

# Postgraduate Certificate Model Sheets for 2D Characters





## Postgraduate Certificate Model Sheet for 2D Characters

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

Website: [www.techtute.com/us/design/postgraduate-certificate/model-sheet-2d-characters](http://www.techtute.com/us/design/postgraduate-certificate/model-sheet-2d-characters)

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# 01

# Introduction

During the entire process of character creation, the *model sheet* plays a fundamental role. It is the visual reference to quickly know poses, expressions and characteristic elements for each character, so the designer must master this feature to participate in the processes of building more complex characters. In the 2D world especially, it is a highly sought after requirement, so by perfecting their *model sheet* creation technique, the designer is, in turn, improving their job opportunities. This program focuses on the more advanced skills of this process, including expressions, poses, mouth codes and error sheets. All this is taught by a teaching team with outstanding experience in the creation of characters, favoring a completely online format for the convenience and flexibility of the student.





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*You will create the most complete and detailed visual references for your design department, excelling to lead the most important projects"*

When recreating 2D characters it is extremely important to have a suitable *model sheet*. It is the key reference when recreating characters in all types of environments or situations, as it contains the most common poses and expressions.

Therefore, the designer who wishes to take on relevant work must hone their skills in the creation of *model sheets*. The teaching staff selected by TECH for this program has developed their professional career over a long period of time, refining their own technique through a multitude of projects with great success.

This has allowed them to create a program adapted to the current demands of the industry, with the tips and practice that the designer needs to develop in the creation of useful and eye-catching *model sheets*.

In addition, in order to make it as easy as possible to combine this Postgraduate Certificate with professional or personal commitments, all the contents are offered in a 100% online format. This means that they can be downloaded onto any device with an internet connection, without being restricted by face-to-face classes or fixed timetables.

This **Postgraduate Certificate in Model Sheets for 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



*You will be able to choose where, when and how to take on the workload at your own pace"*

“*Your model sheet will stand out thanks to the advanced tips provided by experienced character design professionals*”

*You will have a multitude of top-quality audiovisual content to develop and extend your knowledge in the creation of model sheets.*

*Join the largest online academic institution in the world, with a technical and teaching team fully committed to you.*

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

As mentioned above, the ability to create *model sheets* is so basic and necessary in any project that perfecting it is an essential requirement in any designer's professional career. The objective of this degree is, therefore, to offer an exhaustive and developed vision of this technique, so that the student can execute it to perfection after completing the program.







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*You will vastly improve your model sheets throughout the Postgraduate Certificate”*



## General Objectives

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- ◆ Know how to structure, create and build characters
- ◆ Gain deeper knowledge in the development of model portfolios needed in the animation industry
- ◆ Exhaustively develop characters specifically for 2D and 3D videogames



*At the end of the program you will have a perfected model sheet creation technique, on a par with the best designers"*





