Postgraduate Diploma
Art for Virtual Reality with Blender, ZBrush, and UVS

tech global university

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Postgraduate Diploma
Art for Virtual Reality with Blender, ZBrush, and UVS

» Modality: **online**
» Duration: **6 months**
» Certificate: **TECH Global University**
» Credits: **18 ECTS**
» Schedule: **at your own pace**
» Exams: **online**

Website: **www.techtitute.com/us/videogames-design/postgraduate-diploma/postgraduate-diploma-art-virtual-reality-blender-zbrush-uvs**

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01
Introduction

Taking the modeling of Virtual Reality Video Games to the next level is a challenge for Graphic Designers in the gaming industry. To achieve this, it is essential to have the skills and abilities in the design and sculpting software for the Video Game field. In this program, the professional will be able to specialize in the most demanded design software with the aim of accessing the most cutting-edge studies. Through an online learning methodology based on practical and quality content taught by experts in the sector, the Video Game professionals will achieve advanced skills in Blender, Zbrush and UVs.

Specialize and excel with this Postgraduate Diploma in the field of Artistic Design of Virtual Reality Video Games"

This Postgraduate Diploma in Art for Virtual Reality with Blender, ZBrush, and UVS will allow the video game professionals to master the essential design software for the creation of Virtual Reality projects in this field. However, it is essential to know the ins and outs of each one. That is why this program delves into the basics of retopology and UV mapping to obtain excellent results in VR Video Games.

The extensive experience of the teaching professionals who are part of this program will provide the most useful tools to perform the most successful modeling and reveal the tricks that will allow the professionals to solve any issue and guide them through their learning process.

A program that offers a specialization with content that only experts in the sector can master, to the point of knowing how to extract every detail to apply it in an industry that demands more and more qualified professionals. The digital multimedia content, complemented by readings and video summaries, make up a program designed and developed to make video game professionals grow.

An excellent opportunity to achieve a specialization in a booming industry and with the advantage of studying with a 100% online flexible methodology that allows you to expand your knowledge whenever and wherever you wish.

This **Postgraduate Diploma in Art for Virtual Reality with Blender, ZBrush, and UVS** 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 video game creation and design through Virtual Reality technology
- 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

Reaching your goals in the artistic field of VR Video Games requires preparation.Specialize with this Postgraduate Diploma"

"Empower all your creative abilities with the VR Video Game modeling programs thanks to this Postgraduate Diploma"

Renew your knowledge with an innovative methodology and stand out from your competition.

Launch your artistic project in VR Video Game and compete with the best in the industry.

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

02
Objectives

In this program, the Video Game professionals will be able to skillfully use the main tools used for the creation of quality organic modeling in the Virtual Reality field. With a practical approach, this program will help you to understand the central concepts in the design and creation of Video Games with a Relearning methodology with which the learning will be firmly advanced.

"

The Relearning methodology will allow you to easily retain the key knowledge to progress in your career"

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

Your advanced knowledge will allow you to surpass the rest of the competitors in the career of Virtual Reality Graphic Design for Video Games. Enroll and move on to the next phase"

Specific Objectives

Module 1. ZBrush
- 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

Module 2. Retopology
- Master ZBrush retopology
- Learn when to use ZRemesher, Decimation Master, and ZModeler
- Be able to do the retopology of any modeling
- Master the specialized professional tool Topogun
- Train the professional in the creation of complex retopos

Module 3. UVs
- 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

03

Course Management

This program includes a body of professional teachers in the field of design and gamification carefully selected by TECH Global University In order to ensure quality education for all, this Postgraduate Diploma offers a syllabus prepared by the best specialists in the field, who will accompany students in their goal of becoming leaders in the field of artistic design of Video Games.

