

# Postgraduate Diploma

## Design and Creation of 2D Fantasy and Horror Characters



## Postgraduate Diploma Design and Creation of 2D Fantasy and Horror Characters

- » Modality: online
- » Duration: 6 months
- » Certificate: TECH Global University
- » Credits: 18 ECTS
- » Schedule: at your own pace
- » Exams: online

Website: [www.techtitute.com/us/design/postgraduate-diploma/postgraduate-diploma-design-creation-2d-fantasy-horror-characters](http://www.techtitute.com/us/design/postgraduate-diploma/postgraduate-diploma-design-creation-2d-fantasy-horror-characters)

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# 01

# Introduction

Characters from fantasy or horror stories have very characteristic and differentiating designs, providing a unique creative freedom to professionals in charge of creating them. From majestic dragons to aquatic beasts, vampires, mummies, ghosts or aliens, it is extremely important to learn the characteristic poses and expressions of each type of creature, as well as its own anatomy. This university program compiles the main types of fantasy and horror creatures from a design perspective, with a valuable foundation in complex shapes, head, limbs or hands. All in a convenient 100% online format, taught by a teaching team made up of great professionals in the sector who are committed to taking the student's skills to the maximum.





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*You will learn the most important keys in the design of creatures such as hydra, demonic beings, gods, werewolves and zombies”*



With the unstoppable advance of animation techniques, as well as the growing interest in more and more fantasy and horror stories, it is not surprising that design departments have more and more assignments related to otherworldly beings. With such a wide range of creatures and monsters of all kinds, it is understandable that designers would want to specialize in the creation of these beasts.

For this reason TECH has assembled a teaching team with extensive experience in the creation of both horror and fantasy characters, creating exhaustive and thorough teaching material that reviews, creature by creature, all the most important physiological and expressive aspects. Through real practical cases and detailed videos, the designer will efficiently deepen their knowledge of Design and Creation of 2D Fantasy and Horror Characters.

Knowing that the flexibility of such a program can be a determining factor for success, TECH has chosen a completely online format for all content. This means that they are available from day one for download, being accessible from any device with an internet connection. Likewise, both face-to-face classes and fixed schedules have been eliminated in order to make it as convenient as possible for students.

This **Postgraduate Diploma in Design and Creation of 2D Fantasy and Horror Characters** contains the most complete and innovative educational program on the market. Its key characteristics are as follows:

- ◆ Practical cases presented by experts in the creation of 2D fantasy and horror 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



*Join the world's largest online academic institution, with a faculty that has achieved numerous successes in the field of design"*

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*You will excel in the creation of spectacular fantastic and terrifying creatures, gaining a significant advantage in leading projects related to this environment”*

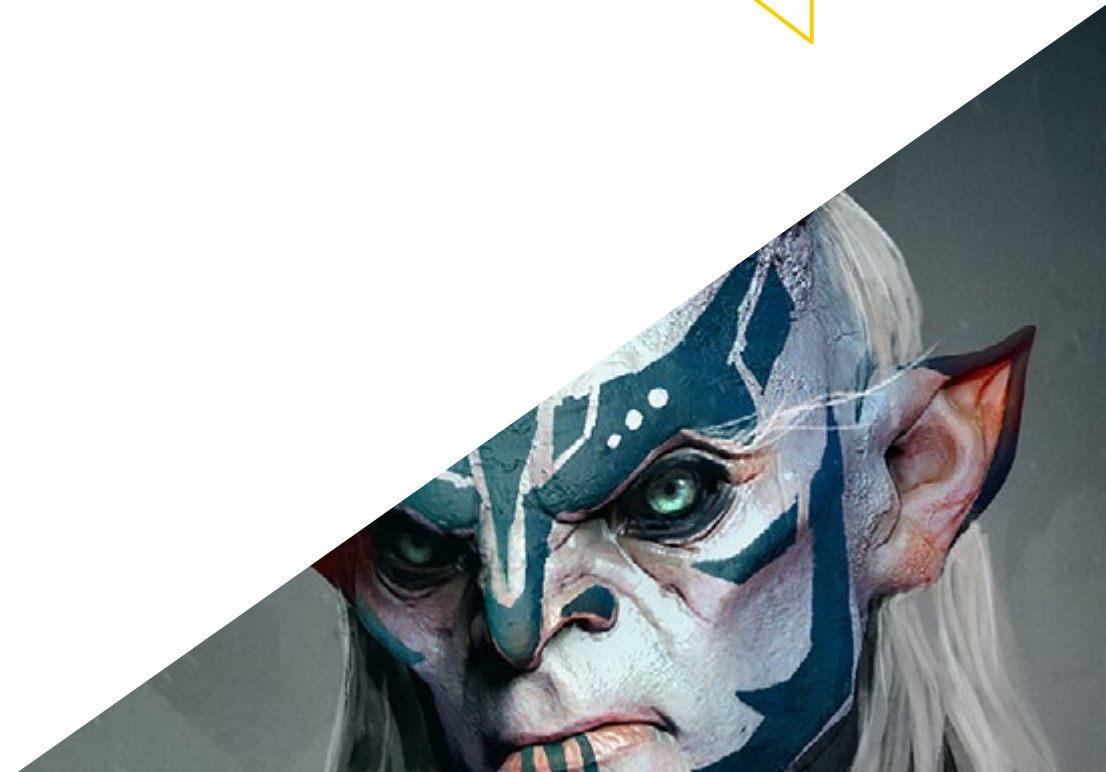
The program's teaching staff includes professionals from sector who contribute their work experience to this training program, as well as renowned specialists from leading societies and prestigious universities.

