Postgraduate Certificate

Design and Creation of Objects and Plants as 2D Characters

tech technological university

Postgraduate Certificate
Design and Creation of Objects and Plants as 2D 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-objects-plants-2d-characters**

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01
Introduction

The use of objects and plants as characters is one of the great classics of the audiovisual industry. From the entire cast of talking furniture from Beauty and the Beast, to different plants that star in the video game Plants vs. Zombies, creating characters from inanimate objects is a challenge for the designer. For this reason, a team of highly qualified professionals has developed all the content of this program, focused on the designer to maximize their ability to transform any kind of object into a character rich in details and charisma. This will boost their skills and, therefore, their professional career, and they will also benefit from an entirely online format in which they will not have to attend classes in person or follow pre-set schedules.

A-047

"*Master the art of transforming objects, appliances, trees, bushes, vehicles and even fruits into all kinds of characters, with their own unique characteristics*"

Pixar and Disney are especially known for giving personality to countless inanimate objects and plants. The carpet in Aladdin or the playing cards in Alice in Wonderland are just a few examples of how effective a simple 2D characterization can be. Therefore, the designer must have the appropriate knowledge and skills to know how to give life to any kind of entity in order to be able to access the best audiovisual companies in the sector.

There are many details to consider, from typical poses and expressions for each one, to a more specific construction of vehicles, appliances or flowers. For this reason, the teaching team in charge of this program has developed 10 extensive topics where the most common objects and plants that the designer will bring to life can be studied individually.

All this content is available in its entirety from day one, and the student can download it from any device with an internet connection. There is total flexibility to combine the course with other personal or professional responsibilities, since it is the designer who decides when, where and how to complete the entire workload of this Postgraduate Certificate.

This **Postgraduate Certificate in Design and Creation of Objects and Plants as 2D 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 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

Join the largest online academic institution in the world, with the most developed learning content in the creation of objects and plants as characters"

"Enroll today and don't miss the opportunity to include in your CV a Postgraduate Certificate with which you can demonstrate your mastery in the design of the most complex and unique characters"

Learn the keys to give life to all kinds of elements, from simple vegetables or carnivorous plants to more complex vehicles.

Build 2D characters as iconic as Pinocchio, refining your design and creation technique to the maximum.
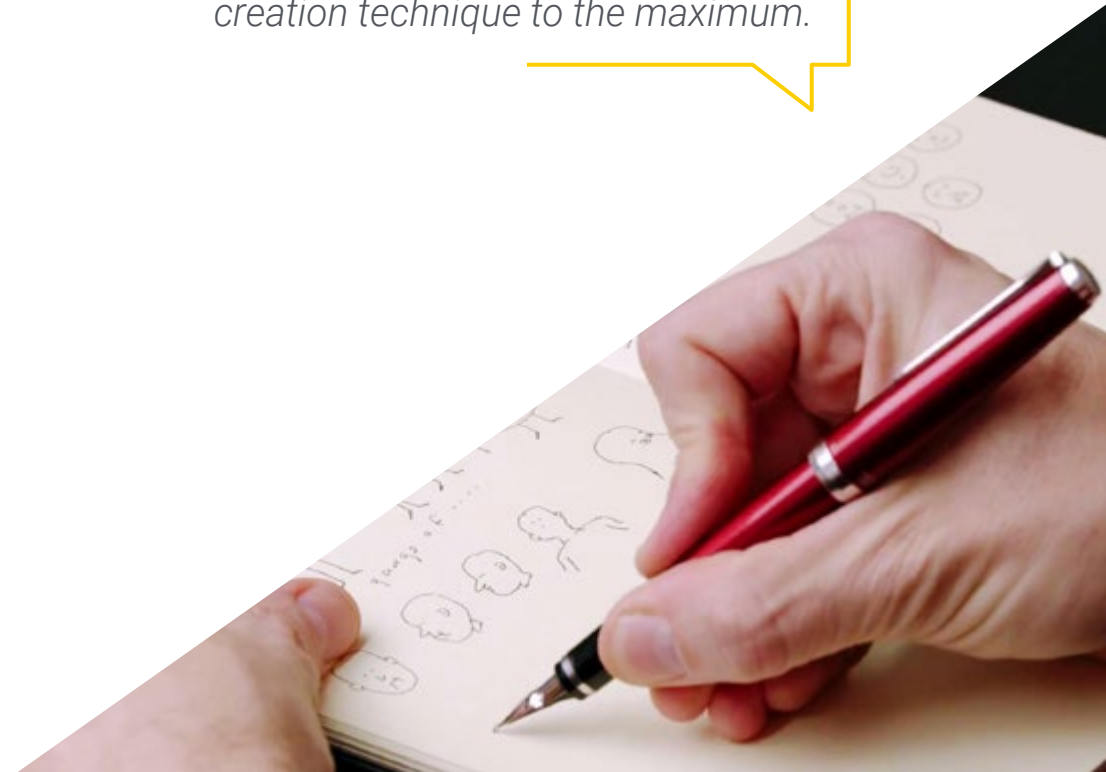
The program's teaching staff includes professionals from the sector who contribute their work experience to this training program, as well as renowned specialists from leading societies and prestigious universities.