"
Only specialists in the field will be able to bring out the creative talent within you. Boost your potential in this Postgraduate Diploma for Art for Virtual Reality with Blender, ZBrush, and UVS"

Management
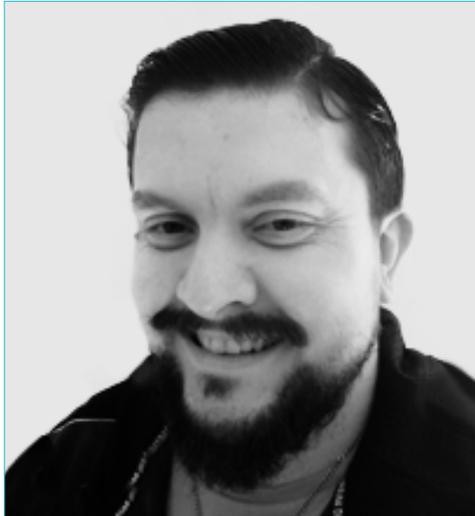
Mr. Menéndez Menéndez, Antonio Iván

- 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
- 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. 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

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
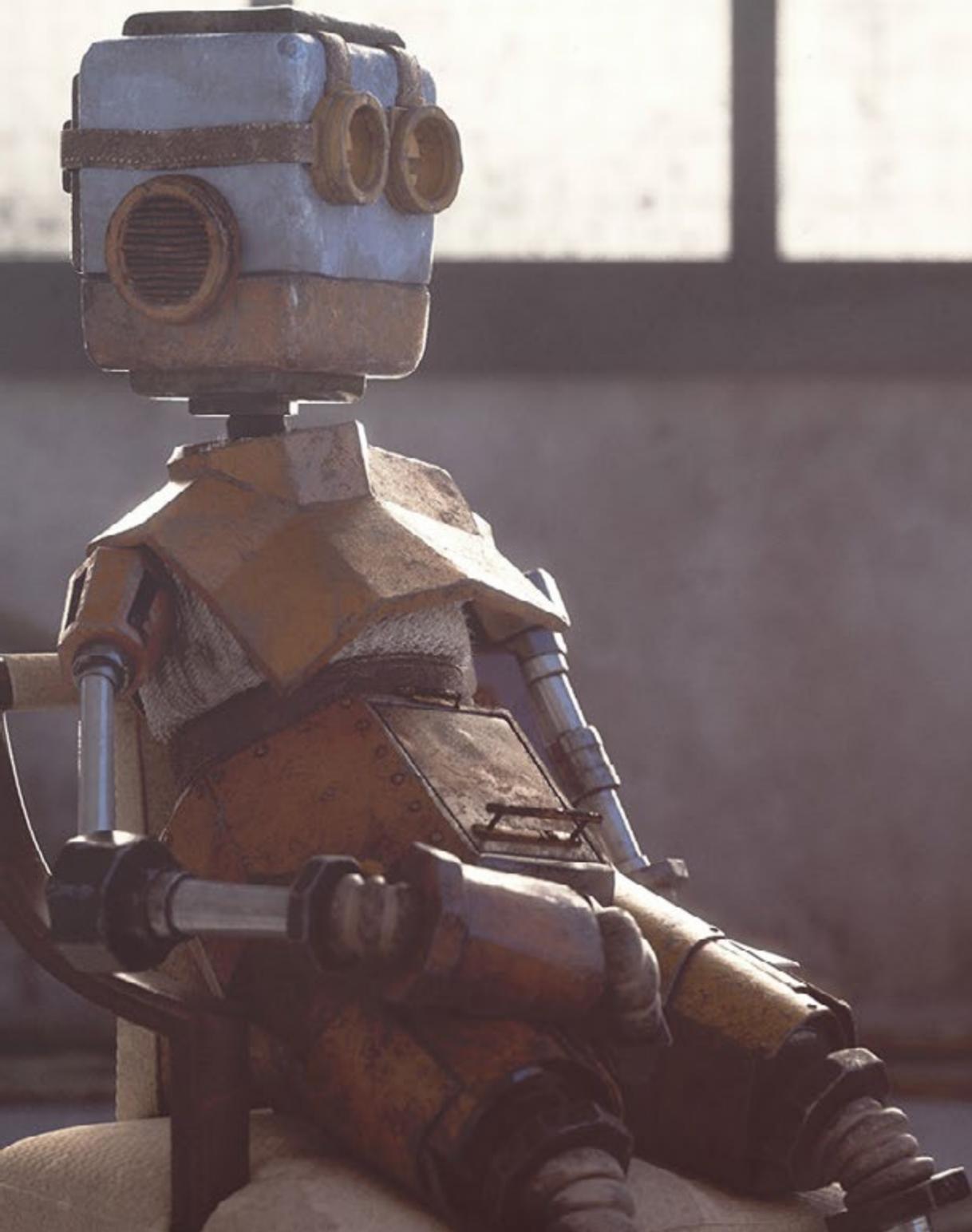
Structure and Content

The syllabus of this Postgraduate Diploma is divided into three modules that enable the Video Game professionals to acquire the skills and abilities in the mastery of fundamental elements to develop graphic designs with Virtual Reality in the Video Game sector. Students can count on the platform offered by TECH Global University with extensive digital resources, complemented with readings and video summaries system that facilitate the study.

