

Postgraduate Diploma

Design and Creation of 2D Props, Animals, Objects and Plants





Postgraduate Diploma Design and Creation of 2D Props, Animals, Objects and Plants

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

Website: www.techtitute.com/in/design/postgraduate-diploma/postgraduate-diploma-design-creation-2d-props-animals-objects-plants

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01

Introduction

In the audiovisual narrative, the characters, as is logical, take center stage in the story. For this reason, extensive hours are usually dedicated to the design section, often neglecting the relevance of the environment, *props* and objects that surround the scenes. Designers who are highly skilled in the creation and design of these elements will gain a distinct advantage in giving characters and stories the packaging they need, thus enhancing their own career development. That is why this course focuses on the creation of all kinds of objects and plants in 2D, specifically focusing on vehicles, accessories, animals and plants thanks to the vision of a teaching team with extensive experience in the field of design. In addition, the format of the program is completely online, providing the student with the greatest possible flexibility.





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Specialize in the creation and design of props, animals, plants and 2D objects to gain distinctive skills to further advance your career"

Being able to design not only characters rich in expressions and personality, but also objects and animals with outstanding features is a significant competitive advantage for any designer. The work is so specific that even within the design departments themselves, the role of the *prop designer* or even *lead prop designer* arises if it is a small team.

This shows how relevant these skills can be in the designer's professional career. That's why TECH has placed special emphasis on providing the best possible knowledge, skills and key understanding in this Postgraduate Diploma. For this purpose, we have assembled a teaching team of the highest quality, with vast experience in the design of all types of 2D environments and elements. Their expertise, embodied in the eminently practical contents of the degree, serves as a reflection of the quality of the didactic material to which the student will have access.

Also, taking into account how difficult it can be for many designers to take on a degree of these characteristics, we have encouraged the elimination of face-to-face classes and fixed schedules. Therefore, the course is 100% online, and it is the student who decides how to distribute their own course load, adapting it to their professional or personal interests as they see fit.

This **Postgraduate Diploma in Design and Creation of 2D Props, Animals, Objects and Plants** 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 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



Enrol now and don't miss the opportunity to give an effective boost to your professional career, gaining support with the knowledge of expert designers"

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Specialize in an in-demand profession, which requires designers with strong skills in designing weapons, armor, vehicles, animals, objects and plants”

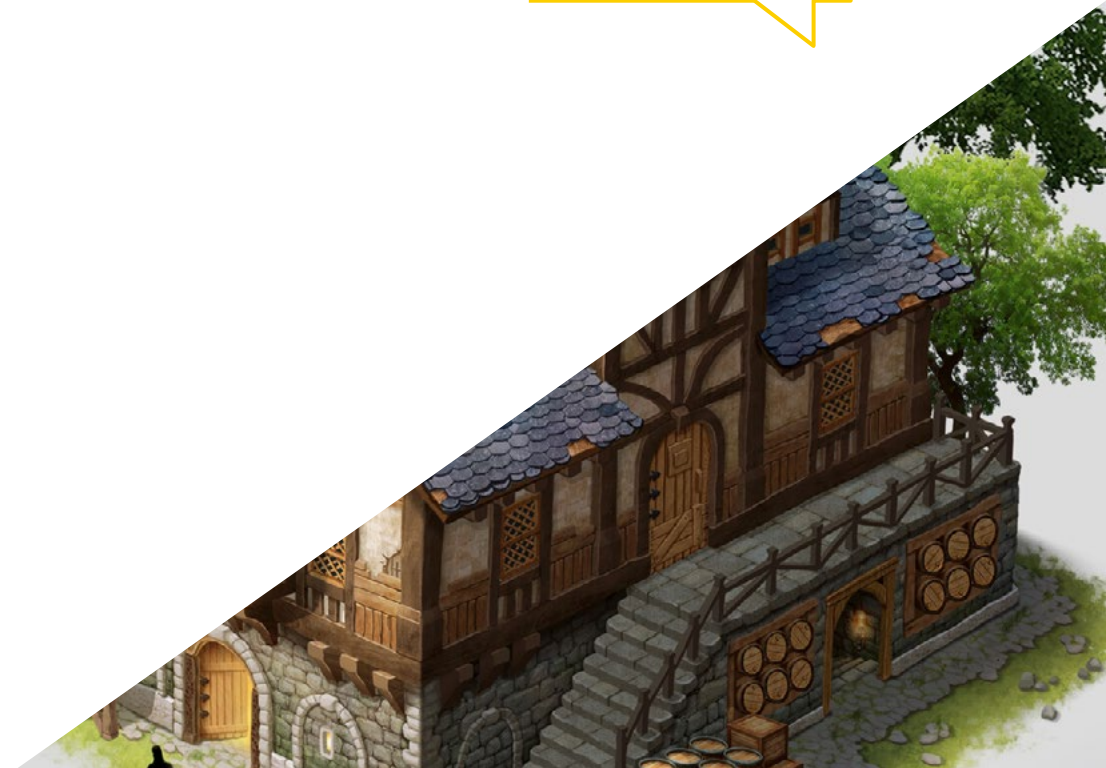
The program's teaching staff includes professionals from the sector who contribute their work experience to this training program, as well as renowned specialists from leading societies and prestigious universities.