## Specific Objectives

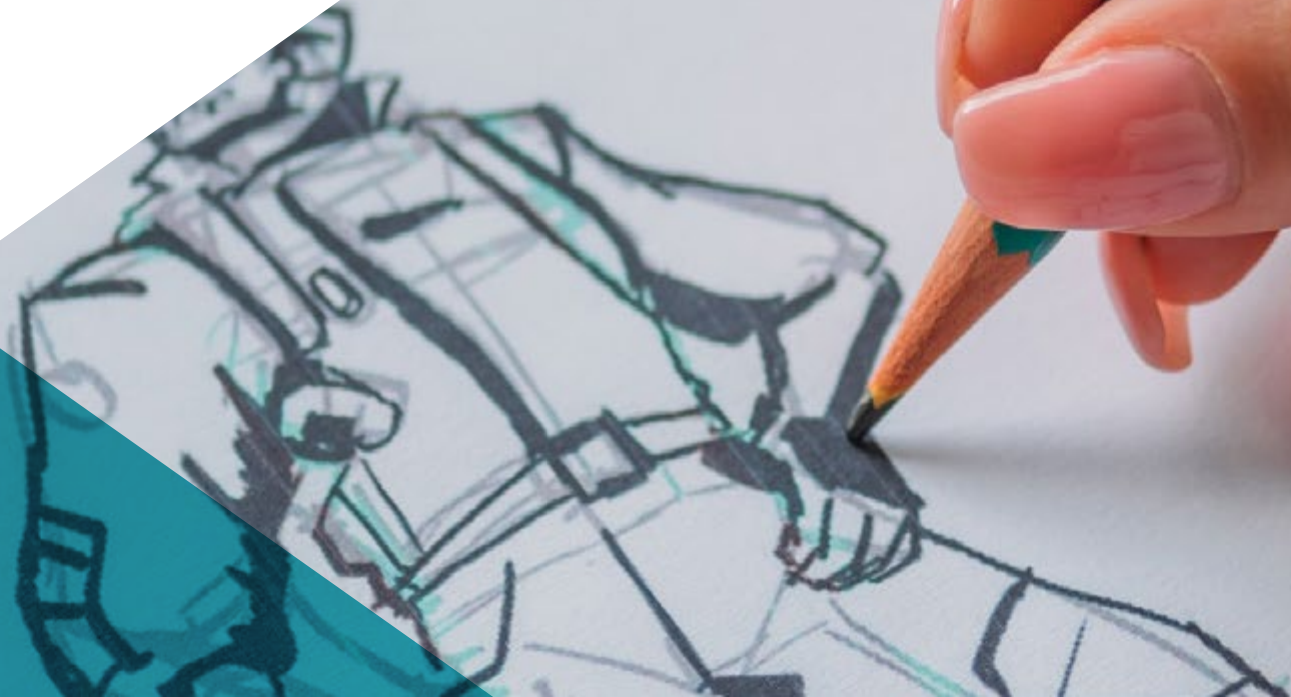
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- ◆ Learn how to create all the necessary resources for the animation of a character
- ◆ Construction and development of a complete *model sheet* portfolio
- ◆ Know the requirements for carrying out designs
- ◆ Know the different techniques applied to specific characters
- ◆ Know the most current styles

03

# Course Management

For this program, TECH has assembled a teaching team with extensive experience in the development of all types of characters, so their *model sheet* technique has been perfected over many years of design. The syllabus gathers, precisely, the most rigorous technological theory and practical methodology, making it high quality teaching material for all designers, regardless of their level.



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*You will have the personalized attention of a teaching team ready to answer any questions you may have about Model Sheets for 2D Characters”*