"
Make the most of the multiple resources that you will access in this Postgraduate Diploma for the Artistic Design of VR Video Games"

Module 1. ZBrush

Module 2. Retopology

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 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.

The student will learn to solve complex situations in real business environments through collaborative activities and real cases.

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:
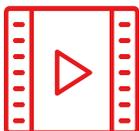
Study Material

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%
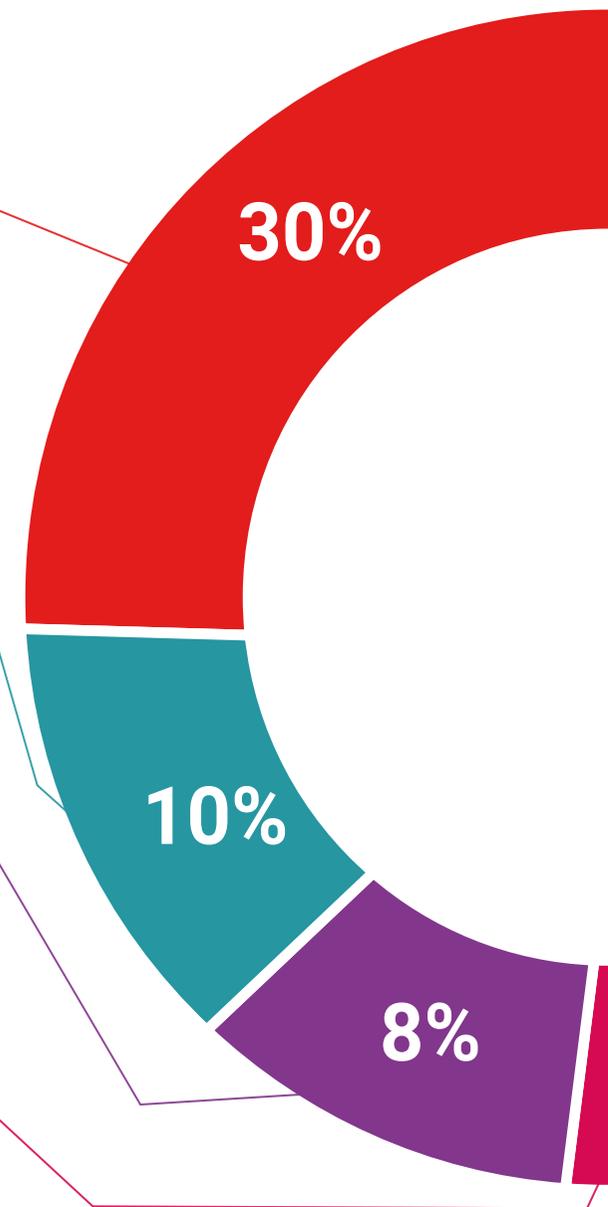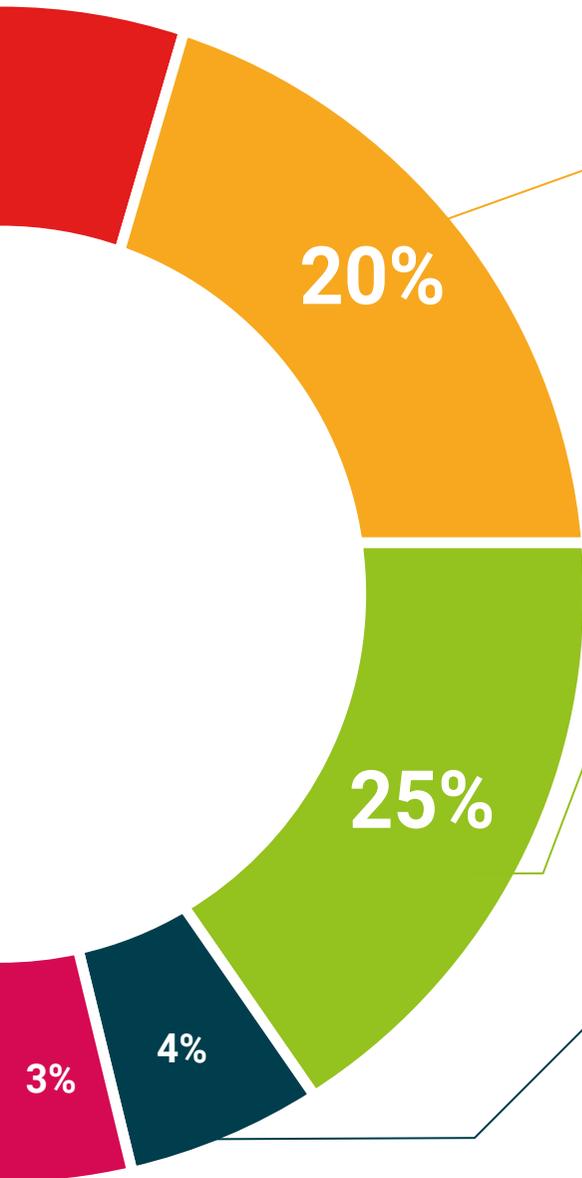
Case Studies

