Postgraduate Certificate
2D Character Building

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2D Character Building

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

Website: **www.techtitute.com/us/design/postgraduate-certificate/2d-character-building**

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01
Introduction

The construction of 2D characters is not a trivial task, as it must take into account anatomy parameters, complex shapes, poses, lines of action and all kinds of details that the designer must master in order to stand out in the industry. The keys and best methods to perfect the creation of characters are often scattered or inaccessible to the designer, so this program aims to bring together the most complete and comprehensive agenda in this regard. A teaching team made up of professional designers has written both theoretical and practical material of high quality, covering *cartoon* style as well as hair, face and limbs design in depth. In addition, its 100% online format makes it possible to combine the degree with any type of professional or personal commitments.

"

Perfect your Character Building method with the most comprehensive course on the subject"

For a designer to improve the quality of their characters, they must know the main methods of construction and articulation of all the limbs of the body, as well as the simple and complex geometric shapes that generally make up 2D designs.

This Postgraduate Certificate includes, in an extensive and detailed way, all the advanced knowledge that the designer needs to take their skills in 2D Character Building to the limit. A multitude of audiovisual materials, interactive summaries and complementary readings make learning an enjoyable, enriching and valuable task in the professional career of any designer.

In addition, the elimination of face-to-face classes and fixed schedules make this Postgraduate Certificate a preferable option for the majority of designers with work or personal commitments. The program allows total flexibility, as the contents are available to download from any device with an internet connection, and can be studied at your convenience.

This **Postgraduate Certificate in 2D Character Building** contains the most complete and up-to-date educational program on the market. The most important features include:

- Practical cases presented by experts in the creation of all kinds of 2D animated characters
- The graphic, schematic, and eminently 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 for experts and individual reflection work
- Content that is accessible from any fixed or portable device with an Internet connection

Incorporate into your work the most effective methods for designing heads, hair and limbs for all types of characters, whether realistic or cartoon"

" *You will focus your career path towards the best design studios, with departments specialized in 2D Character Building"*

You will have full access to a virtual classroom available 24 hours a day, with a multitude of high quality multimedia resources.

Choose how to distribute your entire teaching load, adapting it to your own responsibilities and not the other way around.

The program's teaching staff includes professionals from 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 training programmed to train in real situations.

The design of this Program focuses on Problem-Based Learning, by means of which the professional will have to try to solve the different situations of Professional Practice, which will be posed throughout the Program. For this purpose, the student will be assisted by an innovative interactive video system created by renowned and experienced experts.

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Objectives

Building 2D characters is a broad and extensive task that, in medium and large projects, may involve the coordination of several designers. This program offers a useful insight for any design professional, as it provides a global vision of how to take on the task of building 2D characters, going over the poses and articulations step-by-step, even in the distinctive *cartoon* style.

"You will be able to incorporate the methods you acquire in this Postgraduate Certificate into your daily work even before you finish the course"

General Objectives

- Encourage the necessary documentation and reference taking needed to do the job correctly
- Know how to structure, create and build characters

You will have a clear advantage to lead 2D Character Building projects thanks to this Postgraduate Certificate"

Specific Objectives

- Create characters from the first sketch to the final composition
- Apply all the anatomical shapes that exist with different geometric shapes and combinations
- Work action lines and axis with their positions
- Learn how to create all parts of a character

Course Management

The teachers selected for the creation of this Postgraduate Certificate have vast experience in all kinds of projects in 2 dimensions. This means that the didactic material, prepared entirely by these professionals, contains both the most advanced theory and the most common and effective methodological practice in the audiovisual industry. Thus, this a comprehensive program focused on the professional improvement of the student.

