Postgraduate Certificate
SCI-Environment in Art
for Virtual Reality

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Postgraduate Certificate
SCI-Environment 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/pk/videogames/postgraduate-certificate/sci-environment-art-virtual-reality**

Index

01
Introduction

The Video Game industry based on Virtual Reality technology expects that in the future there will be double the number of connected Gamers, compared to the current figures. Faced with a sector on the rise, the professional who wants to be present in the best studios that create titles, must be specialized and have a dossier with their best designs. In this program, the expert teaching team in the field of design will simulate the commissioning of a project for a VR Video Game. In this way, the professional will be able to create a complete and perfect Sci-Fi Environment. The online teaching method, the *Relearning* system and the video summaries will facilitate the consolidation of all the knowledge that will be taught in this program.

Get ready for a booming Virtual Reality Video Game industry. Show your best Sci-Fi Environment and conquer the big studios of the industry"

The Postgraduate Certificate in SCI-Environment in Art for Virtual Reality prepares the professionals to optimally present their 3D creations in a Video Game industry that is looking for more qualified and specialized personnel.

This program provides the professional with the fundamental tools to be able to create quality Assets and a SCI-Fi Environment at the level of the great designers of the game sector. The meticulous creative work will be guided by a team of teachers who have mastered the technique and the most used software in the field of game design and Virtual Reality.

This eminently practical teaching will allow the professionals to optimize their resources and work processes, so that they know how to discern in which points of the design they can invest more or less time depending on the desired result. A preparation that is close to the demand of companies in the sector and that will help professionals to boost their careers.

A great opportunity offered by TECH Technological University for those students who wish to expand their knowledge through a *Relearning* system and a flexible online teaching model. The wide variety of multimedia resources and learning through real cases will complete a program designed for 3D design professionals of the present and future.

This **Postgraduate Certificate in SCI-Environment 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 Art for Virtual Reality
- 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

This Postgraduate Certificate will help you to take a step further in your professional career in the Video Game industry"

Specialize in Artistic Design in Virtual Reality Video Games and guarantee your professional future.

Surpass yourself and create a SCI-FI Environment that will perplex the big VR game studios.

" *Your artistic creations are fantastic. Now, you just need to submit an excellent dossier thanks to the syllabus of this Postgraduate Certificate"*

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 allow professionals to learn in a contextual and situated learning environment, i.e. a simulated environment that will provide immersive education programmed to prepare for 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

The syllabus of this Postgraduate Certificate in SCI-Environment in Art for Virtual Reality will show the professional how to efficiently create an Environment from start to finish. In addition, students will be able to identify the best options to apply depending on the design and the program used. In this learning process, the teaching team will provide the main tips to achieve a real project of high-quality modeling for Virtual Reality Video Games.

Enroll in a Postgraduate Certificate, which will provide you with the guidelines to carry out efficient projects for the VR Video Game industry"

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

◆ Understand the knowledge acquired

◆ Understand the usefulness of all the tips applied to a real project

◆ Make a conscious decision as to which programs best fit your Pipeline

◆ Have a professional quality work in your dossier

The simulation of real cases of this program will allow you to put yourself in the skin of the great 3D modeling designers of the VR video game industry"

03
Course Management

The teaching team, which will teach this program, has been selected by TECH Technological University maintaining its philosophy of providing students with an elite education available to all. To achieve a specialization in the field of VR Video Games, this program has a faculty with extensive experience. Their great contribution in this teaching together with the variety of multimedia resources will be the strengths of this Postgraduate Certificate, which will enable the professional growth of students.

In this Postgraduate Certificate, the experience of the teaching team in the Video Game industry will be very useful to know the demand of the sector"

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 INMO-REALITY
- 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
- Professional Master's Degree in Sculpture and Digital Modeling by the Voxel School of Madrid
- Professional 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 designed by the teaching staff from an eminently practical point of view, to put professionals who want their creativity and art to finally become part of the best Virtual Reality Video Games in a real situation. The students will perfect their technique during the six weeks of this program, through all the elements and tools used to create a high-quality Sci-Fi Environment.