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 Diploma in Art for Virtual Reality with Blender, ZBrush, and UVS guarantees students, in addition to the most rigorous and up-to-date education, access to a Postgraduate Diploma 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 Diploma in Art for Virtual Reality with Blender, ZBrush, and UVS** 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 Diploma in Art for Virtual Reality with Blender, ZBrush, and UVS**

Modality: **online**

Duration: **6 months**

Accreditation: **18 ECTS**
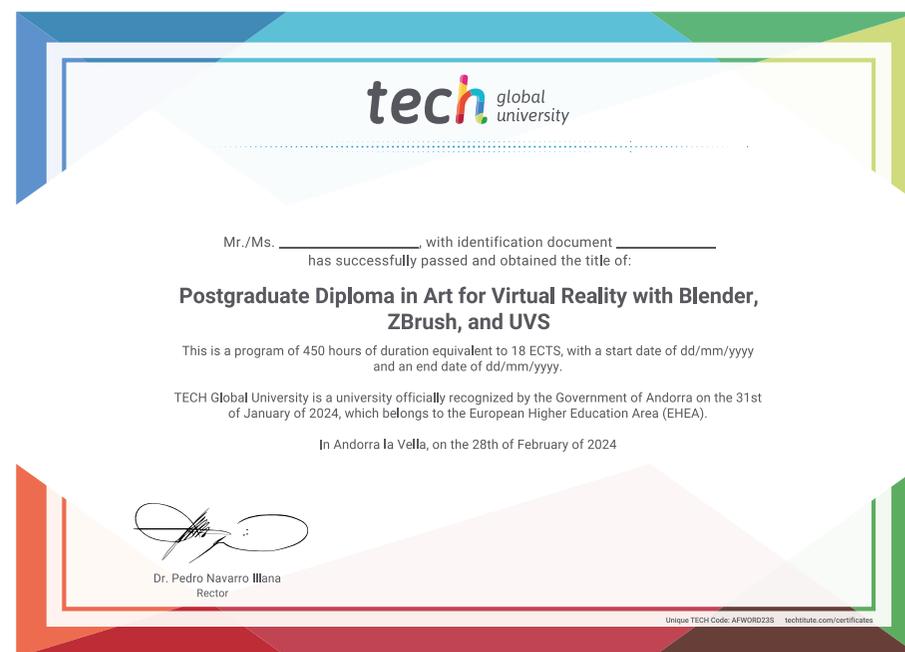
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tech global university

Mr./Ms. _____, with identification document _____
has successfully passed and obtained the title of:

Postgraduate Diploma in Art for Virtual Reality with Blender, ZBrush, and UVS

This is a program of 450 hours of duration equivalent to 18 ECTS, with a start date of dd/mm/yyyy and an end date of dd/mm/yyyy.

TECH Global University is a university officially recognized by the Government of Andorra on the 31st of January of 2024, which belongs to the European Higher Education Area (EHEA).

In Andorra la Vella, on the 28th of February of 2024

Dr. Pedro Navarro Illana
Rector

Unique TECH Code: AFWORD23S   techtitute.com/certificates

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*Apostille Convention. In the event that the student wishes to have their paper diploma issued with an apostille, TECH Global University will make the necessary arrangements to obtain it, at an additional cost.

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