You will have the full support of a teaching team 100% committed to your professional development towards the best 2D character design"

Management

Mr. Quilez Jordán, Francisco Manuel

- Background designer and assistant on the Goya award winning short film "Pollo".
- Background designer, storyboarder, animator and assistant on projects such as "A Midsummer Night's Dream", "The Spirit of the Forest", "Wrinkles" and "Phineas and Ferb"
- Intercalator and designer at 12 Pingüinos with projects such as "Las Tres Mellizas" or "Juanito Jones"

Professors

Mr. Rodríguez Tendero, Rodrigo

- Cartoon collaborations with the 12 Pingüinos Studio: Tirma, Chupachups, Parque Temático Warner, Kalise-Menorquina, Las tres mellizas, Pollo (short film winner of the Goya Award for best animated short film)
- Design and Illustration Projects in Merlin Games, Antivirus McAfee, Revista Club Megatrix, Amstel and Ikea, among many others

04
Structure and Content

In order to facilitate the student's studying as much as possible, TECH has incorporated the *re-learning* teaching methodology in the creation of all the contents in this program. This means that the student will gain a progressive understanding of 2D Character Building, improving their skills in a natural way and without having to invest numerous hours of study in acquiring the more specific skills.

Numerous in-depth videos, summaries, further reading and self-awareness exercises will give you a 360° view of 2D Character Building"

Module 1. Character Building

"The entire syllabus will be a great boost to your career even after you have completed your degree, as it will serve as high-quality reference material"

Methodology

This training program offers a different way of learning. Our methodology uses a cyclical learning approach: *Re-learning*.
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 Re-learning, 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"

At TECH we use the Case Method

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

At TECH, you will experience a way of learning that is shaking the foundations of traditional universities around the world"

We are the first online university to combine Harvard Business School case studies with a 100% online learning system based on repetition.

A learning method that is different and innovative

This intensive Design program at TECH Global University will prepare you to face all the challenges in this area, both nationally and internationally. We are committed to promoting your personal and professional growth, the best way to strive for success, that is why at TECH you will use Harvard *case studies*, with which we have a strategic agreement that allows us to provide our students with material from the best university the world.

Our program prepares you to face new challenges in uncertain environments and achieve success in your career"

The case method is the most widely used learning system by the best faculties in the world. 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 we face in the case method, an action-oriented learning method. Throughout the program, the studies will be presented with multiple real cases. They will have to combine all their knowledge and research, and argue and defend their ideas and decisions.

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

Re-learning Methodology

Our university is the first in the world to combine the Harvard University *case studies method* with a 100% online learning system based on repetition, combining 8 different didactic elements in each lesson.

We enhance Harvard *case studies* with the best 100% online teaching method: Re-learning.

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 Re-learning.

Our university is the only university 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. With this methodology we have 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, markets, and financial 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.

