



Postgraduate Certificate Technical Modeling in Rhino

» Modality: online

» Duration: 6 weeks

» Certificate: TECH Technological University

» Dedication: 16h/week

» Schedule: at your own pace

» Exams: online

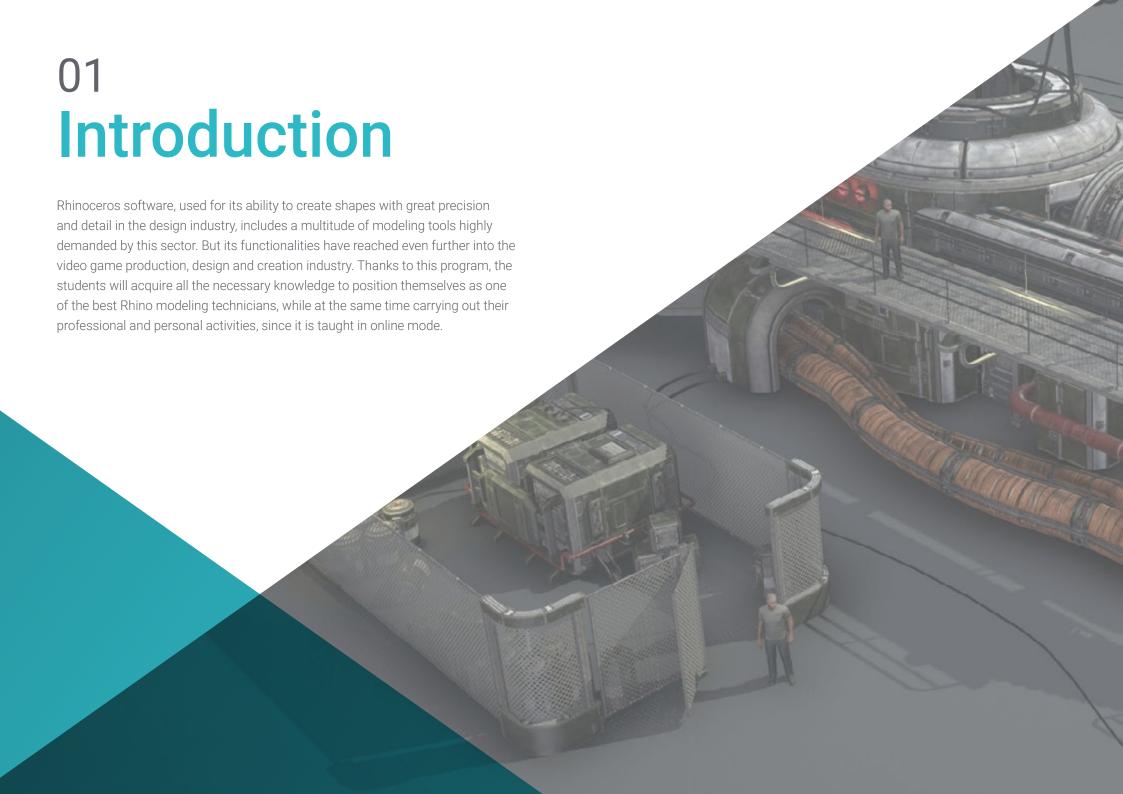
We b site: www.techtitute.com/in/videogames/postgraduate-certificate/technical-modeling-rhino

Index

 $\begin{array}{c|c} 01 & 02 \\ \hline & \\ \hline \\ 03 & 04 \\ \hline \\ \hline \\ \hline \\ course \ Management \\ \hline \\ \hline \\ p. 12 & p. 16 \\ \hline \end{array}$

06 Certificate

p. 28





tech 06 | Introduction

This Postgraduate Certificate in Technical Modeling in Rhino offers the chance to get to know the software or refocus previous knowledge about it to the gamer sector. With this tool you can create and edit three-dimensional objects with excellent visual effects and gain a competitive advantage in the field of professional development.

Large video game companies are increasingly looking for professionals specialized in programs and applications that improve the quality of their products. That is why this program brings together all the key points that will make the professional's curriculum more specialized.

Through the syllabus the student will acquire knowledge in analysis, documentation, rendering, translation and animation. Likewise, they will practice curve techniques with the NURBS system and begin to create new surfaces, solids, point clouds and geometries.

