

Postgraduate Certificate ZBrush in Art for Virtual Reality





Postgraduate Certificate ZBrush 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.techtute.com/us/videogames/postgraduate-certificate/zbrush-art-virtual-reality

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01

Introduction

Gamers are asking the main companies in the Virtual Reality Video Game industry for more realism in their titles. In response to this demand, these companies must include qualified professionals who perfectly master the main software on the market, in their teams of graphic creators. ZBrush is one of the programs that enables the professionals to create top-level modeling in the industry. The 100% online teaching methodology, the variety of audiovisual resources and the case studies will help students to acquire the skills that will open doors in the field of VR Video Games.





“

Learn to sculpt and paint your artistic creations with ZBrush, thanks to this program”

The Postgraduate Certificate in ZBrush in Art for Virtual Reality is aimed at the Graphic Design professional who wants to take his 3D modeling in Video Games to another level. The main studios have creators who handle the main modeling programs. That is why this program is aimed at professionals who are looking for specialization and improvement of their knowledge.

This program focuses on one of the most intuitive and important programs in 3D modeling. It will explain in detail its tools to perform sculpting: 3D Polymesh, Subtools, or Gizmo. Students will also be introduced to the the creation of simple objects to conclude with more complex modeling using Booleans. Brushing, one of the strong points of this program, will have its own space in this teaching.

This is an excellent opportunity for professionals seeking to combine their working career with an education with up-to-date content, thanks to the 100% online modality. Students also have at their disposal a wide range of multimedia resources and case studies that will facilitate the acquisition of knowledge and a specialization that will set them apart from the competition.

This **Postgraduate Certificate in ZBrush 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



Become part of a studio and perfectly manage the best software to sculpt your 3D creations aimed at the VR Video Game field"

“

Achieve with this Postgraduate Certificate a level of detail in your 3D modeling that exceeds that of Video Games like Batman: Arkham Asylum”

The program's teaching staff includes professionals in the sector who contribute their work experience to this training 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.

The design of this program focuses on Problem-Based Learning, by means of which professionals must try to solve the different professional practice situations that arise during the academic year. This will be done with the help of an innovative system of interactive videos made by renowned experts.

The creative freedom that ZBrush allows you with its brushes is unsurpassed. Exploit its potential in this program.

With this software, you will be able to achieve unimaginable realism in your characters and scenarios with ZBrush.



02 Objectives

The syllabus of this program has as objective to update the knowledge of professionals in order to create an excellent sculpting. For this purpose, students will learn to transform a Low-Poly to High-Poly modeling, to create any type of mesh and master the IMM and Curve brushes. The expert teaching staff in the field of Graphic Design and Video Game creation based on Virtual Reality will give you the guidelines and keys to conclude this teaching with the guarantee of mastering the standard program of the video games.





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Become the Artistic Design professional who will create the most powerful and realistic characters for the Video Game industry in VR”



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

- ◆ Be able to create any kind of meshes to start modeling
- ◆ Be able to create any type of mask
- ◆ Master IMM and Curve brushes
- ◆ Transform a Low-Poly model into High-Poly one
- ◆ Create high-quality organic modeling

“

The case studies shown in this program will be of great use to you throughout this Postgraduate Certificate”

03

Course Management

TECH Technological University carefully selects the teaching team in order to offer students a quality education for all. With this philosophy, TECH has incorporated into this program a team of professionals specialized in the field of Graphic Design and Video Game creation, whose experience will provide a vision that fits the latest developments in a sector in continuous technological transformation.





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In this Postgraduate Certificate, a specialized and experienced teaching team in the field of Graphic Design will help you to launch your 3D creations in one of the most demanded sectors nowadays”

Management



Mr. 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
- ◆ Master's Degree in Sculpture and Digital Modeling by the Voxel School of Madrid
- ◆ Master's Degree in Art and Design for Video Games by U-Tad University of Madrid

Professors

Mr. Morro, Pablo

- ◆ 3D Artist specialized in modeling, VFX, and textures
- ◆ 3D Artist at Mind Trips
- ◆ Graduated in Video Game Creation and Design at Jaume I University



CITIZEN

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04

Structure and Content

The syllabus of this Postgraduate Certificate has been prepared by a faculty that has a rigorous knowledge of the industry-standard who, in a rigorous way, knows perfectly the standard program of the VR Video Game industry. The syllabus is addressed for the Graphic Design professionals who are looking for perfection and quality in their artistic creations. For this reason, it delves into each of the tools offered by this software to handle the sculpting and painting of the characters, as well as scenarios that will make up the 3D Video Game project The Relearning system and the interactive content used by TECH Technological University will favor the learning and specialization of the students.





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A Postgraduate Certificate for those who are perfectionists of the realism of the characters and scenarios of Virtual Reality video games”

Module 1. ZBrush

- 1.1. ZBrush
 - 1.1.1. Polymesh
 - 1.1.2. Subtools
 - 1.1.3. Gizmo 3D
- 1.2. Creating Meshes
 - 1.2.1. Quick Mesh and Primitives
 - 1.2.2. Mesh Extract
 - 1.2.3. Booleans
- 1.3. Sculpting
 - 1.3.1. Symmetry
 - 1.3.2. Main Brushes
 - 1.3.3. Dynamesh
- 1.4. Masks
 - 1.4.1. Brushes and the Mask Menu
 - 1.4.2. Brush Masks
 - 1.1.3. Polygroups
- 1.5. Organic Prop K's Sculpting
 - 1.5.1. Sculpting Low Poly
 - 1.5.2. Low-Poly Sculpting Evolution
 - 1.5.3. Low Poly Sculpting Final Assessment
- 1.6. IMM Brushes
 - 1.6.1. Controls
 - 1.6.2. Inserting Multi Mesh
 - 1.6.3. Creating IMM Brushes
- 1.7. Curve Brushes
 - 1.7.1. Controls
 - 1.7.2. Creating Curve Brushes
 - 1.7.3. IMM Curve Brushes





- 1.8. High Poly
 - 1.8.1. Subdivisions and Dynamic Subdivisions
 - 1.8.2. HD-Geometry
 - 1.8.3. Projecting Noise
- 1.9. Other Types of Mesh
 - 1.9.1. MicroMesh
 - 1.9.2. NanoMesh
 - 1.9.3. ArrayMesh
- 1.10. High Poly Organic PropSculpting
 - 1.10.1. Prop Sculpting
 - 1.10.2. Prop Sculpting Evolution
 - 1.10.3. Prop Sculpting Final Assessment



Acquire the control and the essential handling of an indispensable program in the main Virtual Reality-Video Game studios”

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.



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 ZBrush 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 ZBrush 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 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 ZBrush in Art for Virtual Reality**

Official N° of Hours: **150 h.**



*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.

future
health confidence people
education information tutors
guarantee accreditation teaching
institutions technology learning
community commitment
personalized service innovation
knowledge present
development language
virtual classroom



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