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.

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.

Gain in-depth knowledge of the multiple practical examples of 2D props and objects creation by extensively contextualizing each topic.

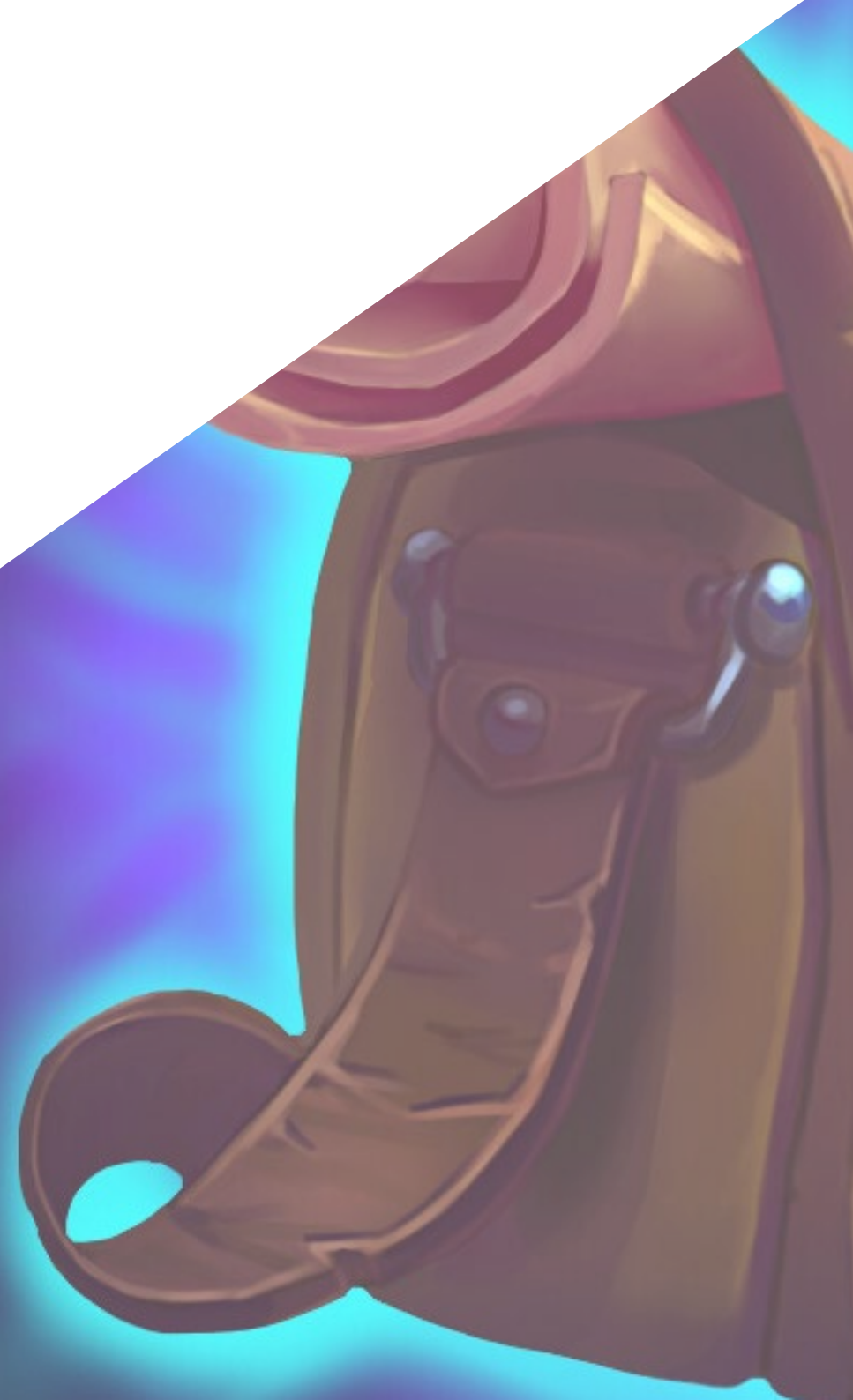
Decide when, where and how to distribute the teaching load, having full access to the didactic content from day one.