"
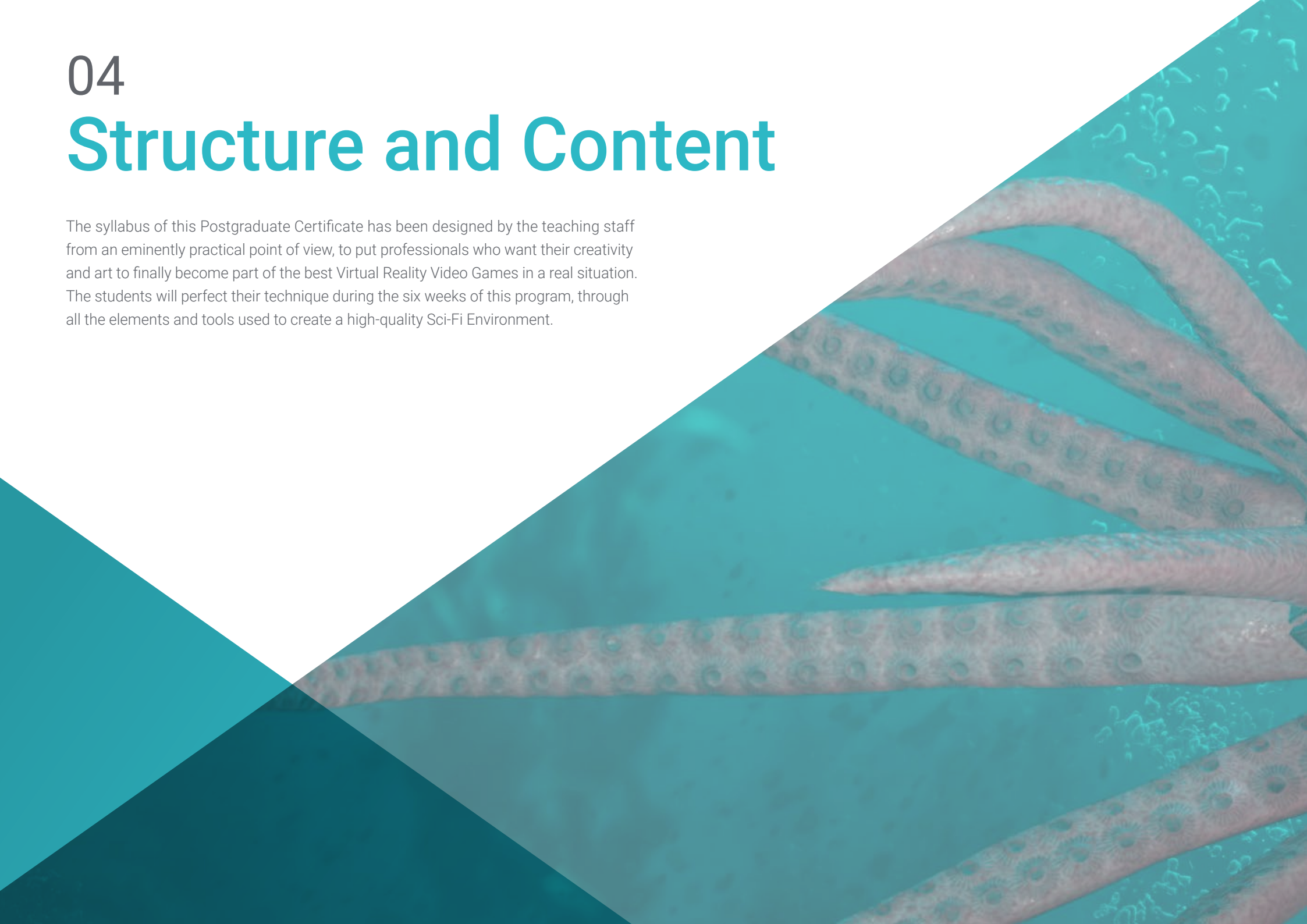
A Postgraduate Certificate specially designed for you, so that you can see your artistic creations in the best titles of the sector"

Module 1. Sci-Fi Environment

Your 3D creations deserve an excellent result and presentation. Achieve it with this Postgraduate Certificate"

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.

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 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.

30%

10%

8%

20%

25%

4%

3%

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 SCI-Environment 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 SCI-Environment 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 SCI-Environment in Art for Virtual Reality**
Official Nº 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

SCI-Environment 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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