## 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

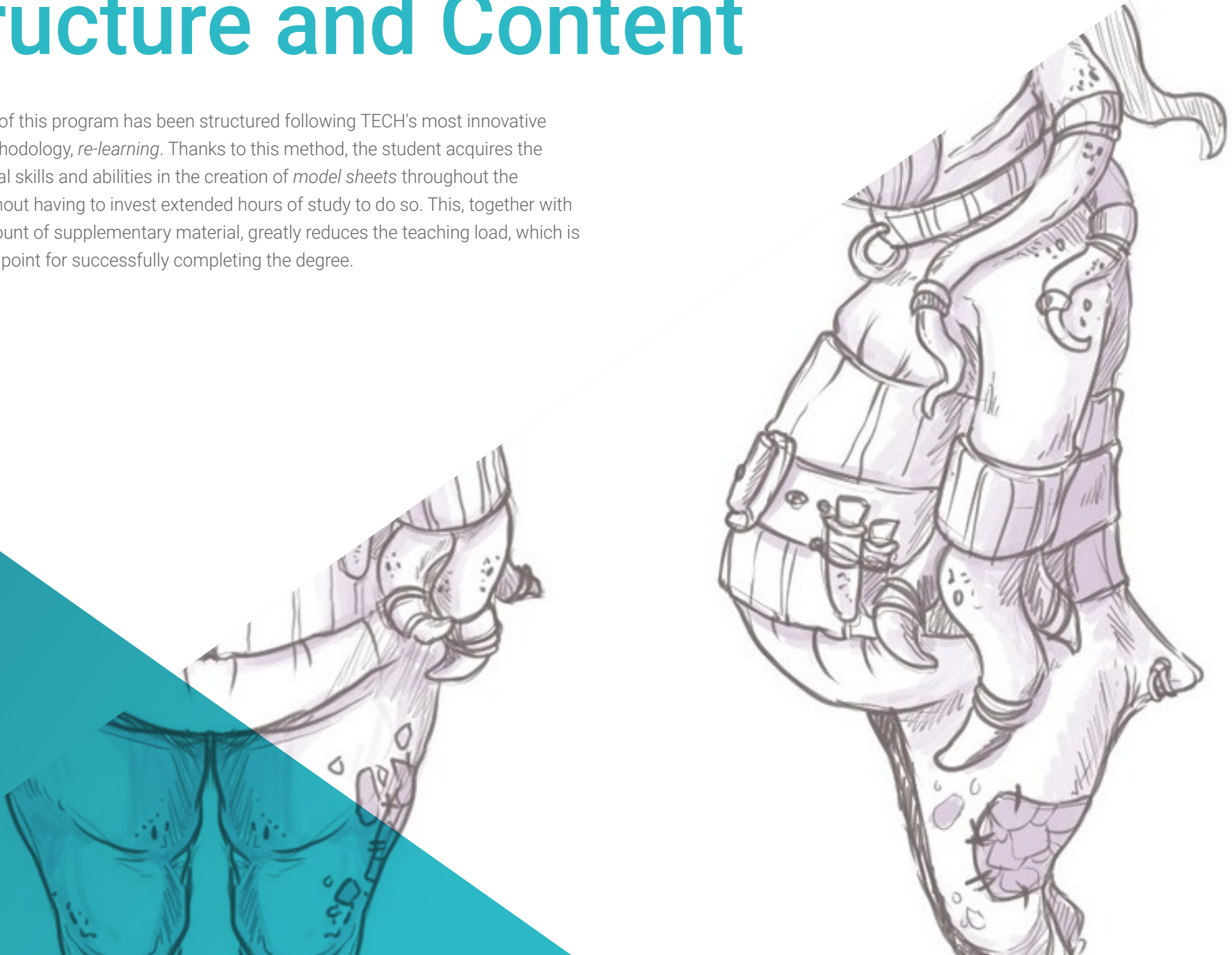
- ♦ Manager and director of the production company 12 Pingüinos SL.
- ♦ Manager and director of the production company Cazatalentos SL.
- ♦ Academic Member of the Academy of Motion Picture Arts and Sciences of Spain
- ♦ Professor at the Complutense University of Madrid, in the Faculty of Fine Arts, of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