02

Objectives

TECH has outlined a series of concrete objectives for this Postgraduate Diploma. After graduation, the student will be able to analyze the shape, anatomy and composition of any type of object or element, correctly interpreting the keys to design it in two dimensions with the greatest success. This is possible thanks to the meticulousness with which the teaching team has written all the contents, each one specially focused on a specific element or type of object.





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You will put into practice everything you learn almost instantly, as you will have access to numerous independent-learning exercises to perfect the theory”



General Objectives

- ◆ Deepen understanding of the key aspects of Design and Creation of 2D Props, Animals, Objects and Plants
- ◆ Create all types of objects with the programs used in the industry
- ◆ Promote personal development with a totally up-to-date focus on digitalization
- ◆ Develop specific characters in 2D
- ◆ Create scripts to express the creative ideas in a structured and concise way



You will be even closer to your most ambitious professional goals after completing this Postgraduate Diploma"





Specific Objectives

Module 1. Props. Vehicles and Accessories

- ◆ Study of the sources of real, fantastic and science fiction *props* and accessories
- ◆ Deepen knowledge in the creation of vehicles such as cars, motorbikes and futuristic or current-day vehicles
- ◆ Create bladed weapons, firearms and futuristic weapons
- ◆ Produce and integrate *props* into a videogame

Module 2. Animals

- ◆ Anatomy of animals : canines, felines, herbivores and big mammals
- ◆ Study the creation of cartoon and realistic animals in order to design them correctly
- ◆ Analyze other types of marine animals, birds, reptiles, amphibians and insects
- ◆ Study the anatomy of prehistoric animals for the creation of an ideal canon

Module 3. Objects and Plants as Characters

- ◆ Analyze the different forms in the representation of flowers, vegetables, fruits and other types of plants
- ◆ Study exotic and carnivorous plants
- ◆ Study trees: creation of roots, trunk and leaves in order to convert them into animated characters
- ◆ Create household appliances and vehicles of different types and construction



03

Course Management

Given that the design of 2D *props*, animals, objects and plants requires very specific knowledge in this field, TECH has selected the best teaching team possible to create all the content of this course. By combining cutting-edge technological theory with their own practical knowledge from years of experience in the industry, the teachers have managed to create a compendium of information that is extremely relevant to the designer. After graduating, the students will have mastered the creation of all types of *props* and elements in 2D.





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Let the highly successful professionals from the field of design give you the keys and secrets of the industry in order to be successful designing props, animals or objects in 2D”

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

In order to encourage students to study effectively, TECH has implemented the *re-learning* teaching methodology in the development of this program. This means that the most important concepts and procedures for designing *props* and 2D objects are reiterated repeatedly throughout the entire syllabus. In this way, a much more natural and progressive learning process is achieved, in which the designer will not have to invest excessive hours of study to acquire the most essential skills.





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Make the most of the large amount of teaching materials you will have at your disposal, having access to numerous, high-quality audiovisual resources developed by the teachers themselves”

Module 1. Props, Vehicles and Accessories

- 1.1. Props
 - 1.1.1. What is a *Prop*?
 - 1.1.2. Generalities
 - 1.1.3. *Props* with a Strong Argument
- 1.2. Add-Ons
 - 1.2.1. Add-Ons and Wardrobe
 - 1.2.2. Real Accessories: Professions
 - 1.2.3. Fantasy or Science Fiction Add-Ons
- 1.3. Cars
 - 1.3.1. Classic
 - 1.3.2. Current
 - 1.3.3. Futuristic
- 1.4. Motorbikes
 - 1.4.1. Current
 - 1.4.2. Futuristic
 - 1.4.3. 3-Wheeled Vehicles
- 1.5. Other Vehicles
 - 1.5.1. Land
 - 1.5.2. Air
 - 1.5.3. Sea
- 1.6. Weapons
 - 1.6.1. Types and Sizes
 - 1.6.2. Design Based on Century
 - 1.6.3. Shields
- 1.7. Firearms
 - 1.7.1. Long
 - 1.7.2. Short
 - 1.7.3. Functioning: Moving Parts
- 1.8. Futuristic Weapons
 - 1.8.1. Fire
 - 1.8.2. Energy
 - 1.8.3. FX of Futuristic Weapons

