

Postgraduate Certificate UVS in Art for Virtual Reality



Postgraduate Certificate UVS 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/uvv-art-virtual-reality

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01

Introduction

The correct texture mapping is one of the determining factors for an outstanding 3D modeling design. An essential technique that must be known by professionals who wish to advance in their artistic career, especially if they want to immerse themselves in the Virtual Reality Video Game field. This program will provide the keys to achieve excellent UVs with which to get the most out of the textures of 3D figures. The teaching team of this program will provide students with real-case simulations that will facilitate learning and enrich the content with an updated and cutting-edge multimedia material.





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Create quality UVs in your 3D designs and advance your career in the 3D Video Game industry”

The program in UVs in Art for Virtual Reality is aimed at professionals and creative artists who wish to improve their 3D mapping technique, especially in their creations focused on VR Video Games.

This Postgraduate Certificate will provide a solid base of knowledge on UVs fundamentals, from which students will be able to start perfecting the technique with software such as ZBrush, TopoGun or Rizom. Likewise, the professionals who wish to specialize in this field will have at their disposal an expert teaching team who will give them the guidelines and keys to improve in UVs and 3D modeling design.

An excellent opportunity to progress in one of the technological industries that has advanced the most in the last decade. For this, the students will have a 100% online training, which provides flexibility in learning. They must have just an electronic device with internet access to start navigating the virtual platform and multimedia resources, complementary readings and simulations of real cases.

This **Postgraduate Certificate in UVS 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



Achieve greater realism in your artistic creations by mastering the UVs technique with this Program”

“

The VR Video Game field demands specialized professionals every day. Enroll in this Postgraduate Certificate”

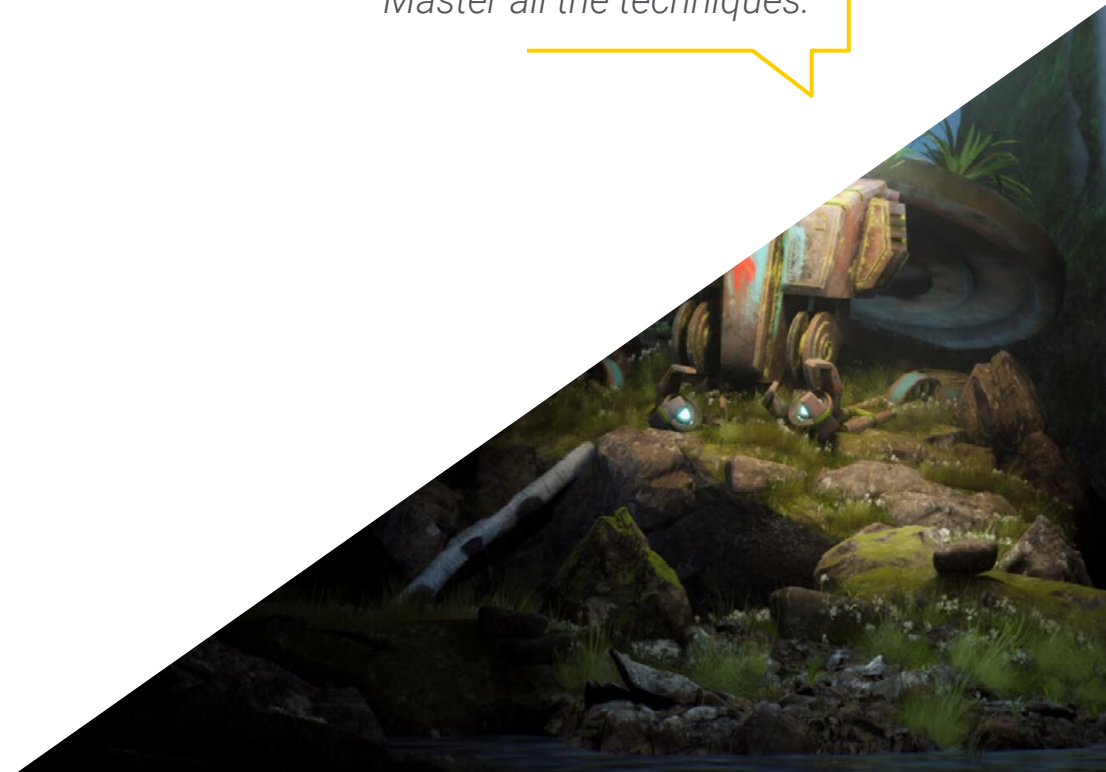
The program's teaching staff includes professionals from the sector who contribute their work experience to this educational program, as well as renowned specialists from leading societies and prestigious universities.