The format of this Postgraduate Certificate, being entirely online, seeks to facilitate the students' pace of learning and understanding, in addition to choosing where and when to take it, since only an Internet connection is required to access all its multimedia content. Many professionals expand their repertoire of skills and opt for this training to be competent in their jobs.

This **Postgraduate Certificate in Technical Modeling in Rhino** contains the most complete and up-to-date educational program on the market. The most important features of the program include:

- The development of practical cases presented by experts in 3D Modeling in Rhino Software
- 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 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



You decide where and when to do it, as it only requires an Internet connection to access all its multimedia content"



Turn your career path and your 3D designs around with this Rhino Technical Modeling Postgraduate Certificate"

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.

With this Postgraduate Certificate you can advance when you want and at your own pace: all the multimedia content is available on the virtual platform.

Do you have an internet connection and a desire to specialize your knowledge in technical modeling in Rhino? This is the program for you.







tech 10 | Objectives



General Objectives

- Know in depth what Rhino modeling is, its fundamental notions and the different concepts and characteristics associated with the software
- Learn the main advantages of Rhino software
- Generate designs for different industries and their application
- Be a technical expert and/or artist in 3D modeling with Rhino
- Get to know in detail all the tools included in the Rhino program for its better execution
- Acquire skills for the development of its multidisciplinary characteristics







Specific Objectives

- Have a broad understanding of how the NURBS modeling software works
- Work with precision modeling systems
- Learn in detail how to execute commands
- Create the basis of the geometries
- Edit and transform geometries
- Work with an organization in the scenes



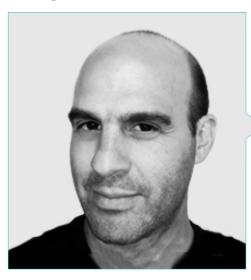
Well-defined objectives and a professional faculty with expertise in the field You have everything you need to become a Rhino modeling expert in video game graphics development"





