

Postgraduate Diploma Photography





Postgraduate Diploma Photography

- » Modality: online
- » Duration: 6 months
- » Certificate: TECH Global University
- » Credits: 24 ECTS
- » Schedule: at your own pace
- » Exams: online

Website: www.techtitute.com/us/design/postgraduate-diploma/postgraduate-diploma-photography

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01

Introduction

A thorough knowledge of photographic techniques and the characteristics of images is essential for a good graphic designer. This program created specifically for professionals in this sector leads them to achieve the necessary skills to work with confidence and solvency. To this end, it offers the opportunity to acquire the skills of a specialized professional with a syllabus that will ensure job growth without problems of conciliation. A unique opportunity for development and promotion.



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A high-intensity course that will enable you to use photography and images in your designs with the solvency of the best professionals in the sector"

This Postgraduate Diploma in Photography has been structured to offer an interesting, interactive and, above all, very effective process of specialization in everything related to this sector. To achieve this, a clear and continuous growth path is offered, which is also 100% compatible with other occupations.

Through an exclusive methodology, this Postgraduate Diploma will lead you to know all the characteristics of working with images that the professional needs to stay at the forefront and know the changing phenomena of this form of communication.

Therefore, this program will address the aspects that a designer needs to know in order to plan, develop and finalize a complete photograph. An educational path that will scale the student's skills to help them achieve the challenges of a top professional.

The Postgraduate Diploma in Photography is presented as a viable option for a professional who decides to work independently but also to be part of any organization or company. An interesting avenue of professional development that will benefit from the specific knowledge that we now make available to you in this program.

This **Postgraduate Diploma in Photography** contains the most complete and up-to-date program on the market. The most important features of the program include:

- ◆ Graphic, schematic, and highly practical contents
- ◆ The latest developments and cutting-edge advances in this area
- ◆ Practical exercises where the self-evaluation process can be carried out to improve learning
- ◆ Innovative and highly efficient methodologies
- ◆ Theoretical lessons, questions to the expert, debate forums on controversial topics, and individual reflection assignments
- ◆ Content that is accessible from any fixed or portable device with an Internet connection



This program will allow you to enhance your skills and update your knowledge in Photography"

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All the necessary knowledge for the graphic designer in this field, compiled in a highly efficient Postgraduate Diploma, which will optimize your effort with the best results”

The development of this program is focused on practicing the proposed theoretical learning. Through the most effective teaching systems, proven methods imported from the most prestigious universities in the world, you will be able to acquire new knowledge in a practical way. In this way, we strive to convert your efforts into real and immediate skills.

Our online system is another strength of our approach to education. With an interactive platform that has the advantages of the latest technological developments, we put the most interactive digital tools at your service. This way, we can offer you a learning method that can be completely adapted to your needs, so that you can perfectly combine this training program with your personal or professional life.