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.

02
Objectives

The main objective of this Postgraduate Certificate is to bring together the most important keys to designing and creating characters from inanimate objects and plants in a single program. The entire teaching team brings to the course all their expertise in this field, which they have developed through many years of experience and in a wide range of audiovisual projects. The graduate will have distinctive competencies within the industry, allowing them to continue growing in their field towards more ambitious teams or proposals.

" *Don't wait any longer to further refine your design techniques with the latest technological advances in the creation of objects and plants as 2D characters*"

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

You will improve your work techniques throughout the entire program, noticing the progression even before the end of the course"
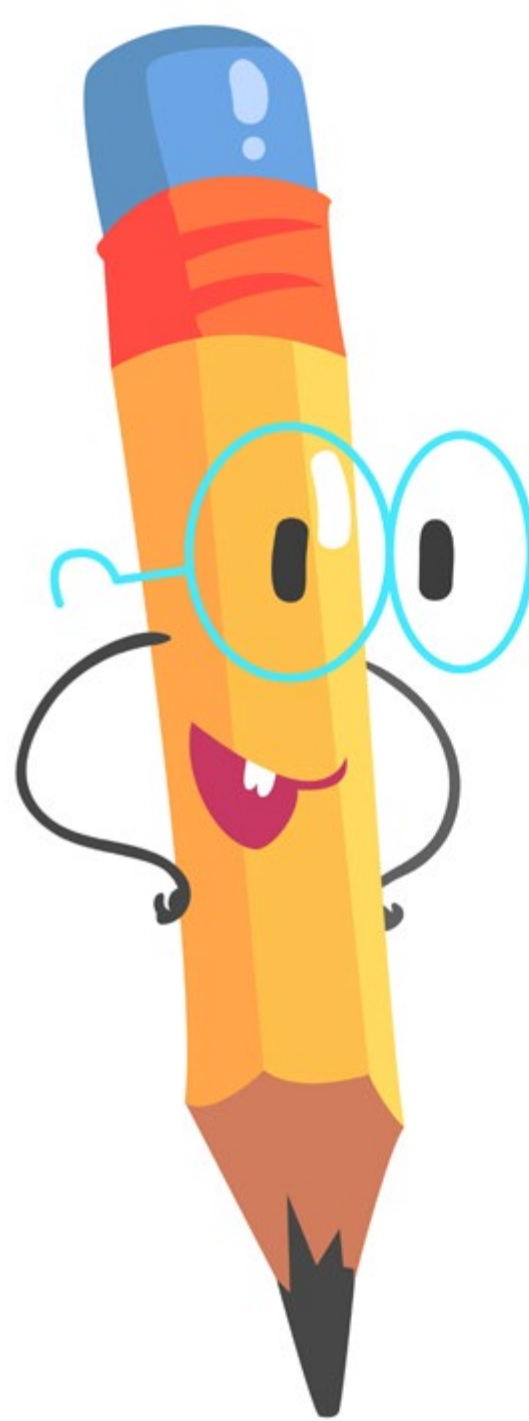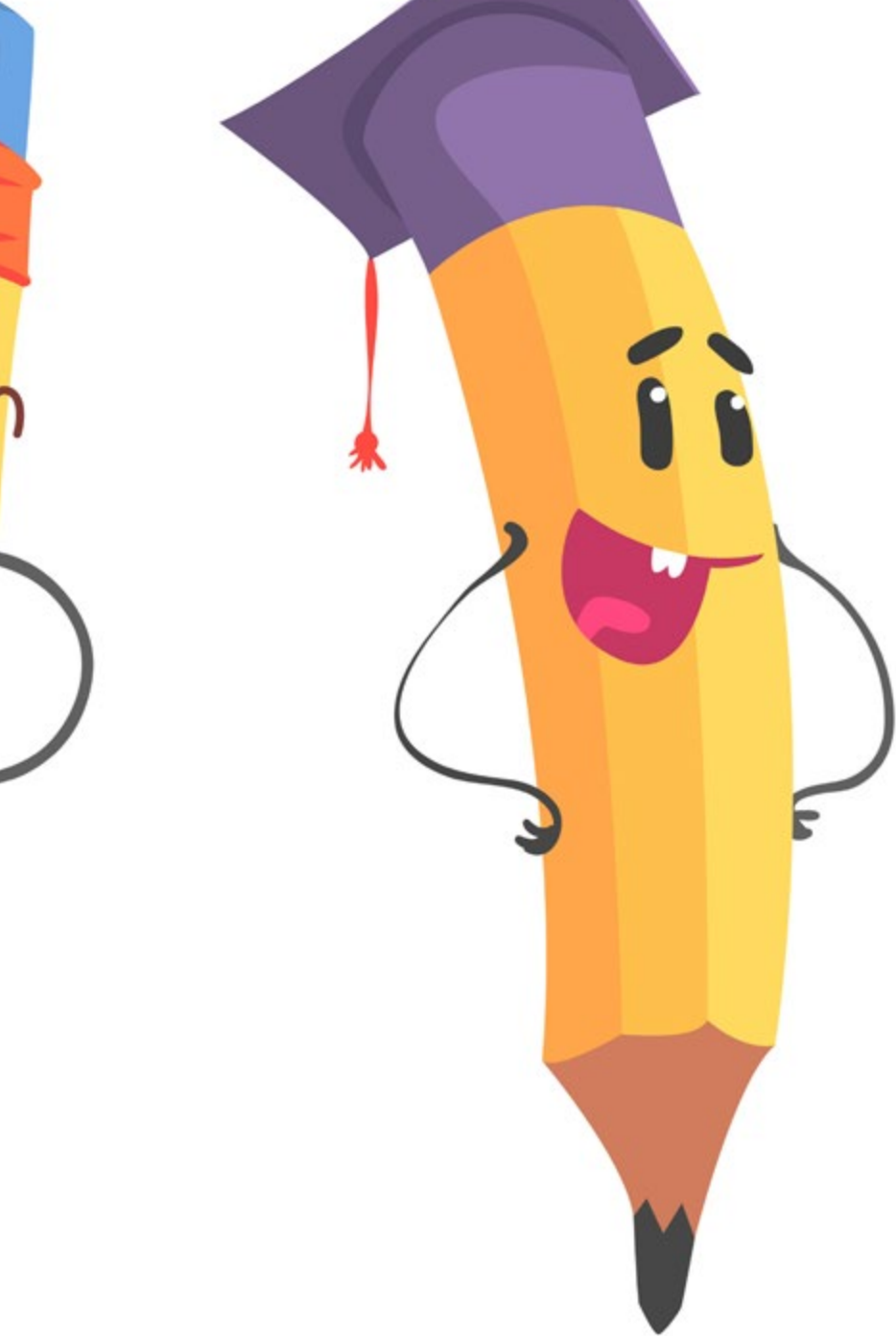
Specific Objectives

♦ Expand knowledge of the representation of flowers, vegetables, fruits and other types of plants

♦ Know examples and possible expressions of carnivorous plants

♦ Analyze the types of trees to create and design, as well as their possible role as characters

♦ Learn how to create household appliances and vehicles of different types and construction

