

Postgraduate Certificate Hard Surface Modeling for Characters



Postgraduate Certificate Hard Surface Modeling for Characters

- » 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/hard-surface-modeling-characters

Index

01

Introduction

p. 4

02

Objectives

p. 8

03

Course Management

p. 12

04

Structure and Content

p. 16

05

Methodology

p. 20

06

Certificate

p. 28

01

Introduction

In a context in which video games have gained enormously in graphic quality and resolution, the shapes, characters and creatures that compose them have also done so. One of the most important processes in gaining realistic effect in these images is the Hard Surface modeling for characters. The increasing development of this technique highlights the need for professionals with expertise in this area. One of the main objectives of this fully online program is to introduce students to this technique so that they can use it effectively in their professional careers.





“

Learn how to give a realistic look to the characters and creatures you create in the graphic development of video games”

This Postgraduate Certificate offers an improvement in the use and application of three-dimensional Hard Surface modeling tools for characters. The study plan is absolutely focused on the specialization of Sculpt modeling and to conceive the specific model to be realized in the practical dimension of the program.

In a progressive path, the objective is to know in depth the tools that will make it possible to carry out the task, as well as to understand the way in which the character accessories intervene in the concept.

The content is focused on understanding how character props intervene and integrate into the concept. Special emphasis is also placed on the process of learning how to clean up meshes, an indispensable element in three-dimensional modeling and its export.

Finally, with this program the student will be able to present a Hard Surface character model, putting into practice all the knowledge and notions acquired.

Improving skills in three-dimensional Hard Surface modeling for characters is now possible totally online with this 6-week course. This program provides access to pedagogical resources so that the students can progress through the content at their own pace and can adapt to any type of routine.

This **Postgraduate Certificate in Hard Surface Modeling for Characters** 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 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 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



Access all the content and multimedia material of this Postgraduate Certificate and boost your professional career in Hard Surface modeling for characters”

“

Become an expert in giving a realistic effect to the characters and creatures you generate for the composition of a video game”

In this Postgraduate Certificate you will make a specific model of a character or creature and you will test all your skills.

Discover another dimension of Hard Surface modeling applied to characters and creatures for video games.

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 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. This will be done with the help of an innovative system of interactive videos made by renowned experts.



02 Objectives

Acquiring knowledge in Hard Surface modeling for characters is easier through this structured study plan, which has as its main objective to provide video game development professionals with the necessary skills to produce a great realistic effect in the characters and creatures they design. A program that includes the main topics that must be mastered to become true experts in the field, taught by the management and teachers of the same. The objectives are adjusted to the needs required by the students.





“

You will acquire the best skills in Hard Surface Modeling for Characters thanks to this unique curriculum"



General Objectives

- ◆ In-depth knowledge of the different types of Hard Surface modeling, the different concepts and characteristics to apply them in the 3D modeling industry
- ◆ Delve into the theory of form creation to develop form masters
- ◆ Learn in detail the basics of 3D modeling in its various forms
- ◆ Be a technical expert and/or artist in 3D modeling for Hard Surface



*Enter the exciting world of
Hard Surface Modeling for
characters with this complete
Postgraduate Certificate”*





Specific Objectives

- ◆ Integrate functionality of sculpt modeling
- ◆ Gain a broad knowledge of the tools that increase performance
- ◆ Develop the type of sculpt to be implemented in the model
- ◆ Understand how character props play a role in the concept
- ◆ Learn in detail how to clean screens for export
- ◆ Learn to present a Hard Surface character model

03

Course Management

An excellent management team and faculty lead this Postgraduate Certificate. They are professionals who have developed their careers in the teaching field and who accompany you throughout the learning process. The program has been designed thanks to the experience of the teachers and is focused on responding to the demands of the market: to provide expert designers in the area of graphics and image development for video games. In addition to an extensive work résumé, they have specialized studies and research.