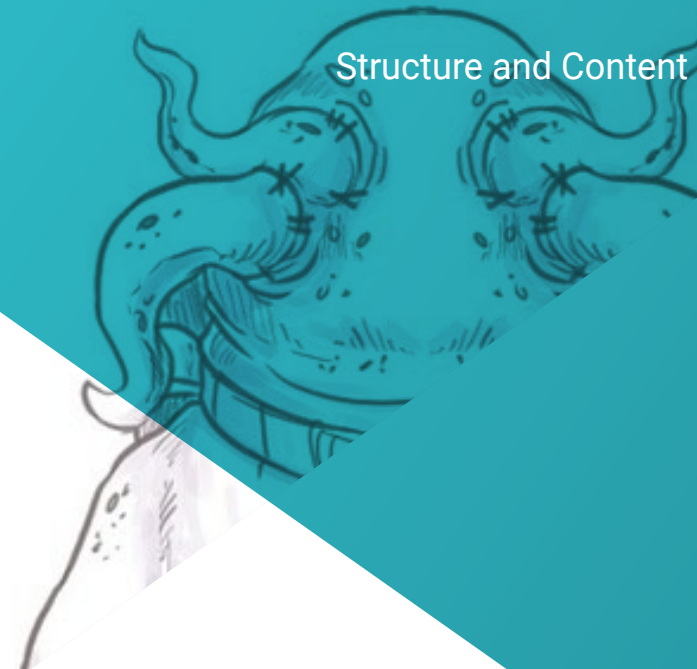
# 04

## Structure and Content

The syllabus of this program has been structured following TECH's most innovative teaching methodology, *re-learning*. Thanks to this method, the student acquires the most essential skills and abilities in the creation of *model sheets* throughout the program, without having to invest extended hours of study to do so. This, together with the large amount of supplementary material, greatly reduces the teaching load, which is an important point for successfully completing the degree.