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 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, students will be assisted by an innovative interactive video system developed by renowned experts.

Your 3D artistic creations will have an optimal result thanks to the learning that this Postgraduate Certificate brings you.

The VR Video Game industry is eagerly awaiting your 3D modeling. Master all the techniques.



02 Objectives

In this Postgraduate Certificate, the professionals who are looking for a specialization of their creative and modeling technique will be able to master all the tools that allow the creation of UVs, among them, the leading program Zbrush. They will also be able to make the most of the UV space and master in different programs, some like Rizom, which only a few graphic designers master to perfection. The students will be guided in this program by a teaching team specialized in the field of VR Video Games.



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*You are closer to achieve your goal.
Polish your 3D creations and get quality
results with this Postgraduate Certificate”*



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 the student's Pipeline of the learner





Specific Objectives

- ◆ Master the UV tools available in ZBrush
- ◆ Learn where to cut a modeling
- ◆ Get the best out of the UV space
- ◆ Master the UV specialized tool, Rizom

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The multimedia resources and the Relearning system will help you in your learning with this Postgraduate Certificate in UVS in Art for Virtual Reality”

03

Course Management

TECH Technological University offers students an elite education within everyone's reach. In its programs it carefully selects the teaching staff to offer quality content and a pleasant experience throughout the Postgraduate Certificate. For this Postgraduate Certificate, a team of professors specialized in the field of artistic design and creation of Virtual Reality Video Games has been formed in order to provide the professional with up-to-date knowledge.





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The specialized teaching team will pour into this teaching all their knowledge and experience to make you grow professionally in the VR Video Game industry”

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
- ◆ 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

Professors

Mr. Márquez Maceiras, Mario

- ◆ Audiovisual Operator PTM Pictures That Moves
- ◆ Gaming tech support agent at 5CA
- ◆ 3D and VR environment creator and designer at Inmoreality
- ◆ Art Designer at Seamantis Games
- ◆ Founder of Evolve Games
- ◆ Graduated in Graphic Design at the School of Art of Granada
- ◆ Graduated in Video Games and Interactive Content Design at the School of Art of Granada
- ◆ Master's Degree in Game Design by U-Tad University of Madrid



04

Structure and Content

The syllabus of this Postgraduate Certificate will delve, from the start, into the advanced fundamentals of UVs. Students will learn the main tools used in the software used by the major studios, designers and creators of Virtual Reality video games. Likewise, the professionals who attend this program will be immersed in the creation of an excellent mapping. The teaching team has prepared for this purpose, a wide range of interactive resources and real-case studies, which together with the Relearning system, will help to improve this 3D modeling technique.