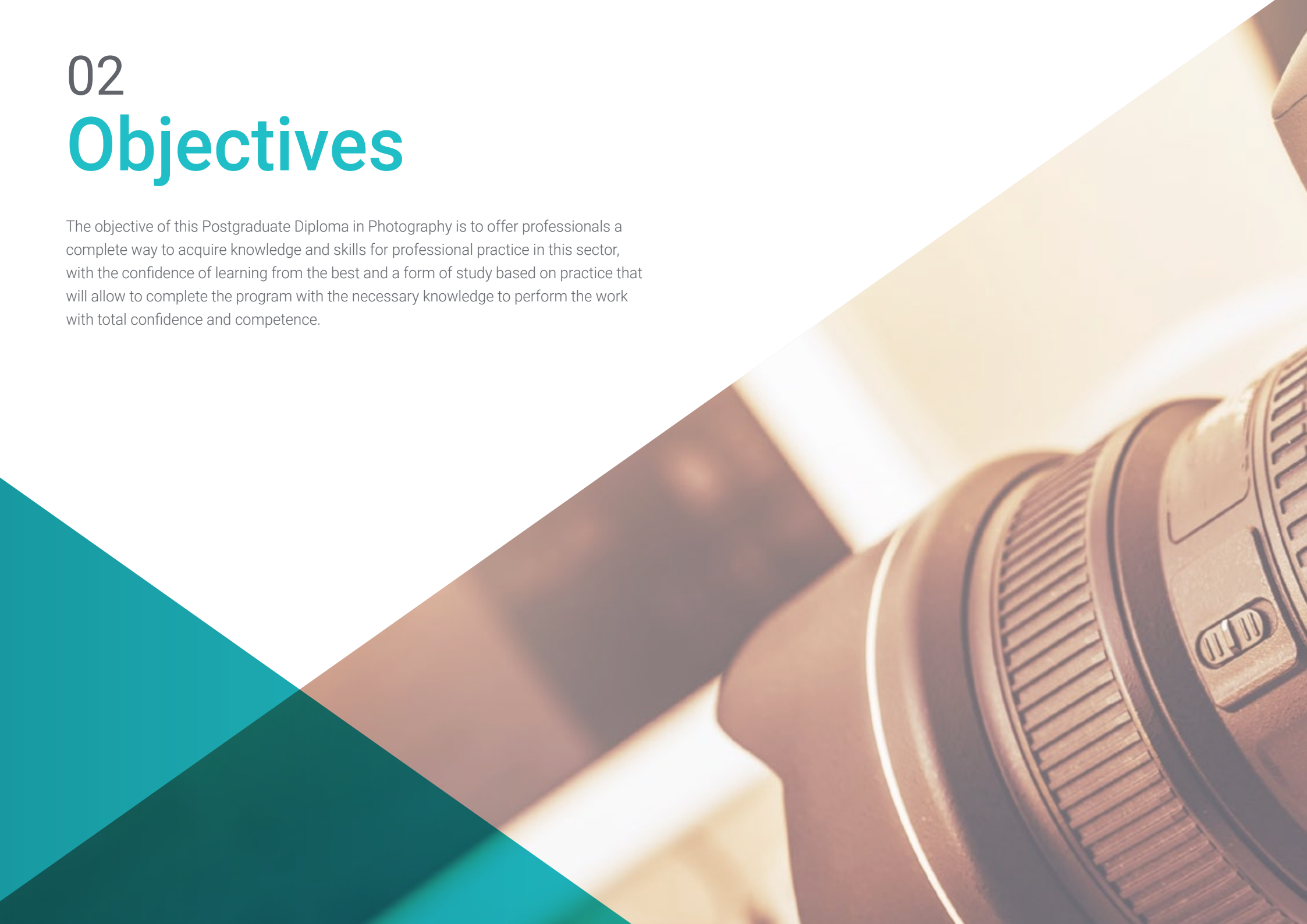
A practical and intensive program that will give you all the tools you need to work in this field, in a specific and concrete Postgraduate Diploma.

A training program created to allow you to implement your acquired knowledge into your daily practice in an almost immediate way.



02 Objectives

The objective of this Postgraduate Diploma in Photography is to offer professionals a complete way to acquire knowledge and skills for professional practice in this sector, with the confidence of learning from the best and a form of study based on practice that will allow to complete the program with the necessary knowledge to perform the work with total confidence and competence.



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Our goal is simple: to help you get the most complete update in a Postgraduate Diploma fully compatible with your work and personal obligations”



General Objective

- ◆ Learn all aspects of working with images and photographs in any format in which they can be used



Enroll in the best Postgraduate Diploma in Photography in the current university panorama"





Specific Objectives

Module 1. Fundamentals of Design

- ◆ Understand what design is and its importance
- ◆ Analyze dichotomies in the concepts of progress, need and desire
- ◆ Promote an ethical and sustainable awareness in the development of design processes
- ◆ Understand the nature and essence of the new media, the computer as a metamedium, information as substance, and software as a medial, aesthetic and projective instrument
- ◆ Learn about Adobe Lightroom as a tool in project development
- ◆ Know the importance of *presets*, what they are, what they are used for, how to create and use them in digital projects

Module 2. Audiovisual Language

- ◆ Ability to use information and communication technologies (ICT) in different contexts and from a critical, creative and innovative perspective
- ◆ Understand the audiovisual language and its importance
- ◆ Know the basic parameters of a camera
- ◆ Know the elements of an audiovisual narration, its use and importance
- ◆ Be able to create audiovisual narratives, correctly applying usability and interactivity criteria
- ◆ Ability to use information and communication technologies (ICT) in different contexts and from a critical, creative and innovative perspective
- ◆ Understand the relationship between technology and other fields of human knowledge