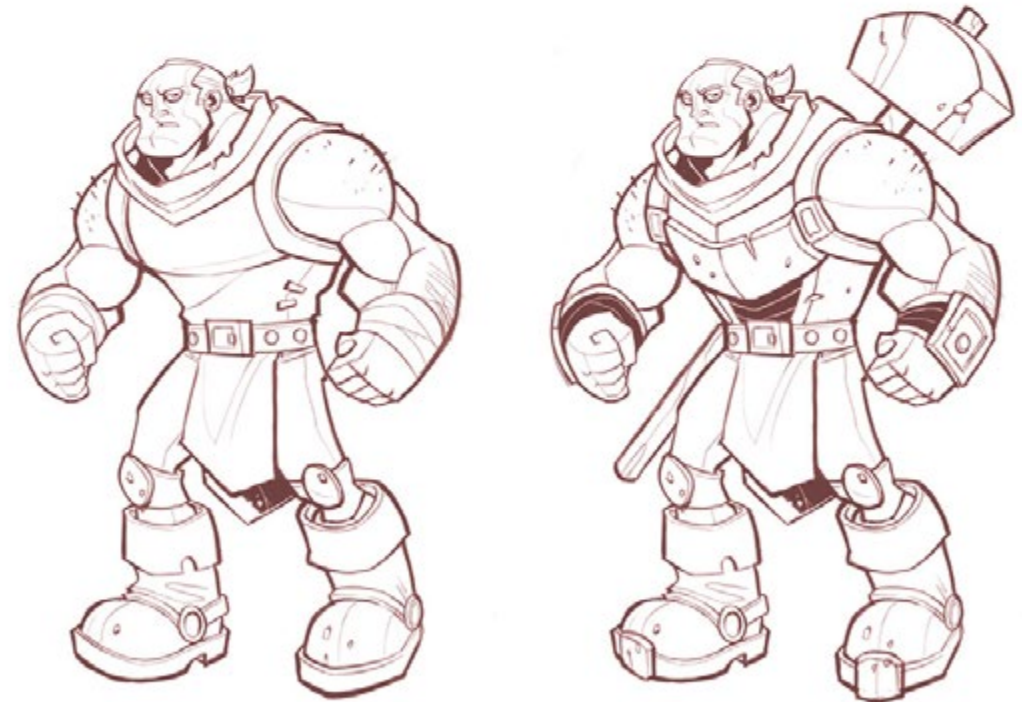


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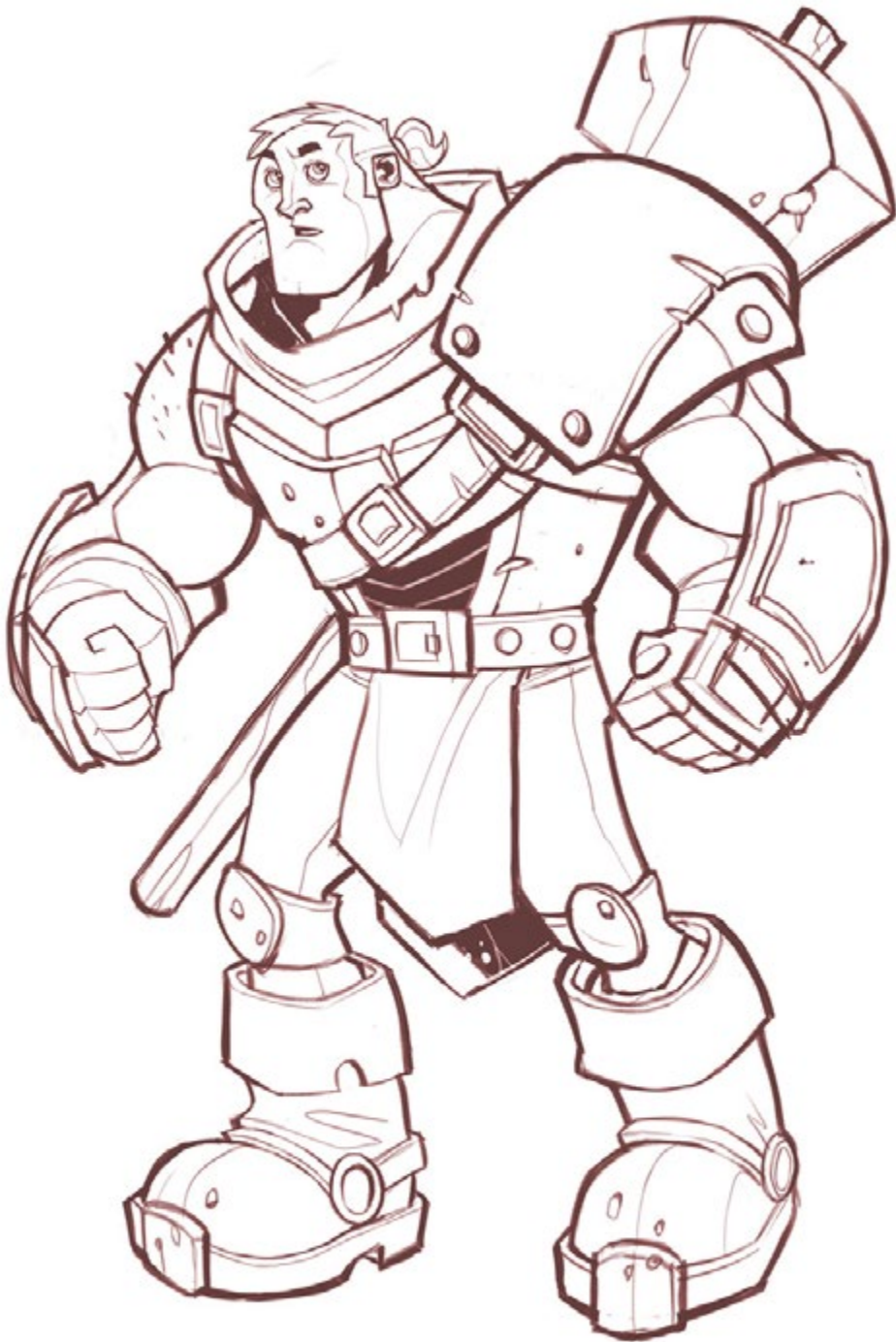
*You will have access to additional reading materials, detailed videos and summaries for each topic covered, and you will be able to in greater depth the ones you are most interested in”*

## Module 1. Model Sheet

- 1.1. Construction
  - 1.1.1. Three Quarters
  - 1.1.2. Division of Heads
  - 1.1.3. Clean Up
- 1.2. Turn Around
  - 1.2.1. The Five Poses
  - 1.2.2. Guidelines
  - 1.2.3. Symmetries and Asymmetries
- 1.3. Poses
  - 1.3.1. Action Poses
  - 1.3.2. Interrelation with *Props*
  - 1.3.3. Position of the Camara in the Pose
- 1.4. Expressions
  - 1.4.1. Neutral
  - 1.4.2. Happy
  - 1.4.3. Sad and Angry
- 1.5. Hands
  - 1.5.1. Construction
  - 1.5.2. Positions and Turns
  - 1.5.3. Interrelation with *Props*
- 1.6. Comparisons
  - 1.6.1. Division of Heads and Guidelines
  - 1.6.2. Adjustment of the Other Characters to the Main Character
  - 1.6.3. Interrelation