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.

This program is designed around Problem Based Learning, whereby the professional must try to solve the different professional practice situations that arise during the academic year. For this purpose, the student will be assisted by an innovative interactive video system created by renowned and experienced experts.

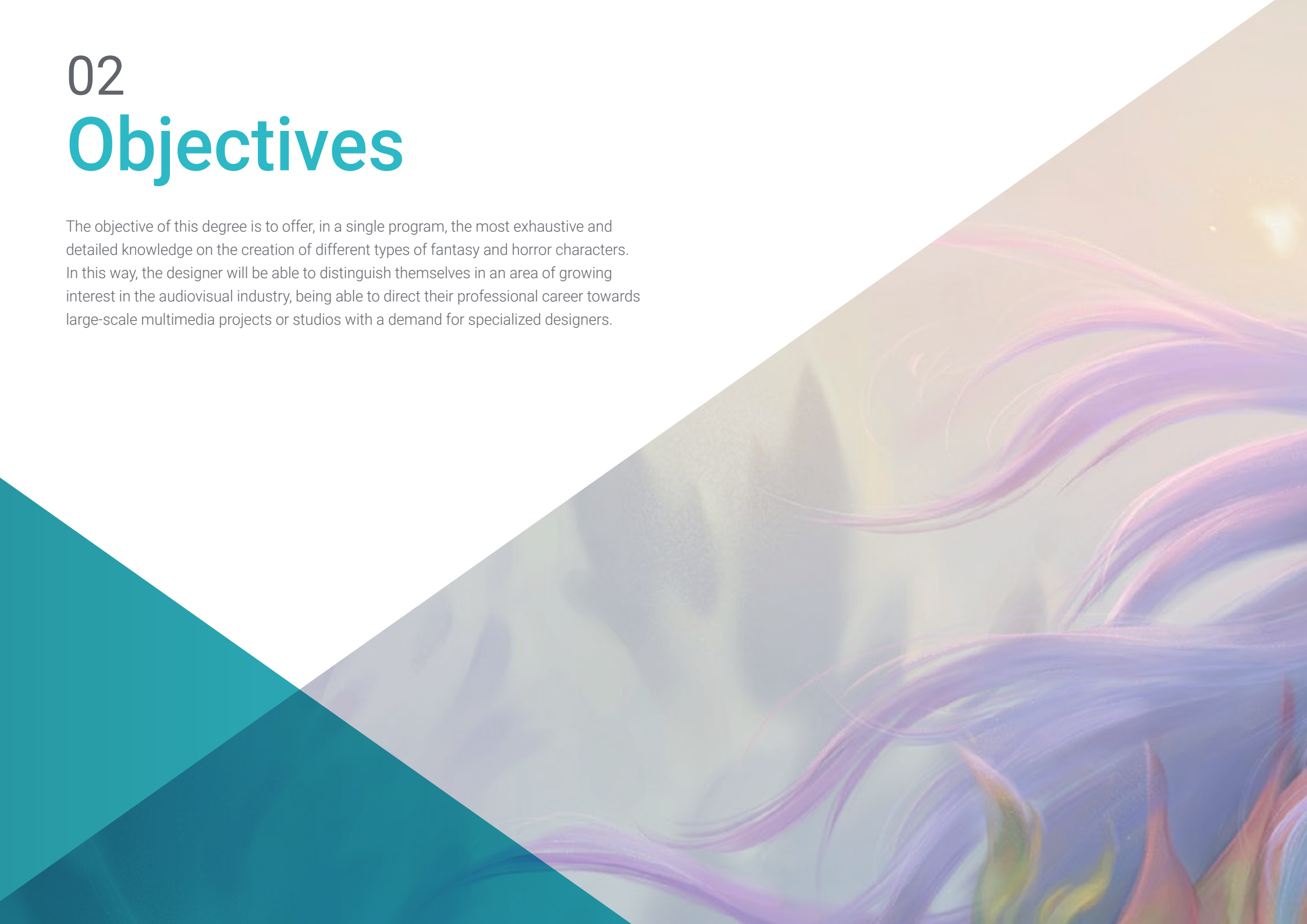
*You will get to know even the smallest anatomical details of fairytale creatures, mummies and aquatic beasts.*