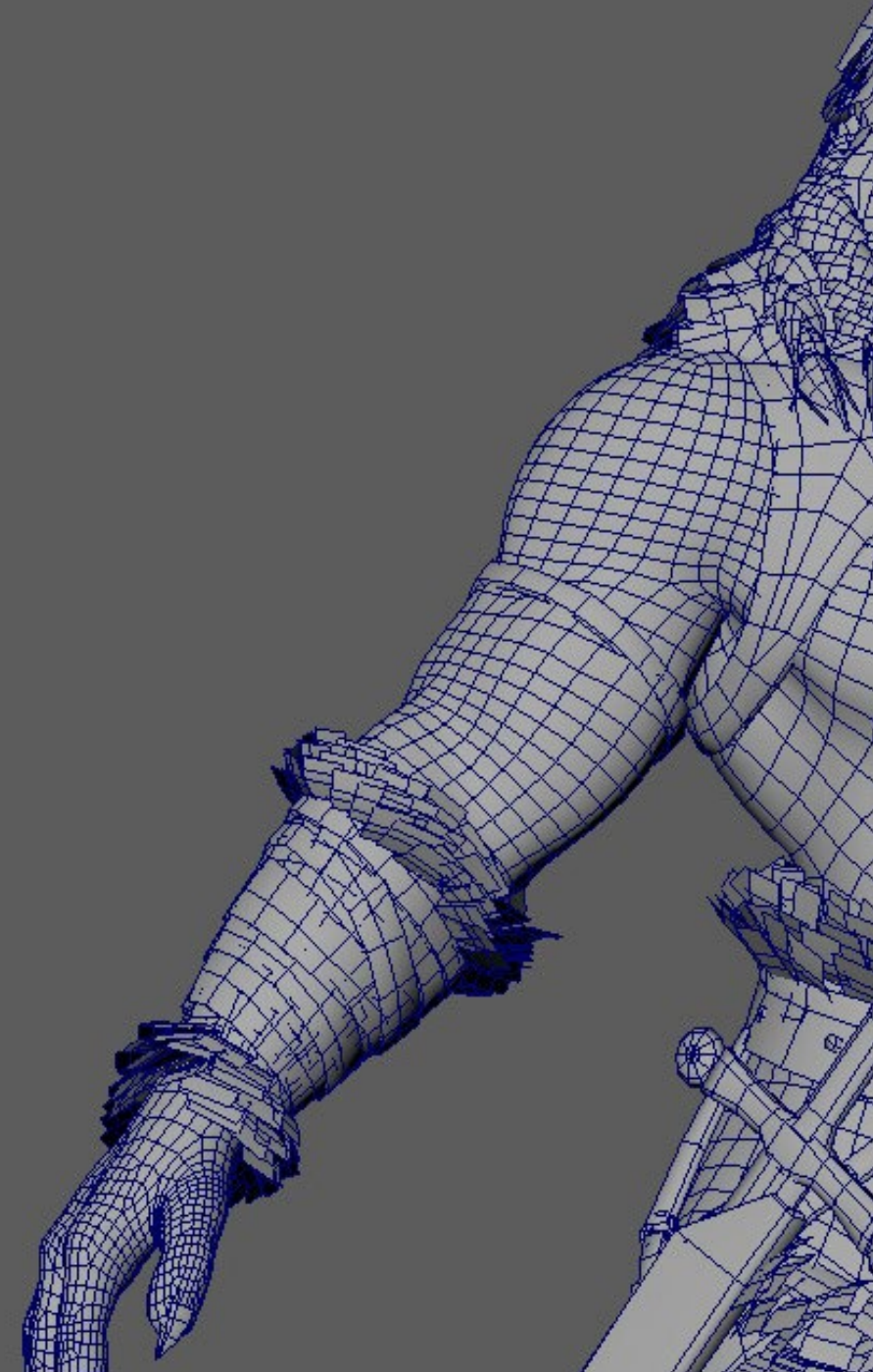


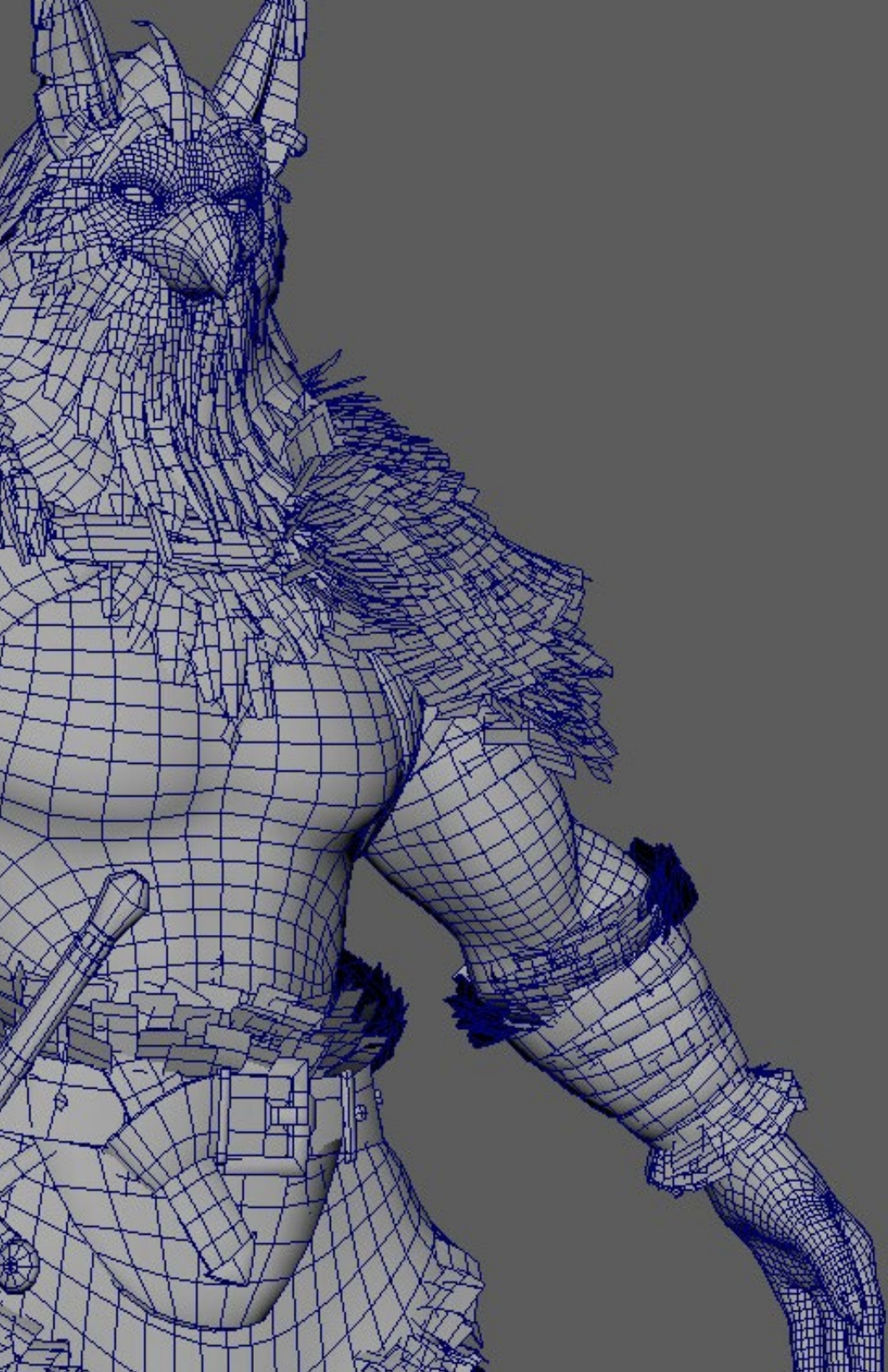
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*A 100% online program designed
so that you can access it wherever
and whenever you wish”*

Module 1. UVs

- 1.1. Advanced UVs
 - 1.1.1. Warnings
 - 1.1.2. Cuts
 - 1.1.3. Texture Density
- 1.2. Creating UVs in ZBrush UV Master
 - 1.2.1. Controls
 - 1.2.2. Unwrap
 - 1.2.3. Unusual Topology
- 1.3. UVMaster: Painting
 - 1.3.1. Control Painting
 - 1.3.2. Creating Seams
 - 1.3.3. Checkseams
- 1.4. UVMaster: Packing
 - 1.4.1. UV Packing
 - 1.4.2. Creating Islands
 - 1.4.3. Flatten
- 1.5. UVMaster: Clones
 - 1.5.1. Working With Clones
 - 1.5.2. Polygroups
 - 1.5.3. Painting Control
- 1.6. Rizom UV
 - 1.6.1. Rizom Script
 - 1.6.2. The Interface
 - 1.6.3. Importing With or Without UVS
- 1.7. Seams and Cuts
 - 1.7.1. Keyboard Shortcuts
 - 1.7.2. 3D Panel
 - 1.7.3. UV Panel





- 1.8. UV Unwrap and Layout Panel
 - 1.8.1. Unfold
 - 1.8.2. Optimize
 - 1.8.3. Layout and Packing
- 1.9. UV: More Tools
 - 1.9.1. Align, Straighten, Flip, and Fit
 - 1.9.2. Topo Copy and Stack1
 - 1.9.3. Edge Loop Parameters
- 1.10. Advanced UV Rizom
 - 1.10.1. Auto Seams
 - 1.10.2. UVs Channels
 - 1.10.3. Texel Density



Learn the keys to obtain a high-quality 3D mapping in your modeling for 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.





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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.

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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 program in UVS 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.



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

This **Postgraduate Certificate in UVS 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 UVS in Art for Virtual Reality**

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.

future

health confidence people

education information tutors

guarantee accreditation teaching

institutions technology learning

community commitment

tech technological
university

personalized service innovation

knowledge present

online training

development language

virtual classroom

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