- 1.9. Armor
 - 1.9.1. Classic and Current
 - 1.9.2. Futuristic
 - 1.9.3. Mechanized and Robotic
- 1.10. *Props* in Videogames
 - 1.10.1. Differences to Animation *Props*
 - 1.10.2. *Props* and Their Uses
 - 1.10.3. Design

Module 2. Animals.

- 2.1. Quadrupeds
 - 2.1.1. Compared Anatomy
 - 2.1.2. Realistic Models and Their Use
 - 2.1.3. *Cartoon*
- 2.2. Canines
 - 2.2.1. Anatomy
 - 2.2.2. Design
 - 2.2.3. Poses
- 2.3. Felines
 - 2.3.1. Compared Anatomy
 - 2.3.2. Design
 - 2.3.3. Poses
- 2.4. Herbivores
 - 2.4.1. Ruminants
 - 2.4.2. Equine
 - 2.4.3. *Cartoon*
- 2.5. Big Mammals
 - 2.5.1. Compared Anatomy
 - 2.5.2. Construction
 - 2.5.3. Poses
- 2.6. Marine Creatures
 - 2.6.1. Mammals
 - 2.6.2. Fish
 - 2.6.3. Crustaceans

- 2.7. Birds
 - 2.7.1. Anatomy
 - 2.7.2. Poses
 - 2.7.3. *Cartoon*
- 2.8. Amphibious Reptiles
 - 2.8.1. Construction
 - 2.8.2. Poses
 - 2.8.3. *Cartoon*
- 2.9. Dinosaurs
 - 2.9.1. Types
 - 2.9.2. Construction
 - 2.9.3. Poses
- 2.10. Insects
 - 2.10.1. Design
 - 2.10.2. Poses
 - 2.10.3. Comparisons
- 3.4. Carnivorous Plants
 - 3.4.1. Examples:
 - 3.4.2. Construction
 - 3.4.3. Poses and Expressions
- 3.5. Trees
 - 3.5.1. Types
 - 3.5.2. Construction
 - 3.5.3. Poses and Expressions
- 3.6. Shrubs
 - 3.6.1. Types
 - 3.6.2. Construction
 - 3.6.3. Poses and Expressions
- 3.7. Objects
 - 3.7.1. Examples:
 - 3.7.2. Personality
 - 3.7.3. Types
- 3.8. Household Appliances
 - 3.8.1. Types
 - 3.8.2. Construction
 - 3.8.3. Poses and Expressions
- 3.9. Vehicles
 - 3.9.1. Types
 - 3.9.2. Construction
 - 3.9.3. Poses and Expressions
- 3.10. Other Objects
 - 3.10.1. Types
 - 3.10.2. Construction
 - 3.10.3. Poses and Expressions

Module 3. Objects and Plants as Characters

- 3.1. Flowers
 - 3.1.1. Examples:
 - 3.1.2. Construction
 - 3.1.3. Poses and Expressions
- 3.2. Vegetables
 - 3.2.1. Examples:
 - 3.2.2. Construction
 - 3.2.3. Poses and Expressions
- 3.3. Fruit
 - 3.3.1. Examples:
 - 3.3.2. Construction
 - 3.3.3. Poses and Expressions

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 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 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