“

A full faculty will guide you through the curriculum to meet the challenges of an industry that requires true experts in the field”

Management



Mr. Salvo Bustos, Gabriel Agustín

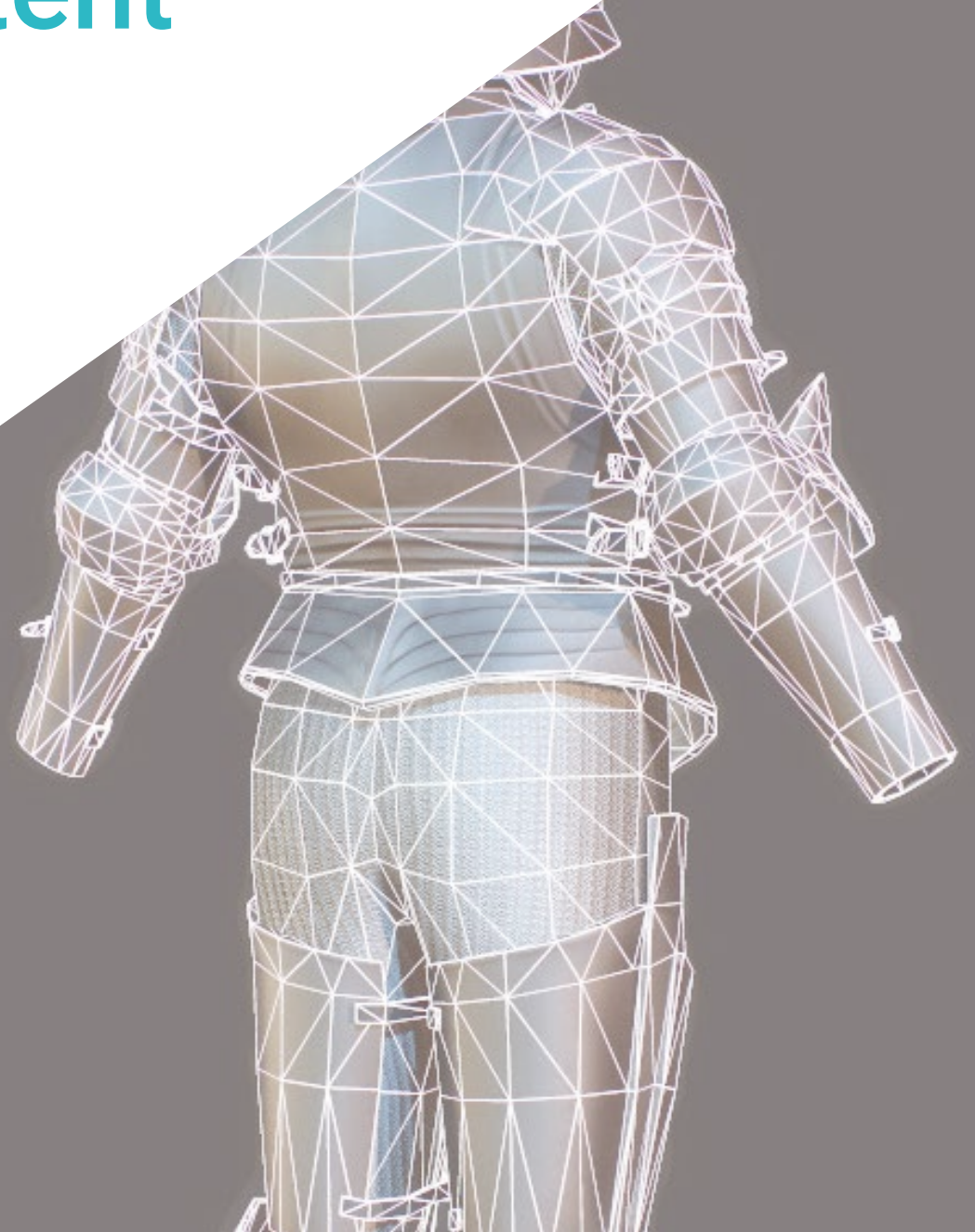
- 9 years of experience in Aeronautical 3D modeling
- 3D Artist at 3D Visualization Service Inc
- 3D production for Boston Whaler
- 3D Modeler for Shay Bonder Multimedia TV Production Company
- Audiovisual Producer in Digital Film
- Product Designer for Escencia de los Artesanos by Eliana M
- Industrial Designer Specializing in Products National University of Cuyo
- Mendoza Late Contest Honorable Mention
- Exhibitor in Regional Visual Arts Salon Vendimia
- Digital Composition Seminar National University of Cuyo
- National Congress of Design and Production CPRODI



04

Structure and Content

This Postgraduate Certificate is divided into 10 different sections. The first one focuses on showing the most useful tools and their different configurations for the development of Hard Surface modeling, while the other sections delve into the practical dimension of creating a character from scratch, as well as its accessories. You will also learn how to produce the final cleaning of the model and its corresponding posing. From the study of the tools to the elaboration of the specific modeling of a character, this is a complete program.