Module 3. Image

- ◆ Know the importance of images throughout history and at present, as well as the difference between analog and digital images
- ◆ Value and respect the photographic legacy as a contribution to the language of the contemporary image
- ◆ Represent objects and ideas artistically (image) and technically (graphics)
- ◆ Have a basic knowledge of the Adobe Photoshop tool
- ◆ Capture, manipulate and prepare the image for use in different media
- ◆ Master the graphic-plastic resources of two-dimensional representation

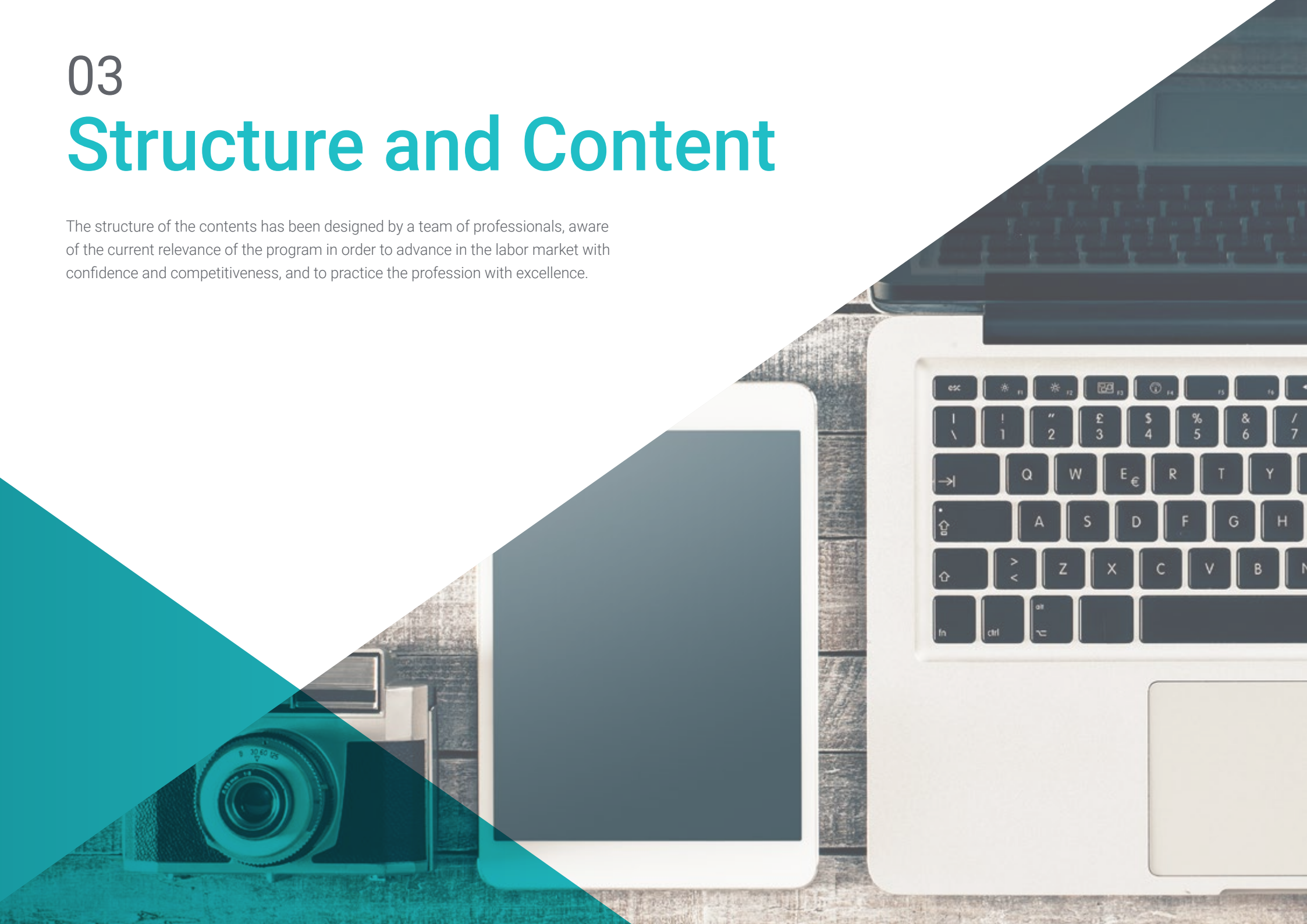
Module 4. Digital Photography

- ◆ Capture, manipulate and prepare the image for use in different media
- ◆ Know the basics of photographic and audiovisual technology
- ◆ Know the language and expressive resources of photography and audiovisuals
- ◆ Know relevant photographic and audiovisual works
- ◆ Interrelate the formal and symbolic languages with the specific functionality
- ◆ Handle the basic lighting and measuring equipment in photography
- ◆ Understand the behavior and characteristics of light, valuing its expressive qualities