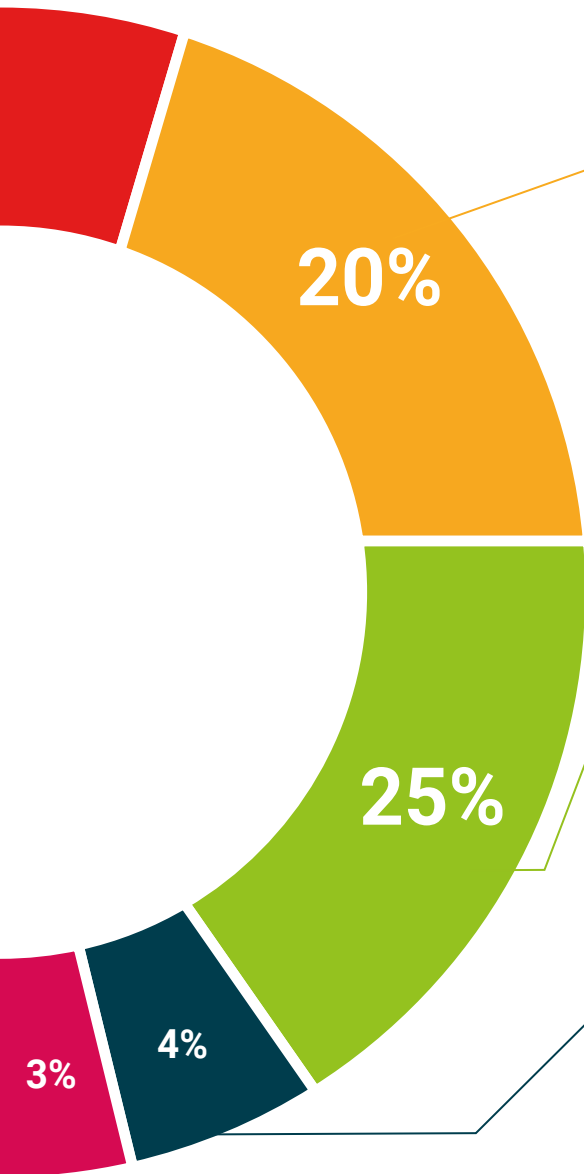
They will carry out activities to develop specific competencies and skills in each thematic area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization we live in.



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 Props, Animals, Objects and Plants guarantees, in addition to the most rigorous and up-to-date training, access to a Postgraduate Diploma issued by TECH Technological University.



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

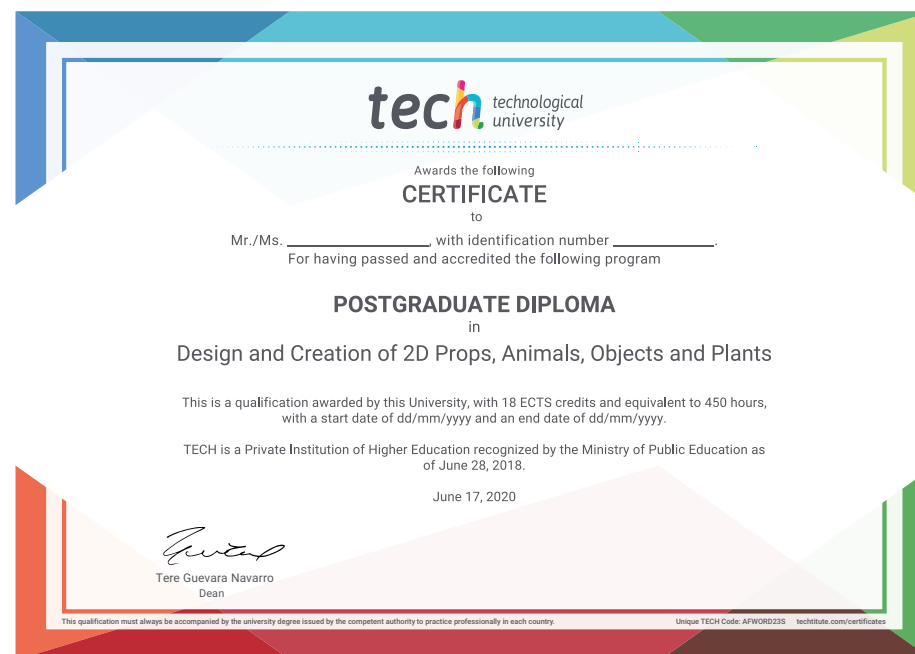
This **Postgraduate Diploma in Design and Creation of 2D Props, Animals, Objects and Plants** contains the most complete and up to date program on the market.

After passing the assessments, the student will receive their corresponding **Postgraduate Diploma** issued by **TECH Technological University** via tracked delivery*.

The certificate issued by **TECH Technological University** will reflect the qualification obtained in the Postgraduate Diploma, and meets the requirements commonly demanded by labor exchanges, competitive examinations, and professional career evaluation committees.

Title: **Postgraduate Diploma in Design and Creation of 2D Props, Animals, Objects and Plants**

Official N° of Hours: **450 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 language
classroom



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