Re-learning 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 competencies and skills in each thematic 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%
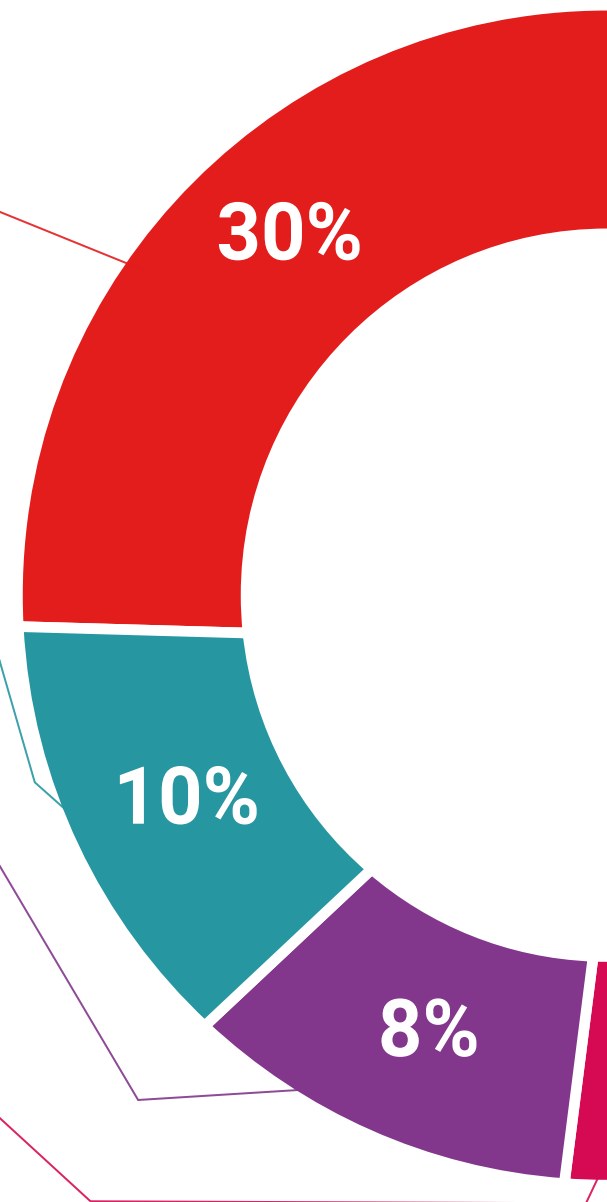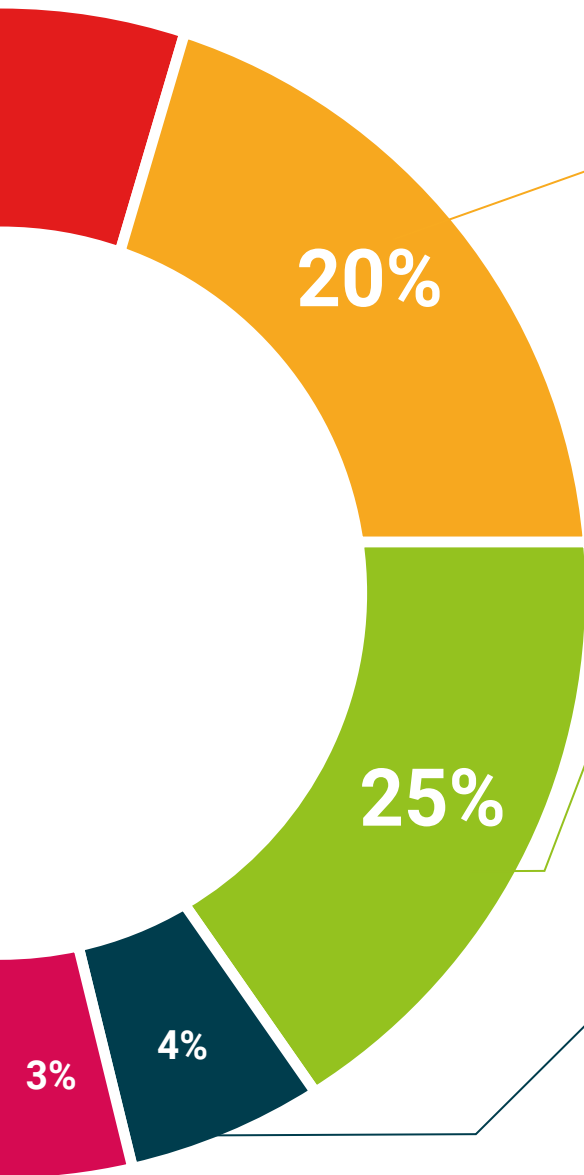
Case Studies

They will complete a selection of the best case studies in the field used at Harvard. Cases that are presented, analyzed, and supervised by the best senior management 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 multimedia content presentation training Exclusive system 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 your goals.

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Certificate

The Postgraduate Certificate in 2D Character Building guarantees, in addition to the most rigorous and up-to-date training, access to a Postgraduate Certificate issued by TECH Global University.

Successfully complete this training program and receive your university certificate without travel or laborious paperwork"

This program will allow you to obtain your **Postgraduate Certificate in 2D Character Building** 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 Certificate in 2D Character Building**

Modality: **online**

Duration: **6 weeks**

Accreditation: **6 ECTS**

tech global university

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

Postgraduate Certificate in 2D Character Building

This is a program of 180 hours of duration equivalent to 6 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

*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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