03

Structure and Content

The structure of the contents has been designed by a team of professionals, aware of the current relevance of the program in order to advance in the labor market with confidence and competitiveness, and to practice the profession with excellence.





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*This Postgraduate Diploma
contains the most complete and
up-to-date program on the market”*

Module 1. Fundamentals of Design

- 1.1. Introduction to Design
 - 1.1.1. Design Concept: Art and Design
 - 1.1.2. Fields of Application of the Design
 - 1.1.3. Design and Ecology: Ecodesign
 - 1.1.4. Activist Design
- 1.2. Design and Configuration
 - 1.2.1. The Design Process
 - 1.2.2. The Idea of Progress
 - 1.2.3. The Dichotomy Between Need and Desire
- 1.3. Introduction to Adobe Lightroom I
 - 1.3.1. Tour of the Interface: Catalog and Preferences
 - 1.3.2. Program Structure and Visualization
 - 1.3.3. Structure of the library
 - 1.3.4. File Import
- 1.4. Introduction to Adobe Lightroom II
 - 1.4.1. Fast Development, Keywords and Metadata
 - 1.4.2. Simple Collections
 - 1.4.3. Intelligent Collections
 - 1.4.4. Practice
- 1.5. Library in Adobe Lightroom
 - 1.5.1. Classification and Structuring Methods
 - 1.5.2. Stacks, Virtual Copies, Files Not Found
 - 1.5.3. Watermark and Logos
 - 1.5.4. Export
- 1.6. Developing in Adobe Lightroom I
 - 1.6.1. Developed Module
 - 1.6.2. Lens Correction and Cropping
 - 1.6.3. The Histogram
 - 1.6.4. Calibration and Profiling

- 1.7. Presets
 - 1.7.1. What Are They?
 - 1.7.2. How Are They Used?
 - 1.7.3. What Kind of Presets Are Saved in Lightroom Presets?
 - 1.7.4. Search Resources
- 1.8. Tone in Adobe Lightroom
 - 1.8.1. Tone Curve
 - 1.8.2. HSL
 - 1.8.3. Split Tones
 - 1.8.4. Practice
- 1.9. Developing in Adobe Lightroom II
 - 1.9.1. Masks
 - 1.9.2. Development with Brush
 - 1.9.3. Focus and Noise Reduction
 - 1.9.4. Vignetting
 - 1.9.5. Red Eye and Blemish Removal
- 1.10. Developing in Adobe Lightroom III
 - 1.10.1. Transform an Image
 - 1.10.2. Creation of Panoramic Photographs
 - 1.10.3. HDR, What Is It? How Do We Create it?
 - 1.10.4. Synchronize Settings

Module 2. Audiovisual Language

- 2.1. Audiovisual Language
 - 2.1.1. Definition and Structure
 - 2.1.2. The Functions of Audiovisual Language
 - 2.1.3. The Symbols of Audiovisual Language
 - 2.1.3. History, Sequence, Scene, Shot, Frame
- 2.2. Camera and the Sound
 - 2.2.1. Basic Concepts
 - 2.2.2. Camera Lenses
 - 2.2.3. The Importance of Sound
 - 2.2.4. Complementary Materials



