

Postgraduate Certificate

Design and Creation of 2D Horror Characters





Postgraduate Certificate Design and Creation of 2D Horror Characters

- » Modality: online
- » Duration: 6 weeks
- » Certificate: TECH Technological University
- » Dedication: 16h/week
- » Schedule: at your own pace
- » Exams: online

Website: www.techtitute.com/in/design/postgraduate-certificate/design-creation-2d-horror-characters

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01

Introduction

Horror is one of the most striking narrative resources, used in practically any kind of audiovisual format and, of course, in 2D products. Whether for a marketing campaign or for a video game, the designer must be perfectly familiar with creatures such as mummies, werewolves or vampires which are so characteristic that they are part of the international folklore. With this program, the student will be accessing content developed by expert designers, who have combined their extensive practical experience and the most current theory in the industry. A unique opportunity to perfect the design of horror characters with an exhaustive syllabus and in a completely online format, which allows you to combine it with other responsibilities, both personal and professional.





“

Delve into the anatomy of ghosts, zombies or death, improving their poses, design and construction process"

From classics like the Castlevania video game to the Scooby-Doo animated series, the horror genre has fueled numerous 2D projects throughout history. Even today, characters such as vampires, zombies or aliens are still used to create characters in a terrifying or even humorous way.

The professional designer must be prepared to accept commissions that involve the most recognizable figures of horror, such as werewolves or Frankenstein's own monster. The teaching team of this program has put together, over 10 extensive topics, a compendium of useful theoretical and practical knowledge to maximize the designer's skills in recreating these mythical characters.

This will allow the graduate to gain an advantage in leading 2D project design teams related to horror, as well as to improve their own work methodology to meet *demanding* deadlines more effectively. TECH has prioritized the flexibility and convenience of the student, offering all the contents 100% online, without fixed schedules or classes. Students can download the complete syllabus and study it from the comfort of their tablet or smartphone.

This **Postgraduate Certificate in Design and Creation of 2D Horror Characters** contains the most complete and up-to-date educational program on the market. The most important features of the program 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 the self-assessment process can be carried out to improve learning
- ◆ Its special emphasis on innovative methodologies
- ◆ Theoretical lessons, questions for experts and individual reflection work
- ◆ Access to content from any fixed or portable device with an Internet connection



Stand out for your expertise in representing multiple 2D horror figures, full of details and key features that you will learn thanks to this Postgraduate Certificate"

“

Have perfect knowledge of the most common poses, expressions and construction of the most popular horror beasts, including aliens, dimensional beings and swamp monsters”

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.

You will have access to a content library full of high quality audiovisual material, developed by the teachers themselves.

Choose where, when and how to take on the entire learning workload. At TECH, you make the important decisions.



02 Objectives

Since horror characters are some of the most recurrent when illustrating stories or audiovisual products of various kinds, the professional who masters this area will have much greater job prospects. This degree allows students to specialize in the Design and Creation of 2D Horror Characters, giving the designer the most important keys and guidelines to take into account in order to perfect their skills in this specific artistic field.





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You will meet your most ambitious work goals by creating creepy horror characters that demonstrate your quality and professional expertise”



General Objectives

- ◆ Encourage the necessary documentation and reference taking needed to do the job correctly
- ◆ Know how to structure, create and build characters
- ◆ Gain deeper knowledge in the development of model portfolios needed in the animation industry
- ◆ Analyze the development and creation of horror characters

“

Enroll today and don't miss the opportunity to add a distinctive touch to your CV by adding this Diploma to your competencies"





Specific Objectives

- ◆ Know the anatomy of horror characters and the keys to their correct representation
- ◆ Deepen knowledge in the creation and design of vampires, werewolves and mummies.
- ◆ Analyze classic horror figures such as Frankenstein's monster or Dr. Jekyll and Mr. Hyde
- ◆ Know the geometric shapes that define extraterrestrial or alien beings



03

Course Management

The teaching team in charge of preparing the content of this Postgraduate Certificate has been chosen by TECH, precisely because of their extensive professional experience. Throughout their careers, the teachers have had to create and illustrate numerous terrifying characters, so they are well versed in the subject matter, giving all the theory a necessary practical and contextual approach.





“

You will have completely personalized tutoring adapted to your needs, being able to directly talk to the teachers about all your doubts”