03
Course Management

TECH has brought together a team of professionals with extensive and proven experience, ensuring that all the contents provided in this Postgraduate Certificate are of the highest quality. The communication between the student and the teachers is direct, and the designer receives completely personalized tutoring on any doubts or questions that may arise regarding the design of objects and plants as characters.
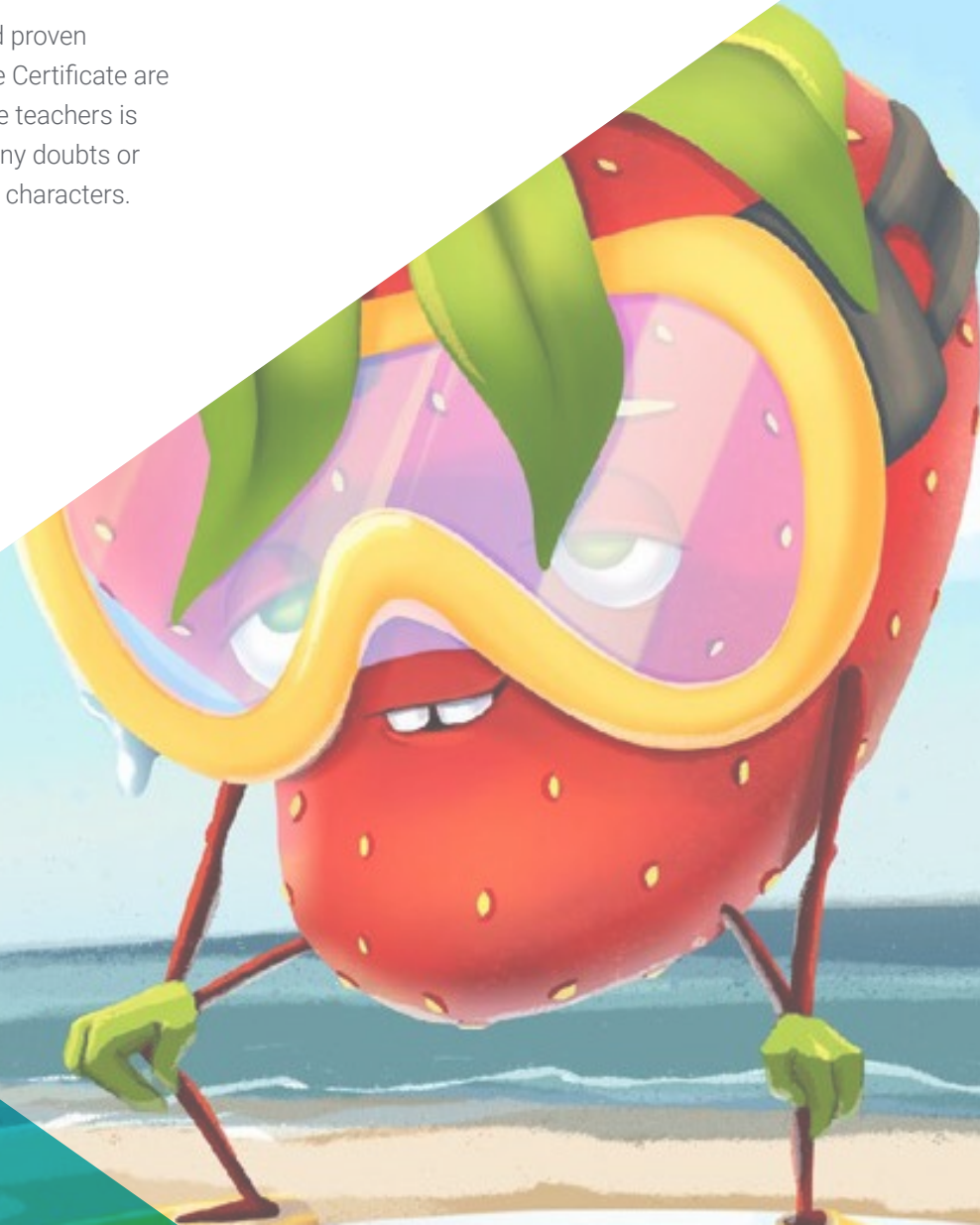
Successfully differentiate yourself from others in your department by drawing on the expertise of the best designers"

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

Mr. Custodio, Nacho

- Freelance Animator with 20 years experience
- Collaborator as an animator in short films such as Another way to fly, Kuri and Cazatalentos; Cut out series such as Forrito and Four and half friends, 3d series such as Nivis and feature films like Arrugas