**CHARACTER DESIGN** *Personal project*  
Variations around the same character.



- 1.7. Mouth Movements
  - 1.7.1. Universal Standard and Add-ons
  - 1.7.2. Phonetic Correspondence and Reading
  - 1.7.3. Neutral, Happy, Angry and Sad
- 1.8. *Blinks*
  - 1.8.1. Neutral Forms and Other Expressions
  - 1.8.2. Closed Position
  - 1.8.3. Interleaved
- 1.9. Staging
  - 1.9.1. Background Position
  - 1.9.2. Camera Positions
  - 1.9.3. Relations
- 1.10. Error Sheets
  - 1.10.1. Do's
  - 1.10.2. Don'ts
  - 1.10.3. Animator Support



*By downloading the content of this program you will have really useful reference material even after you have completed the degree"*

# 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.



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*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.

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*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.



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 Model Sheets for 2D Characters guarantees, in addition to the most rigorous and up-to-date training, access to a Postgraduate Certificate issued by TECH Global University.



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*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 Model Sheets for 2D Characters** 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.

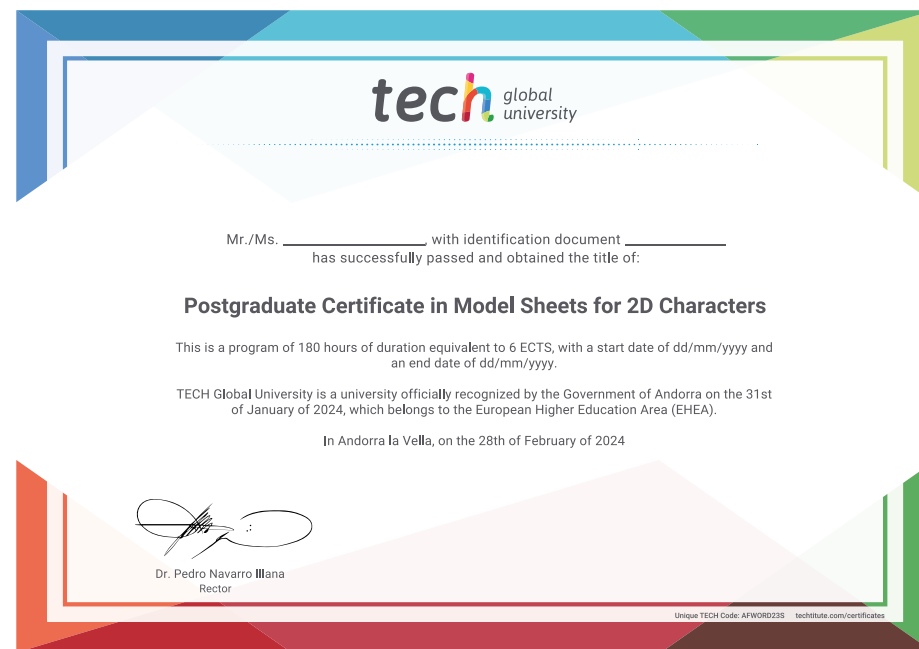
This **TECH Global University** title is a European program of continuing education and professional updating that guarantees the acquisition of competencies in its area of knowledge, providing a high curricular value to the student who completes the program.

Title: **Postgraduate Certificate in Model Sheets for 2D Characters**

Modality: **online**

Duration: **6 weeks**

Accreditation: **6 ECTS**



\*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.

future  
health confidence people  
education information tutors  
guarantee accreditation teaching  
institutions technology learning  
community commitment  
personalized service  
knowledge present  
development language  
classroom



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- » Credits: 6 ECTS
- » Schedule: at your own pace
- » Exams: online

# Postgraduate Certificate

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