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. Sirgo González, Manuel

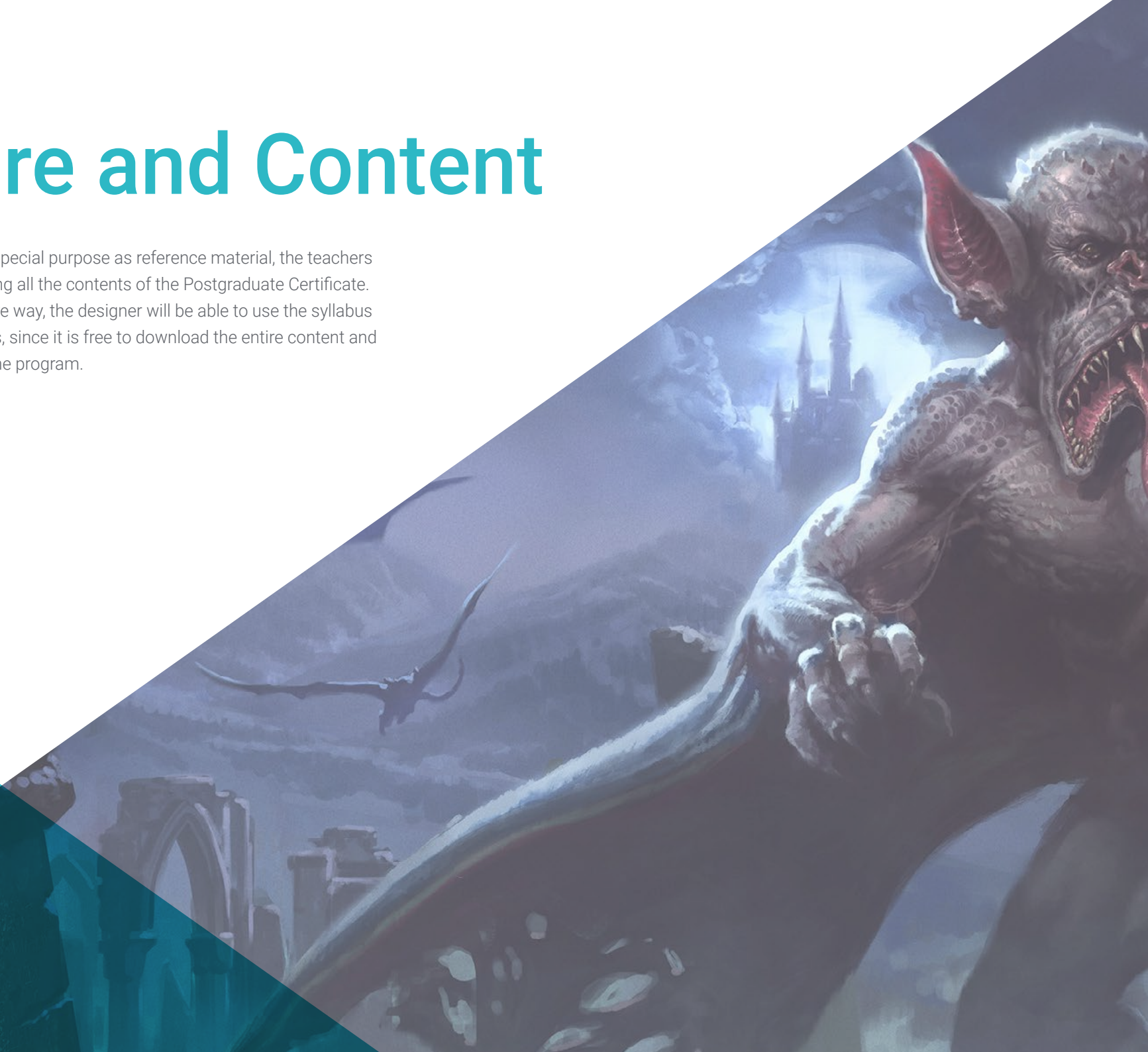
- ♦ Manager and director of the production company 12 Pingüinos SL.
- ♦ Manager and director of the production company Cazatalentos SL.
- ♦ Academic Member of the Academy of Motion Picture Arts and Sciences of Spain
- ♦ Professor at the Complutense University of Madrid, in the Faculty of Fine Arts, of the course Experimental Drawing and 2D Animation



04

Structure and Content

Since the Certificate also serves a special purpose as reference material, the teachers have taken special care in structuring all the contents of the Postgraduate Certificate. Written in a thorough and exhaustive way, the designer will be able to use the syllabus as a reference guide in future works, since it is free to download the entire content and they can do so at any time during the program.





“

Gain access to high-quality educational content with numerous detailed videos, practical examples and complementary readings on 2D horror characters”

Module 1. Horror Characters

- 1.1. Vampires
 - 1.1.1. Human Anatomy
 - 1.1.2. Design
 - 1.1.3. Poses and Expressions
- 1.2. Frankenstein's Monster
 - 1.2.1. Anatomy
 - 1.2.2. Construction
 - 1.2.3. Poses and Expressions
- 1.3. Werewolf
 - 1.3.1. Compared Anatomy
 - 1.3.2. Construction
 - 1.3.3. Poses and Expressions
- 1.4. Mummy
 - 1.4.1. Human Anatomy
 - 1.4.2. Design
 - 1.4.3. Poses and Expressions
- 1.5. Swamp Monster
 - 1.5.1. Anatomy
 - 1.5.2. Construction
 - 1.5.3. Poses and Expressions
- 1.6. Ghosts
 - 1.6.1. Examples:
 - 1.6.2. Construction
 - 1.6.3. Poses and Expressions
- 1.7. Zombies
 - 1.7.1. Human Anatomy
 - 1.7.2. Animal Zombies
 - 1.7.3. Construction and Pose



- 1.8. Dr. Jekyll and Mr. Hyde
 - 1.8.1. Human Anatomy
 - 1.8.2. Construction
 - 1.8.3. Poses and Expressions
- 1.9. Death
 - 1.9.1. Anatomy
 - 1.9.2. Construction
 - 1.9.3. Poses and Expressions
- 1.10. Aliens and Beings from Other Dimensions
 - 1.10.1. Geometric Shapes
 - 1.10.2. Design
 - 1.10.3. Poses and Expressions

“

Deepen your knowledge in those subjects that interest you the most and benefit from a progressive and natural teaching, based on the pedagogical methodology of Re-learning”

05 Methodology

This academic program offers students 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 Technological 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.



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.





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.



06

Certificate

The Postgraduate Certificate in Design and Creation of 2D Horror Characters guarantees, in addition to the most rigorous and up-to-date training, access to a Postgraduate Certificate issued by TECH Technological University.



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

This **Postgraduate Certificate in Design and Creation of 2D Horror Characters** 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** 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 job markets, competitive examinations and professional career evaluation committees.

Title: **Postgraduate Certificate in Design and Creation of 2D Horror Characters**

Official N° of Hours: **150 hours**



*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
personalized service innovation
knowledge present
development lang
classroom



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