- 2.3. The Composition of the Frame
 - 2.3.1. Frame Perception
 - 2.3.2. The Gestalt Theory
 - 2.3.3. Principles of Composition
 - 2.3.4. Lighting
 - 2.3.5. Assessing Shades
- 2.4. The Space
 - 2.4.1. The Film Space
 - 2.4.2. On-Screen and Off-Screen
 - 2.4.3. Types of Spaces
 - 2.4.4. The No-Spaces
- 2.5. The Weather
 - 2.5.1. The Filming Time
 - 2.5.2. The Sense of Continuity
 - 2.5.3. Changes in Time: *Flashback* and *Flashforward*
- 2.6. Dynamic Printing
 - 2.6.1. The Rhythm
 - 2.6.2. The Assembly as a Marker of Rhythm
 - 2.6.3. The Origins of Assembly and Its Relationship to Modern Life
- 2.7. The Movement
 - 2.7.1. Types of Movement
 - 2.7.2. Camera Movements
 - 2.7.3. Accessories
- 2.8. Film Grammar
 - 2.8.1. The Audiovisual Process The Scale
 - 2.8.2. The Shot
 - 2.8.3. Types of Shots
 - 2.8.4. Types of Shots According to the Angle
- 2.9. The Dramatization of the Plot
 - 2.9.1. Script Structure
 - 2.9.2. History, Argument and Style
 - 2.9.3. The Syd Field Paradigm
 - 2.9.4. Types of Narrators

- 2.10. Character Building
 - 2.10.1. The Character in Today's Narrative
 - 2.10.2. The Hero According to Joseph Campbell
 - 2.10.3. The Post-Classical Hero
 - 2.10.4. Robert McKee's 10 Commandments
 - 2.10.5. Character Transformation
 - 2.10.6. Anagnorisis

Module 3. Image

- 3.1. Image throughout History
 - 3.1.1. Brief History of Image
 - 3.1.2. Image, Society Communication
 - 3.1.3. Nature of an Image
 - 3.1.4. Bibliographical References
- 3.2. Introduction to an Image
 - 3.2.1. Analog Images
 - 3.2.2. Digital Images
 - 3.2.3. Sources and Image Creation
 - 3.2.4. The Importance of Image in Design
- 3.3. Images
 - 3.3.1. Vectorial Images
 - 3.3.2. Bits Map
 - 3.3.3. Features
 - 3.3.4. Where to Find Them?
- 3.4. Photographic Image
 - 3.4.1. Analog and Digital Camera Settings
 - 3.4.2. Depth of Field or Hyperfocal Distance
 - 3.4.3. Camera Focus
 - 3.4.4. Focal Length
- 3.5. Digital Image Components
 - 3.5.1. Digital Images and Their Current Importance
 - 3.5.2. Resolution
 - 3.5.3. Dimensions
- 3.6. Introduction to Photoshop I: Basic Concepts
 - 3.6.1. Create or Open Images
 - 3.6.2. Photoshop Interface
 - 3.6.3. Tools: Zoom and Pan
 - 3.6.4. Undo a Command
 - 3.6.5. Save Images
- 3.7. Introduction to Photoshop II: Resizing
 - 3.7.1. Changing Size
 - 3.7.2. Resolution
 - 3.7.3. Trimming and Adjustment
 - 3.7.4. Enlarge a Canvas
- 3.8. Photoshop Layers
 - 3.8.1. What Are Layers?
 - 3.8.2. Basic Concepts
 - 3.8.3. Resize a Layer
 - 3.8.4. Add Images to a Layer
 - 3.8.5. Unblock a Layer
- 3.9. Improve Image Quality in Photoshop
 - 3.9.1. Brightness and Contrast
 - 3.9.2. Color Intensity
 - 3.9.3. Tone and Saturation
 - 3.9.4. Adjustment Layers
 - 3.9.5. Levels and Curves
 - 3.9.6. Exhibition
 - 3.9.7. Light and Shade
- 3.10. Photoshop Retouching
 - 3.10.1. Repair Tools
 - 3.10.2. Cloning Buffer
 - 3.10.3. Practice 1: Retouching Image Quality
 - 3.10.4. Practice 2: Fix an Old Image