tech 14 | Course Management

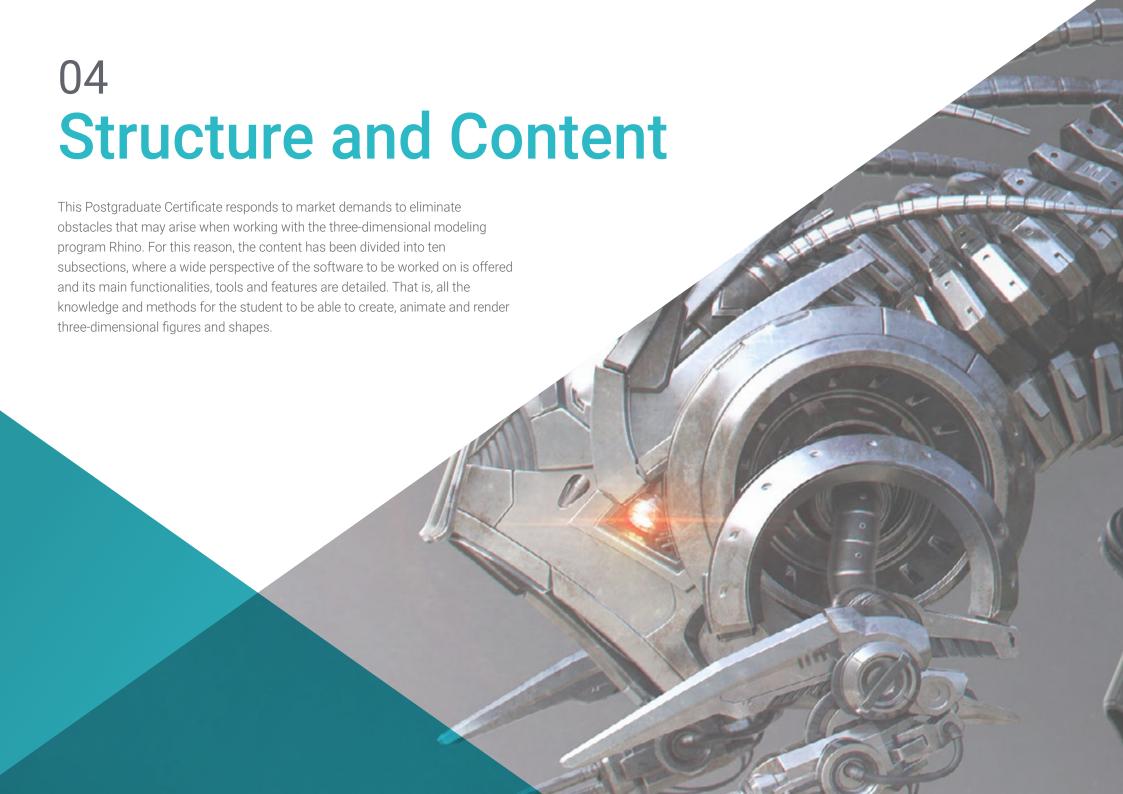
Management



Mr. Salvo Bustos, Gabriel Agustín

- 9 years of experience in Aeronautical 3D modeling
- 3D Artist at 3D Visualization Service Inc
- 3D production for Boston Whale
- 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 CPROD



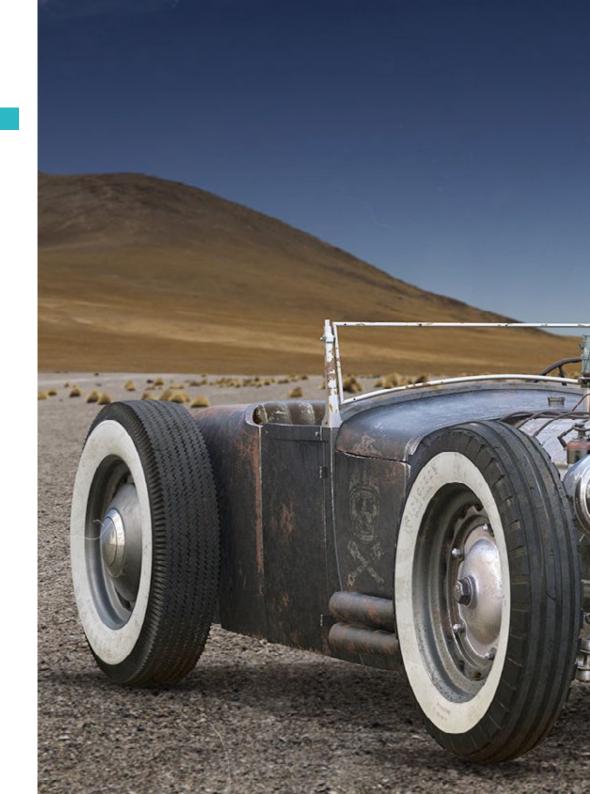




tech 18 | Structure and Content

Module 1. Technical Modeling in Rhino

- 1.1. Rhino Modeling
 - 1.1.1. Rhino Interface
 - 1.1.2. Types of Objects
 - 1.1.3. Navigating the Model
- 1.2. Fundamental Notions
 - 1.2.1. Editing with Gumball
 - 1.2.2. Viewports
 - 1.2.3. Modeling Support
- 1.3. Precision Modeling
 - 1.3.1. Input by Coordinates
 - 1.3.2. Distance and Angle Restriction Input
 - 1.3.3. Object Restriction
- 1.4. Command Analysis
 - 1.4.1. Additional Modeling Support
 - 1.4.2. Smart Track
 - 1.4.3. Construction Planes
- 1.5. Lines and Polylines
 - 1.5.1. Circles
 - 1.5.2. Free-Form Lines
 - 1.5.3. Helix and Spiral
- 1.6. Geometry Editing
 - 1.6.1. Fillet and Chamfer
 - 1.6.2. Mixture of Curves
 - 1.6.3. Loft
- 1.7. Transformations I
 - 1.7.1. Move Rotate Scale
 - 1.7.2. Join Prune Extend
 - 1.7.3. Separate Offset Formations





