



Issued by University of Basilicata
SINCE

TAGS: Autodesk 3ds Max, 3D modeling, Light painting, Texture mapping, Rendering, Computer animation, Computer graphics, Mesh generation, Computer generation

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3D Computer Graphics with Autodesk 3ds Max

The holder of this badge has attended the course "3D Computer Graphics with Autodesk 3ds Max" organized by the University Basilicata as part of the "Competenze trasversali in Unibas" Project.

The course is designed to equip students with the skills needed to create professional 3D models applicable in various contexts, with a particular focus on developing 3D assets for video games and enhancing and digitizing cultural heritage (in both artistic and technical fields). It is open to students, recent graduates, professionals, and enthusiasts, requiring no prior preparation.

Through this course, students will learn modeling, texturing, lighting, rendering, and animation techniques, with a hands-on approach that prepares them to work in the media and entertainment industry.

The project areas will include:

- Creating a complete 3D asset optimized for video games
- Digitizing cultural heritage

The course, lasting 104 hours, will cover the following topics accompanied by practical lab sessions:

- Introduction to 3D Computer Graphics and 3ds Max
- 3D Modeling
- Photogrammetry and Retopology
- Lighting, Materials, and Texturing
- Rendering and Portfolio Development
- Animation and Dynamics
- Post-Production

The primary objective of the course is for each student to acquire skills in the field of 3D Computer Graphics, to develop a personal, visually appealing portfolio that effectively showcases their skills in a comprehensive and professional manner. This portfolio can then be presented to potential employers or used to enter the freelance market. During the course, each student will be assigned a practical project to develop during the lab sessions, resulting in a product to be included in their portfolio.



Skills

The owner of this Badge has demonstrated the following skills:

- The ability to design and create 3D models optimized for video games and the digitalization of cultural heritage.
- Proficiency in using advanced tools to model complex objects.
- The ability to create and apply realistic textures and customized materials.
- Expertise in managing lights and environments to achieve professional visual results.
- The capability to create 3D models from photographic data or point clouds, with mesh optimization.
- Skills in refining projects through compositing and visual effects.
- The ability to develop a personal portfolio showcasing acquired skills to potential employers or freelance clients.

The owner of this badge proved to have matured the following soft skills:

- Ability to design and develop artistic and technical solutions for 3D projects.
- Problem-solving skills to address technical challenges and optimize workflows in 3D model creation.
- Teamwork skills to develop complex projects during laboratory sessions.
- Ability to clearly and effectively represent ideas through graphic elements and visual presentations.
- Organizational skills to manage activities, meet deadlines, and complete projects within the set timeframe.
- Ability to learn and utilize diverse tools and technologies to meet specific project requirements.
- Development of independent skills for creating a personal portfolio and managing freelance projects.

The owner of this badge proved to have gained the following knowledge:

- Understanding of 3D graphics, terminology, and creative applications.
- Mastery of the main features of the software for creating 3D content.
- Ability to create complex 3D models using both basic and advanced techniques.
- Creation and optimization of 3D models from photographic data or point clouds.
- Development of lit environments and realistic materials for rendering.
- Animation of objects and characters with advanced physical simulations.
- Production of high-quality images using rendering techniques and visual enhancement.
- Creation of a professional portfolio to showcase 3D projects.

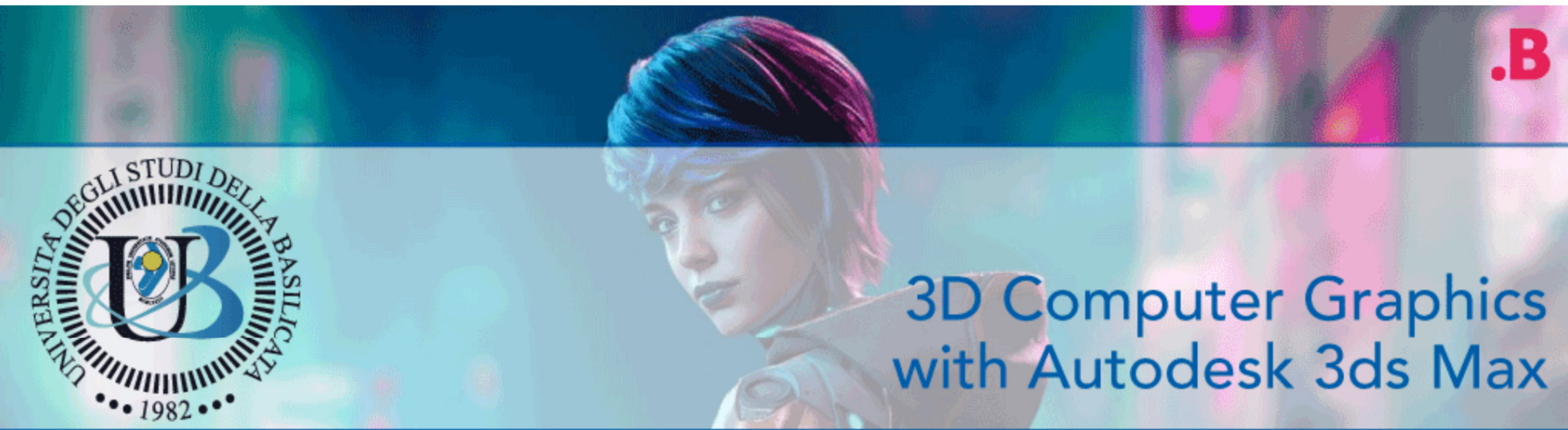
Criteria

The Badge is awarded upon completion of the course "3D Computer Graphics with Autodesk 3ds Max."

At the end of the course, participants will take a final exam in the form of a multiple-choice questionnaire to assess the level of skills acquired.

Passing the final exam, along with attendance (which must be no less than 70% of the total course duration), are the criteria for evaluating learning outcomes and awarding the badge.

The total duration of the course is 104 hours.



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The University of Basilicata is the leading University of the Basilicata region, in the Southern part of Italy. Since 2012, according to the new University statute and rules of procedure, ex D.R. n. 88/2012, the University of Basilicata is organized through six primary structures (precisely four departments and two schools) in which the functions and the personnel of the pre-existing twelve departments and eight faculties have been re-addressed. Degree programs range from the Humanities, to architecture, archeology, education, economics and management, as well as to the STEM disciplines (hard sciences, agriculture, engineering, computer sciences). Such degree programs are effectively connected to the research, training and third mission activities developed by the primary structures. University of Basilicata counts about 7000 students, and is based in the cities of Potenza and Matera.



Badge Numbers



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