“

From the study of tools, brushes and configurations to the elaboration of a specific modeling of a character, this is the ideal Postgraduate Certificate to learn Hard Surface Modeling for Characters”

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. Brush Settings
 - 1.2.2. Working with Alphas
 - 1.2.3. Standard Brushes
- 1.3. Tools
 - 1.3.1. Subdivision Levels
 - 1.3.2. Masks and Polygroups
 - 1.3.3. Tools and techniques
- 1.4. Design
 - 1.4.1. Dressing a Character
 - 1.4.2. Analysis of Concepts
 - 1.4.3. Rhythm
- 1.5. Initial Modeling of a Character
 - 1.5.1. The Torso
 - 1.5.2. The Arms
 - 1.5.3. The Legs
- 1.6. Accessories
 - 1.6.1. Adding a Belt
 - 1.6.2. Helmet
 - 1.6.3. Wings
- 1.7. Accessory Details
 - 1.7.1. Helmet Details
 - 1.7.2. Wing Details
 - 1.7.3. Shoulder Detailing



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



With a theoretical section and other sections of eminently practical dimension, with this Postgraduate Certificate you will learn to give more realism to your characters and creatures in the composition of 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.



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 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 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 Global University.



“

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 Hard Surface Modeling for Characters** 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.

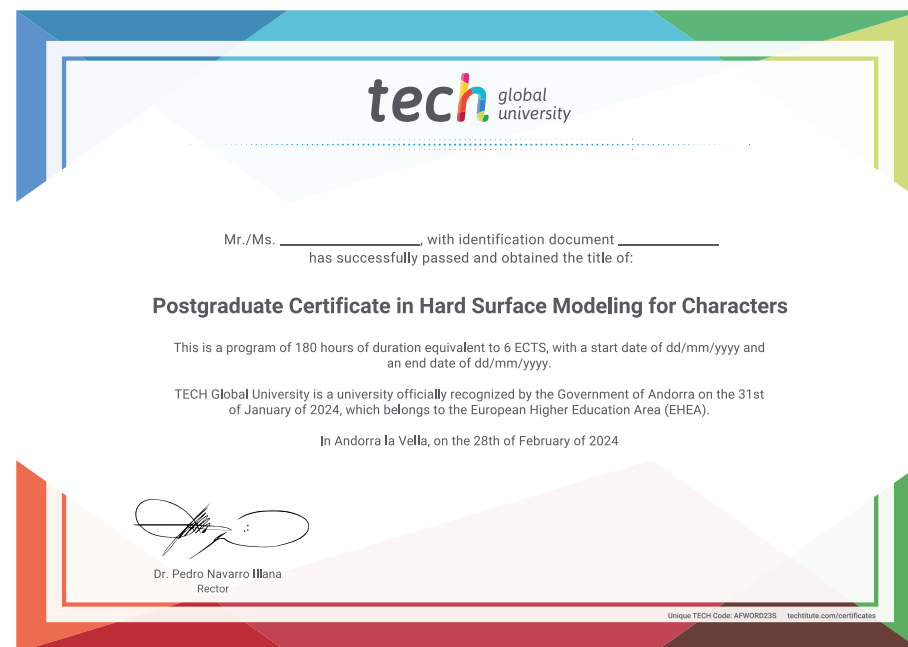
This **TECH Global University** title is a European program of continuing education and professional updating that guarantees the acquisition of competencies in its area of knowledge, providing a high curricular value to the student who completes the program.

Title: **Postgraduate Certificate in Hard Surface Modeling for Characters**

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
development language
virtual classroom



Postgraduate Certificate Hard Surface Modeling for Characters

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

Postgraduate Certificate Hard Surface Modeling for Characters