Module 4. Digital Photography

- 4.1. Introduction to the Contemporary Photographic Medium
 - 4.1.1. Origins of Photography: The Camera Obscura
 - 4.1.2. Fixing Images Milestones: The Daguerreotype and the Calotype
 - 4.1.3. Pinhole Camera
 - 4.1.4. The Photographic Snapshot Kodak and the Popularization of the Medium
- 4.2. Principles of Digital Photography
 - 4.2.1. Street Photography: Photography as a Social Mirror
 - 4.2.2. Digital Image Fundamentals
 - 4.2.3. JPG and RAW
 - 4.2.4. Digital Laboratory
- 4.3. Concepts, Equipment and Photography Techniques
 - 4.3.1. Camera: Visual Angle and Lenses
 - 4.3.2. Exposure Meter Exposure Adjustment
 - 4.3.3. Image Control Elements
 - 4.3.4. Practice I: Controlling the Camera
- 4.4. Lighting
 - 4.4.1. Natural Light and Its Importance
 - 4.4.2. Properties of Light
 - 4.4.3. Continuous Light and Modeling Light
 - 4.4.4. Lighting Schemes
 - 4.4.5. Accesories to Manipulate Light
 - 4.4.6. Backgrounds Commercial Tools
- 4.5. Flash
 - 4.5.1. Main Functions of a Flash Unit
 - 4.5.2. Types of Flash
 - 4.5.3. Torch Flash
 - 4.5.4. Advantages and Disadvantages
- 4.6. Photography with Professional Camera
 - 4.6.1. *Lifestyle* Photography Searching for Corners
 - 4.6.2. Practice II: Light Effects
 - 4.6.3. Practice III Negative Spaces
 - 4.6.4. Practice IV: Capture Emotion
- 4.7. Mobile Photography: Introduction
 - 4.7.1. Our Pocket Camera and Other Materials
 - 4.7.2. Achieving the Best Quality
 - 4.7.3. Composition Tricks
 - 4.7.4. Creating Ambience
- 4.8. Mobile Photography: Project
 - 4.8.1. *Flatlay*
 - 4.8.2. Indoor Photography
 - 4.8.3. Creative Ideas Where to Start?
 - 4.8.4. Practice VI: First Photographs
- 4.9. Mobile Photography: Editing
 - 4.9.1. Editing Photos with Snapseed
 - 4.9.2. Editing Photos with VSCO
 - 4.9.3. Editing Photos with Instagram
 - 4.9.4. Practice IV: Editing Your Photographs
- 4.10. The Creative Photography Project
 - 4.10.1. Reference Authors in Contemporary Photographic Creation
 - 4.10.2. The Photographic Portfolio
 - 4.10.3. Visual Portfolio References
 - 4.10.4. Build Your Results Portfolio



A unique, key, and decisive program to boost your professional development”

04

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"

Case Study to contextualize all content

Our program offers a revolutionary approach to developing skills and knowledge. Our goal is to strengthen skills in a changing, competitive, and highly demanding environment.

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At TECH, you will experience a learning methodology that is shaking the foundations of traditional universities around the world”



You will have access to a learning system based on repetition, with natural and progressive teaching throughout the entire syllabus.



The student will learn to solve complex situations in real business environments through collaborative activities and real cases.

A learning method that is different and innovative

This TECH program is an intensive educational program, created from scratch, which presents the most demanding challenges and decisions in this field, both nationally and internationally. This methodology promotes personal and professional growth, representing a significant step towards success. The case method, a technique that lays the foundation for this content, ensures that the most current economic, social and professional reality is taken into account.

“*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 in 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.

Relearning Methodology

TECH effectively combines the Case Study methodology with a 100% online learning system based on repetition, which combines 8 different teaching elements in each lesson.

We enhance the Case Study with the best 100% online teaching method: Relearning.

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 Relearning.

Our university is the only one 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.

Relearning 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.



