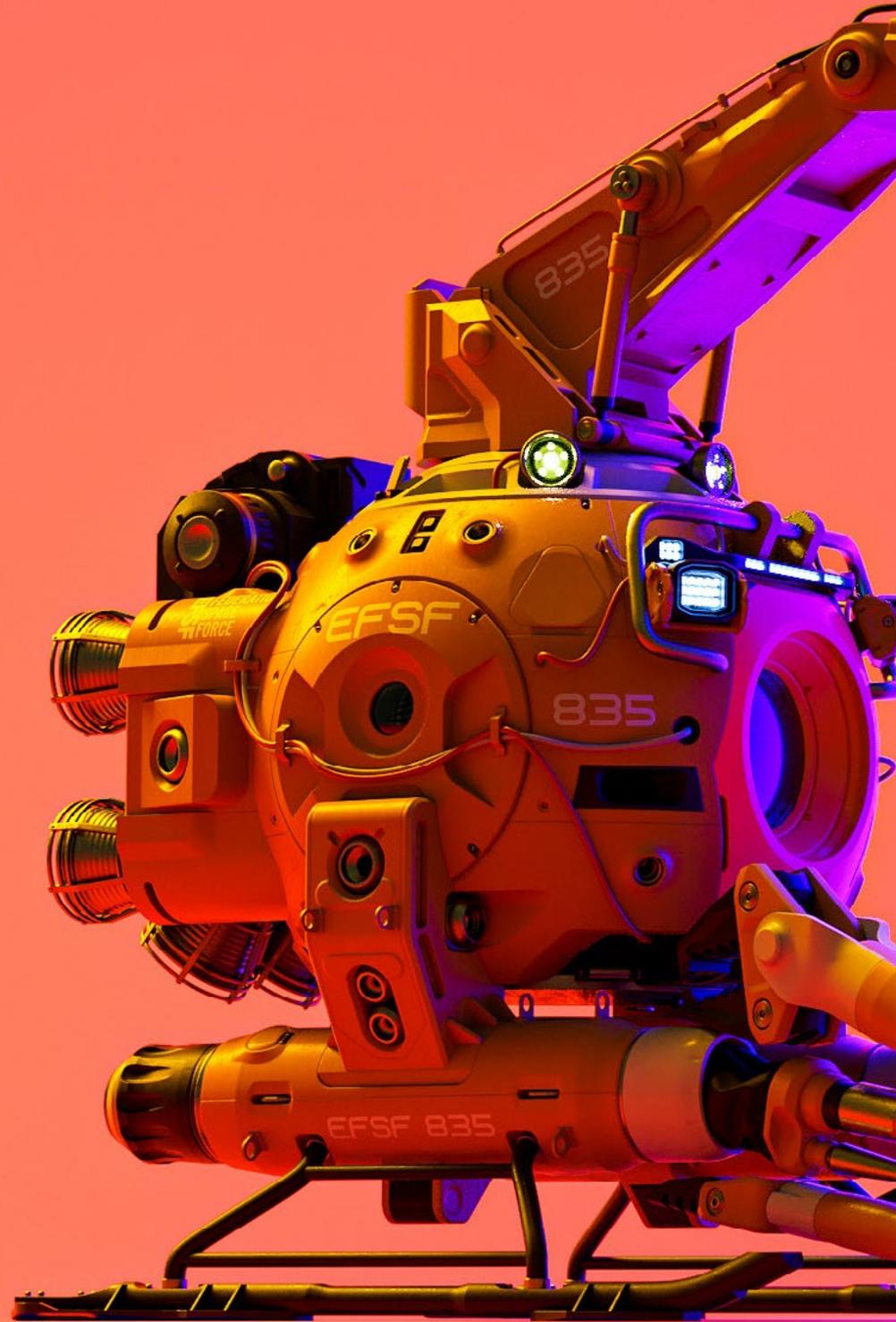
Specific Objectives

◆ Advanced Blender software development

◆ Render in your Eevee and Cycles render engines

◆ Delve into work processes within CGI

◆ Transferring ZBrush and 3ds Max knowledge to Blender

◆ Transferring creation processes from Blender to Maya and Cinema 4D

Specialize in one of the most powerful 2D and 3D development software"

03
Course Management

A high-level teaching staff, composed of professional experts in 3D modeling and concept art, guarantees a quality learning process. They have been responsible for selecting the most specialized content to be transmitted to the student, from an online modality and with an innovative methodology. To achieve the professionalization you so desire around the video game industry.