*Enroll today and don't wait any longer to add this Posgraduate Diploma to your CV”*



# 02 Objectives

The objective of this degree is to offer, in a single program, the most exhaustive and detailed knowledge on the creation of different types of fantasy and horror characters. In this way, the designer will be able to distinguish themselves in an area of growing interest in the audiovisual industry, being able to direct their professional career towards large-scale multimedia projects or studios with a demand for specialized designers.





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*You will have access to the most important design and creation techniques to deal with all kinds of requests”*



## General Objectives

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- ◆ Encourage the necessary documentation and reference taking needed to do the job correctly
- ◆ Know how to structure, create and build characters
- ◆ Acquire the necessary skills for the creation of fantasy characters
- ◆ Analyze the development and creation of horror characters

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*With your specialized know-how regarding the creation of fantasy and horror characters, you will be the main reference in this type of projects"*





## Specific Objectives

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### Module 1. Character Building

- ◆ Define the lines of action for the characters and their complex forms
- ◆ Study the anatomy, hair and head of characters
- ◆ Gain in-depth knowledge in *cartoon* characters and animals and how to define them
- ◆ Know the correct representation of limbs and hands in different characters

### Module 2. Fantastic Creatures

- ◆ Deepen understanding of the different types of fantastic creatures
- ◆ Correctly differentiate between the different kinds of flying, aquatic and subterranean creatures
- ◆ Learn about the different types of fairytale creatures and hybrid beings, as well as demons and giants
- ◆ Learn to represent gods and demigods with greater strength

### Module 3. Horror Characters

- ◆ 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 that is in charge of the creation of this program, has been selected by TECH based on their vast experience in designing all kinds of characters. This experience is reflected throughout the syllabus, as the teachers have taken special care to incorporate the most important technical advances along with their own expertise from numerous projects in the audiovisual industry.



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*It will be the best designers of fantasy and horror creatures who will reveal the most important secrets for creating spectacular 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

### 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

The *Relearning* teaching methodology used throughout the program promotes the students' acquisition of knowledge. This is the result of the sustained reiteration of the most important concepts and elements of fantasy and horror character design during each topic. Thus, the designer will not have to invest huge amounts of study hours in acquiring these skills, but will incorporate them directly into their own work methodology.





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*You will have access to a series of valuable audiovisual resources, including detailed videos and practical summaries of each topic covered"*

## Module 1. Character Building

- 1.1. Geometric Shapes
  - 1.1.1. Basic
  - 1.1.2. Combination of Shapes
  - 1.1.3. Axis
- 1.2. Lines of Action
  - 1.2.1. Curves, Horizontal and Diagonal
  - 1.2.2. Simple Shapes in the Line of Action
  - 1.2.3. Structure and Extremities
- 1.3. Complex Shapes
  - 1.3.1. Combined Geometries
  - 1.3.2. Pose
  - 1.3.3. Division of Heads
- 1.4. Anatomy
  - 1.4.1. Classic Human Canon
  - 1.4.2. Proportions
  - 1.4.3. Action Poses
- 1.5. Head
  - 1.5.1. Construction
  - 1.5.2. Axis
  - 1.5.3. Eyes and Parts of the Face
- 1.6. Hair
  - 1.6.1. Female
  - 1.6.2. Male
  - 1.6.3. Hairstyles
- 1.7. Creation of *Cartoon* Characters
  - 1.7.1. Exaggerated Proportions
  - 1.7.2. Heads and Expressions
  - 1.7.3. Silhouette and Poses
- 1.8. *Cartoon* Animals
  - 1.8.1. Pets
  - 1.8.2. Quadrupeds and Birds
  - 1.8.3. Other Types

- 1.9. Extremities
  - 1.9.1. Construction
  - 1.9.2. Joints
  - 1.9.3. Poses
- 1.10. Hands
  - 1.10.1. General Construction
  - 1.10.2. Human
  - 1.10.3. *Cartoon*