04
Structure and Content

Throughout the syllabus the student will find a multitude of high quality audiovisual resources, including detailed videos and real case studies with which to contextualize the construction of plants and objects as characters. All this material has been elaborated down to the smallest detail by the entire teaching staff, with a clear focus on making it accessible, enjoyable, comprehensive and useful in the designer's professional career.
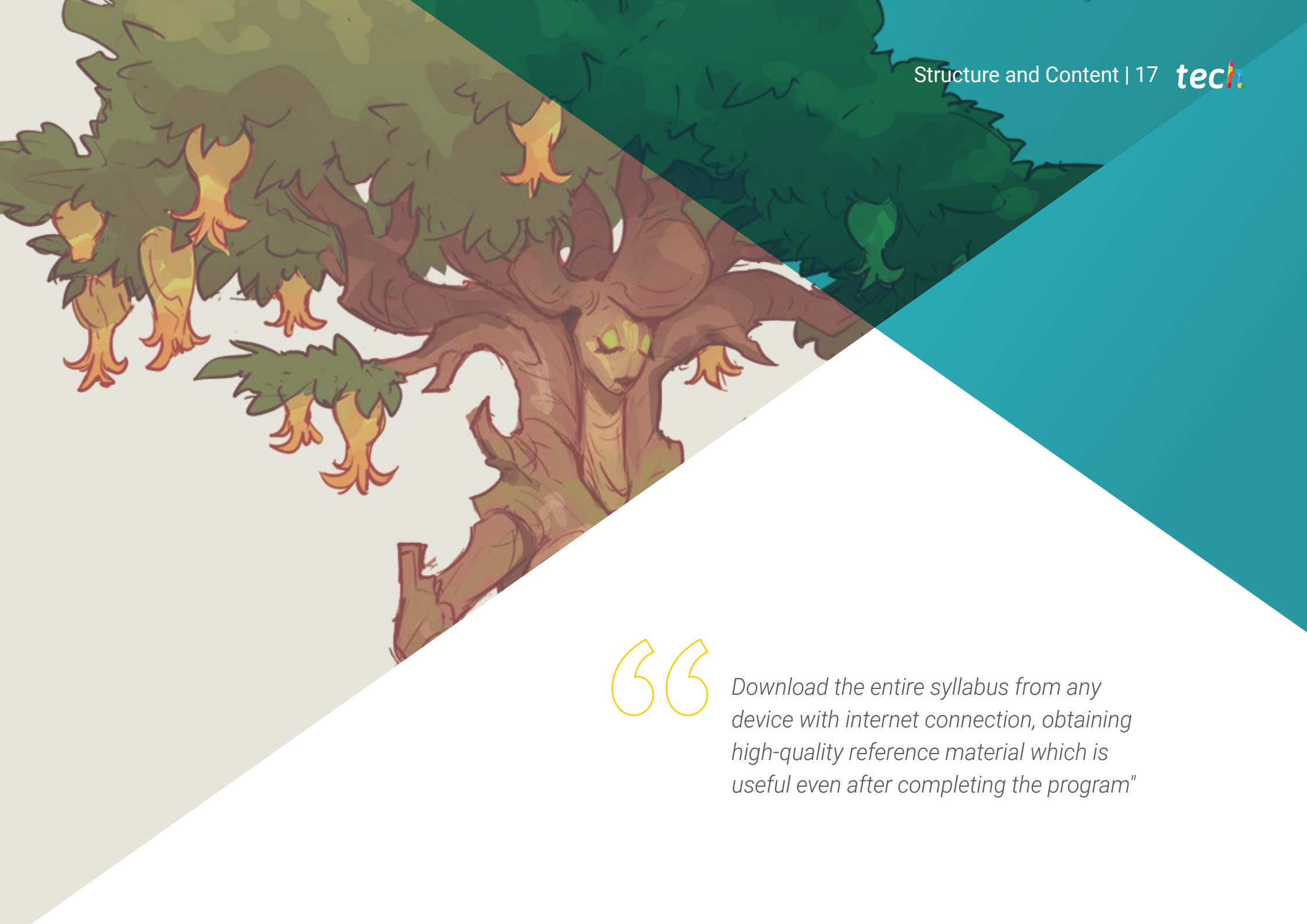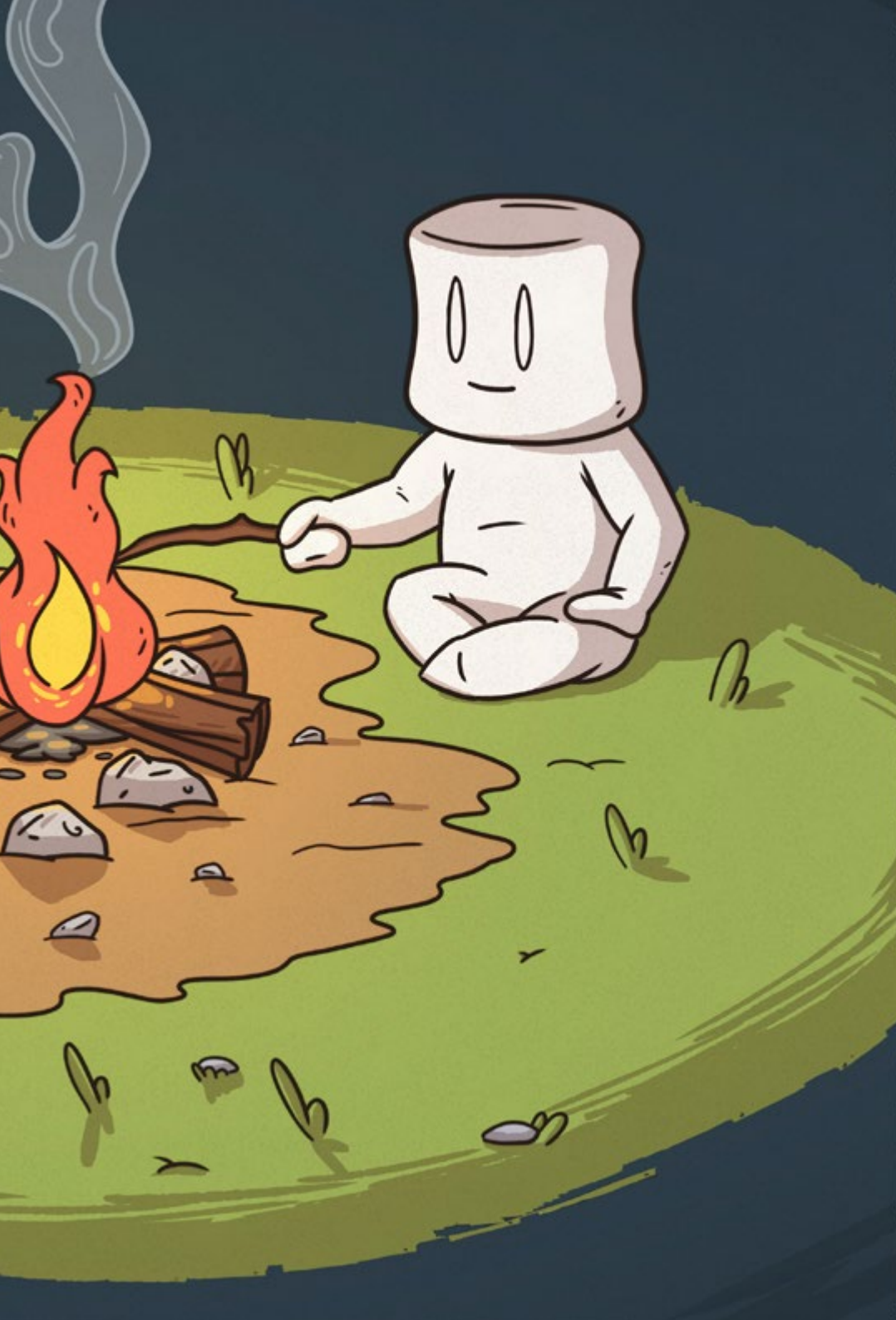
Download the entire syllabus from any device with internet connection, obtaining high-quality reference material which is useful even after completing the program"