You decide how to study. TECH gives you everything you need"

Management

Mr. Sequeros Rodríguez, Salvador

- Freelance 2D/3D modeler and generalist
- Concept art and 3D modeling for Slicecore Chicago
- Videomapping and modeling Rodrigo Tamariz Valladolid
- Professor of Higher Level Training Cycle 3D Animation Superior School of Image and Sound ESISV Valladolid
- Professor of Higher Level Training Cycle GFGS 3D Animation European Institute of Design IED Madrid
- 3D modeling for the falleros Vicente Martinez and Loren Fandos Castellón
- Master in Computer Graphics, Games and Virtual Reality URJC University. Madrid
- Bachelor of Fine Arts at the University of Salamanca (specializing in Design and Sculpture)

04
Structure and Content

TECH has set up a program dedicated to studying the benefits of 2D/3D development software: Blender, with a structure and design that allows the student to master all the techniques and tools of Blender, in about 6 weeks. The professional will thus understand sculpting, texturing and shading through this computer development. All of which will be deployed in a modern and secure study platform 100% online and with the most innovative methodology, with varied and dynamic formats that will allow a comfortable and fast learning.

Take advantage of technology to advance your professionalization. TECH offers you the most modern 100% online platform"

Module 1. Blender

Get trained now with the Blender Postgraduate Certificate and achieve your degree in just 6 weeks, from the comfort of your favorite place"

05
Methodology

This training program offers 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"*
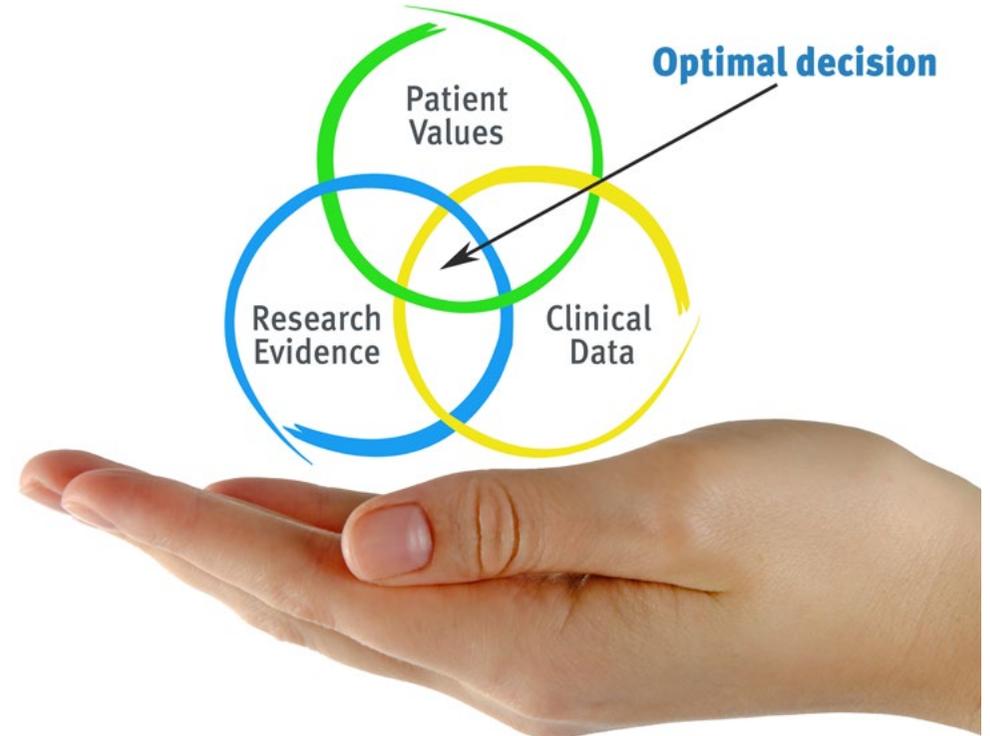
We are the first online university to combine Harvard Business School case studies with a 100% online learning system based on repetition.

A learning method that is different and innovative

This intensive Video Game Design 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 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.

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 Blender guatantees you, in addition to the most rigorous and updated training, access to a Postgraduate Certificate issued by TECH Technological University.

Successfully complete this training and receive your university degree without travel or laborious paperwork"

This **Postgraduate Certificate** in **Blender** contains the most complete and updated program on the market.

After the student has passed the evaluations, they will receive their corresponding **Postgraduate Certificate** issued by **TECH Technological University** by tracked delivery*.

The diploma 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 Blender**

Official Nº of hours: **150 h.**

tech technological university

Awards the following

DIPLOMA

to

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

POSTGRADUATE CERTIFICATE

in

Blender

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 diploma issued with an apostille, TECH EDUCATION will make the necessary arrangements to obtain it, at an additional cost.

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