## Module 2. Fantastic Creatures

- 2.1. Dragons and Hydras
  - 2.1.1. Examples
  - 2.1.2. Construction
  - 2.1.3. Poses and Expressions
- 2.2. Giants
  - 2.2.1. Examples
  - 2.2.2. Construction
  - 2.2.3. Poses and Expressions
- 2.3. Flyers
  - 2.3.1. Compared Anatomy
  - 2.3.2. Construction
  - 2.3.3. Poses and Expressions
- 2.4. Aquatic
  - 2.4.1. Modifications of Real Types
  - 2.4.2. Construction
  - 2.4.3. Poses and Expressions
- 2.5. Subterranean
  - 2.5.1. Geometric Shapes
  - 2.5.2. Development
  - 2.5.3. Poses and Expressions
- 2.6. Fairytale Beings
  - 2.6.1. Human Anatomy
  - 2.6.2. Construction
  - 2.6.3. Poses and Expressions



- 2.7. Hybrid
  - 2.7.1. Basics
  - 2.7.2. Design
  - 2.7.3. Poses and Expressions
- 2.8. Demon Beings
  - 2.8.1. Anatomy
  - 2.8.2. Design
  - 2.8.3. Poses and Expressions
- 2.9. Gods and Demigods
  - 2.9.1. Human Anatomy
  - 2.9.2. Construction
  - 2.9.3. Poses and Expressions
- 2.10. Other Fantasy Creatures
  - 2.10.1. Examples
  - 2.10.2. Construction
  - 2.10.3. Poses and Expressions

### Module 3. Horror Characters

- 3.1. Vampires
  - 3.1.1. Human Anatomy
  - 3.1.2. Design
  - 3.1.3. Poses and Expressions
- 3.2. Frankenstein's Monster
  - 3.2.1. Anatomy
  - 3.2.2. Construction
  - 3.2.3. Poses and Expressions
- 3.3. Werewolf
  - 3.3.1. Compared Anatomy
  - 3.3.2. Construction
  - 3.3.3. Poses and Expressions
- 3.4. Mummy
  - 3.4.1. Human Anatomy
  - 3.4.2. Design
  - 3.4.3. Poses and Expressions

- 3.5. Swamp Monster
  - 3.5.1. Anatomy
  - 3.5.2. Construction
  - 3.5.3. Poses and Expressions
- 3.6. Ghosts
  - 3.6.1. Examples
  - 3.6.2. Construction
  - 3.6.3. Poses and Expressions
- 3.7. Zombies
  - 3.7.1. Human Anatomy
  - 3.7.2. Animal Zombies
  - 3.7.3. Construction and Pose
- 3.8. Dr. Jekyll and Mr. Hyde
  - 3.8.1. Human Anatomy
  - 3.8.2. Construction
  - 3.8.3. Poses and Expressions
- 3.9. Death
  - 3.9.1. Anatomy
  - 3.9.2. Construction
  - 3.9.3. Poses and Expressions
- 3.10. Aliens and Beings from Other Dimensions
  - 3.10.1. Geometric Shapes
  - 3.10.2. Design
  - 3.10.3. Poses and Expressions



*You will be able to deepen your knowledge of props, animals, objects and plant characters with large selection of additional reading compiled by the teachers themselves"*

# 05 Methodology

This academic program offers students a different way of learning. Our methodology uses a cyclical learning approach: **Relearning**.

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

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.



## 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.

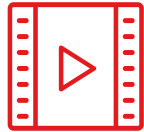
*Re-learning will allow you to learn with less effort and better performance, involving you more in your training, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation for success.*

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.