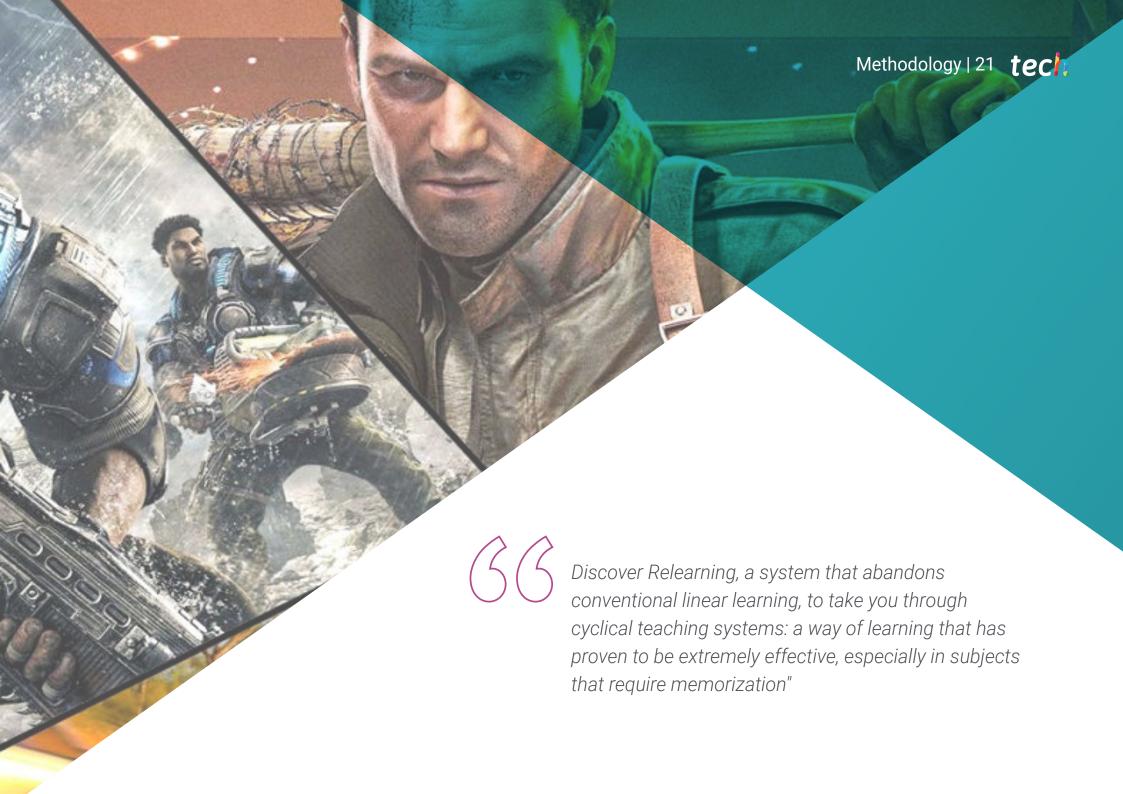
Structure and Content | 19 tech

- 1.8. Creating Shapes
 - 1.8.1. Deformable Shapes
 - 1.8.2. Modeling With Solids
 - 1.8.3. Transformation of Solids
- 1.9. Creating Surfaces
 - 1.9.1. Simple Surfaces
 - 1.9.2. Extrusion, Lofting and Surface Finishing
 - 1.9.3. Surface Sweeping
- 1.10. Organization
 - 1.10.1. Layers
 - 1.10.2. Groups
 - 1.10.3. Blocks



This Postgraduate Certificate will allow you to specialize in a growing sector: three-dimensional design for video game graphics"





tech 22 | Methodology

Case Study to contextualize all content

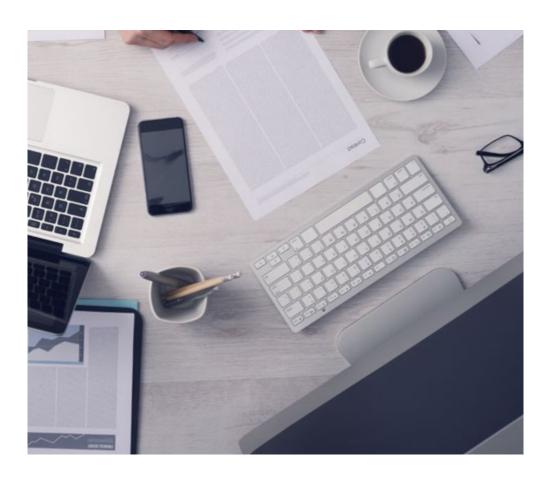
Our program offers a revolutionary approach to developing skills and knowledge. Our goal is to strengthen skills in a changing, competitive, and highly demanding environment.



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.



Methodology | 25 tech

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.



Methodology | 27 tech



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.





tech 30 | Certificate

This **Postgraduate Certificate in Technical Modeling in Rhino** 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 Technical Modeling in Rhino Official N° of hours: 150 h.



^{*}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.

health confidence people
health information tutors
education information teaching
guarantee accreditation teaching
institutions technology learning



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