Module 1. Objects and Plants as Characters

You will have no restrictions to take on the teaching load as you wish. You will be able to delve deeper into those topics that interest you most and even decide in which order to study them"

05
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 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.

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%
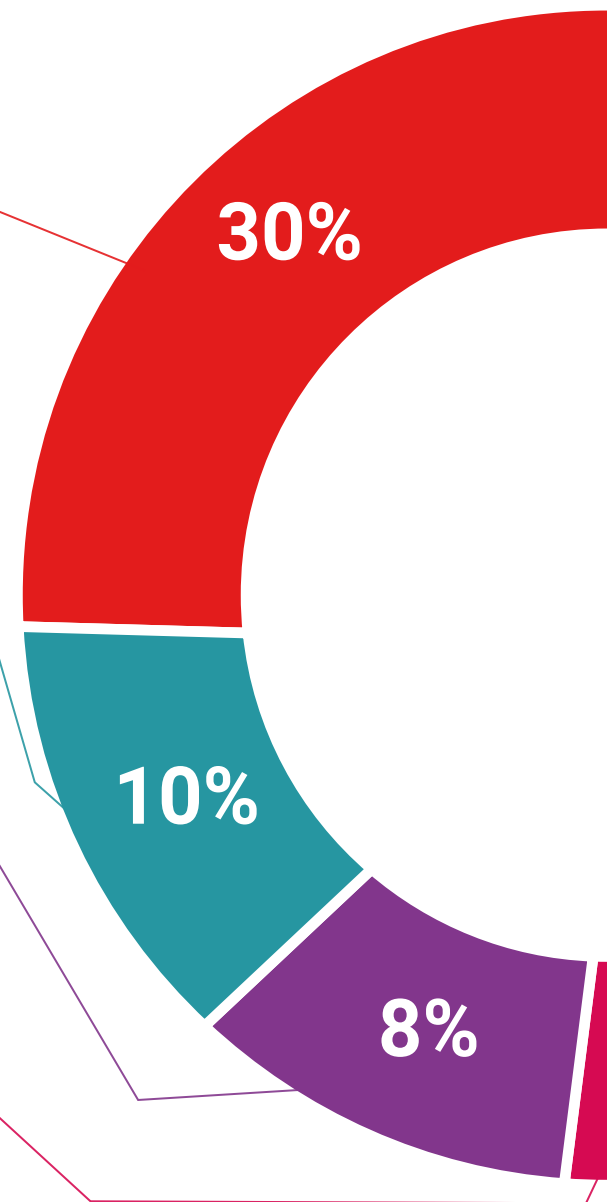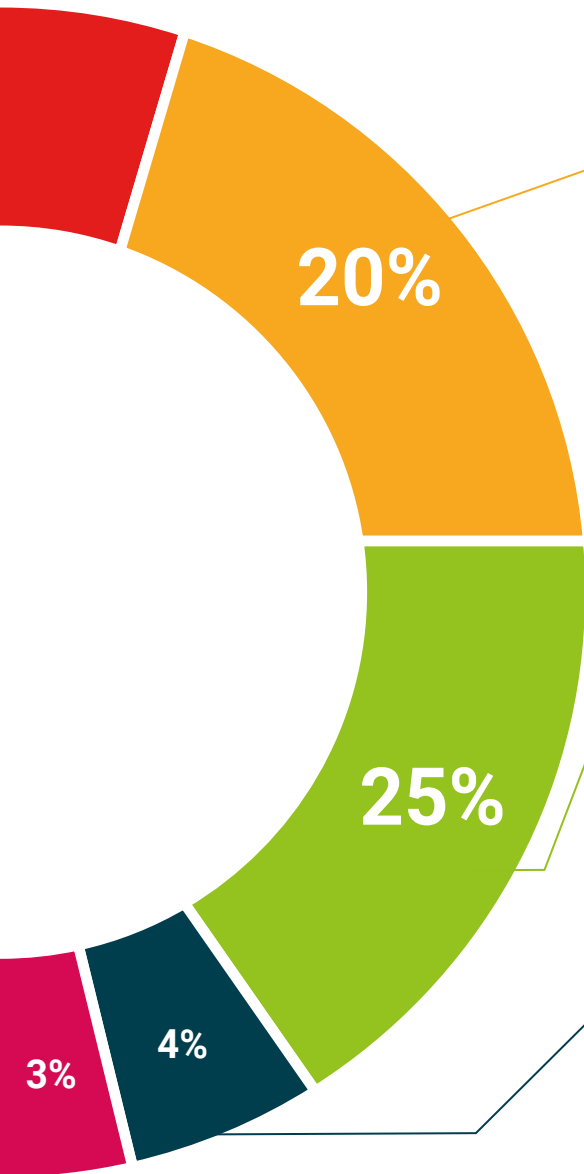
Case Studies

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.

Certificate

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

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

This **Postgraduate Certificate in Design and Creation of Objects and Plants as 2D 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 issued by **TECH Technological University** by 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 Objects and Plants as 2D Characters**

Official Nº of Hours: **150 h.**

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Awards the following

CERTIFICATE

to

Mr./Ms. _____, with identification number _____.

For having passed and accredited the following program

POSTGRADUATE CERTIFICATE

in

Design and Creation of Objects and Plants as 2D Characters

This is a qualification awarded by this University, equivalent to 150 hours, with a start date of dd/mm/yyyy and an end date of dd/mm/yyyy.

TECH is a Private Institution of Higher Education recognized by the Ministry of Public Education as of June 28, 2018.

June 17, 2020

Tere Guevara Navarro
Dean

This qualification must always be accompanied by the university degree issued by the competent authority to practice professionally in each country.   Unique TECH Code: AFWORD23S   techtitute.com/certificates

*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.

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