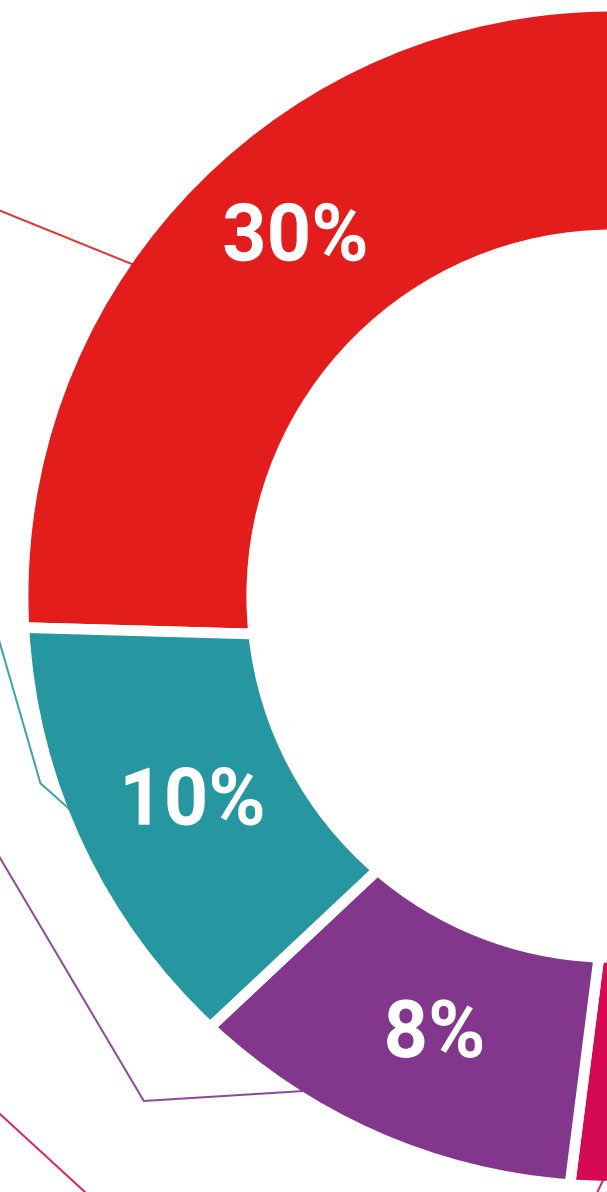
### Practising Skills and Abilities

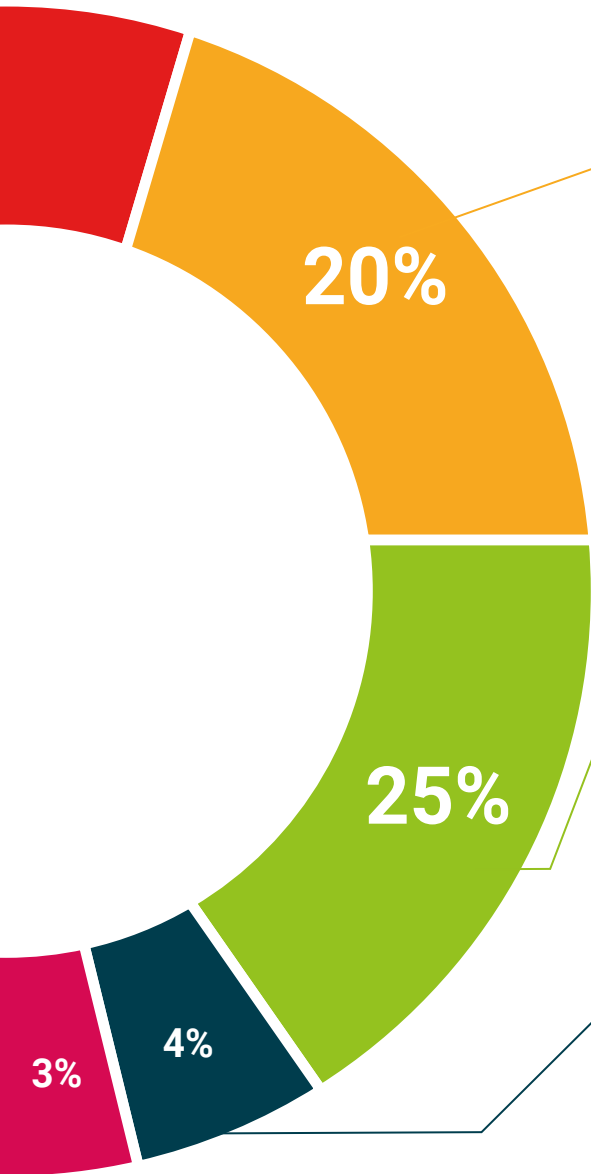
They will carry out activities to develop specific competencies and skills in each thematic area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization we live in.



### 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 Diploma in Design and Creation of 2D Fantasy and Horror Characters guarantees, in addition to the most rigorous and up-to-date training, access to a Postgraduate Diploma 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 Diploma in Design and Creation of 2D Fantasy and Horror 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 Diploma in Design and Creation of 2D Fantasy and Horror Characters**

Modality: **online**

Duration: **6 months**

Accreditation: **18 ECTS**



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

**tech** global  
university

## Postgraduate Diploma Design and Creation of 2D Fantasy and Horror Characters

- » Modality: **online**
- » Duration: **6 months**
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- » Credits: **18 ECTS**
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- » Exams: **online**

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