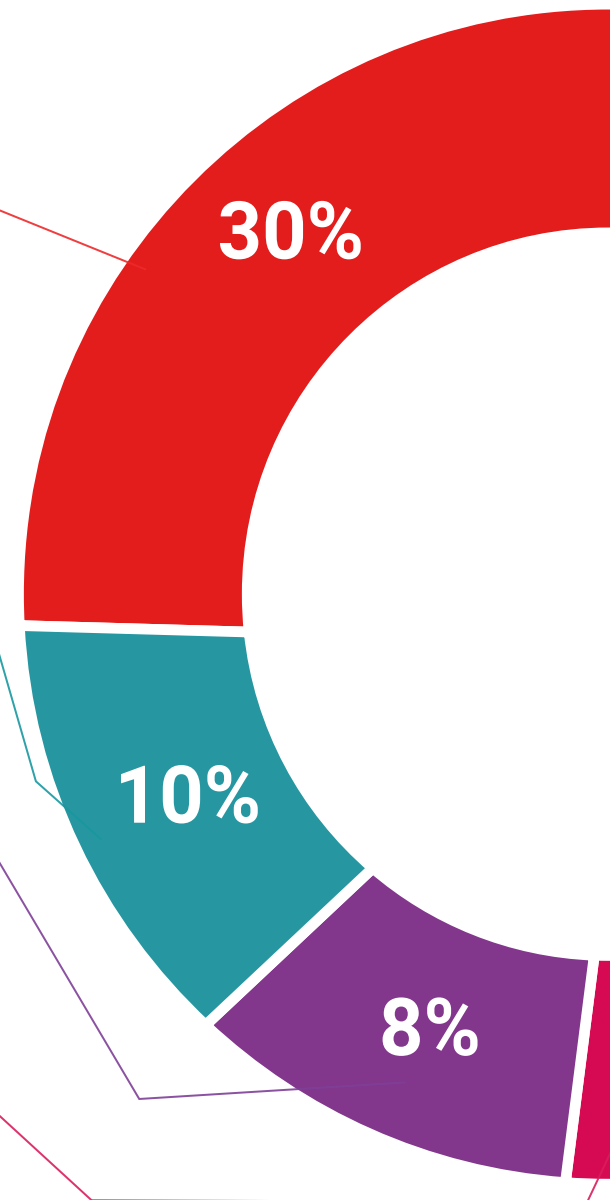
Practising Skills and Abilities

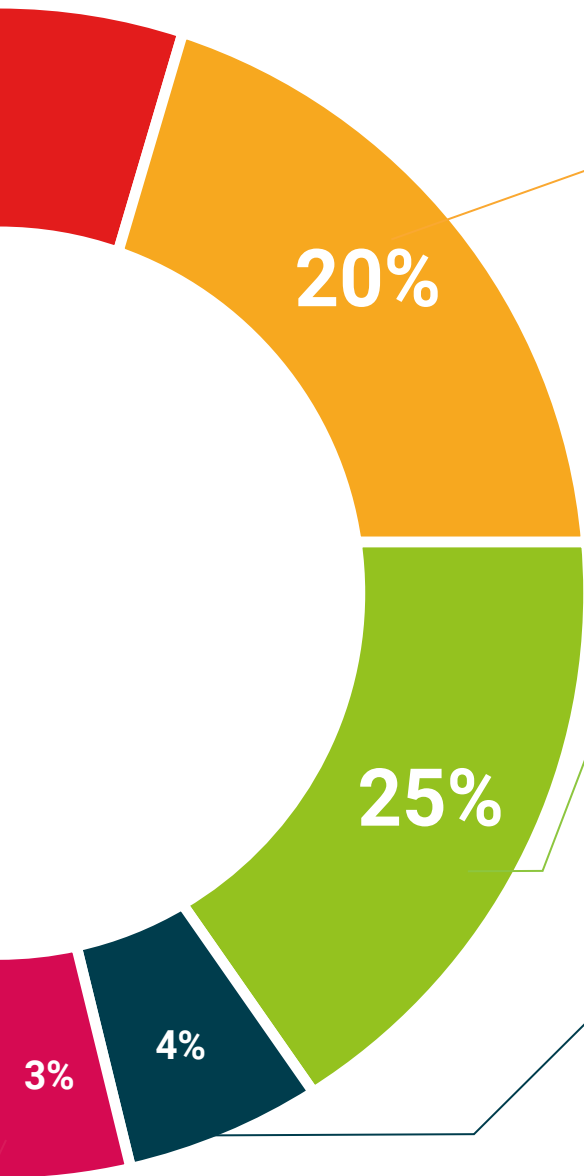
They will carry out activities to develop specific competencies and skills in each thematic area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization that we are experiencing.



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

Students will complete a selection of the best case studies chosen specifically for this program. Cases that are presented, analyzed, and supervised by the best 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 educational system for presenting multimedia content 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 their goals.



06

Certificate

The Postgraduate Diploma in Photography guarantees students, in addition to the most rigorous and up-to-date education, access to a Postgraduate Diploma issued by TECH Global University.



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Successfully complete this program and receive your university qualification without having to travel or fill out laborious paperwork”

This program will allow you to obtain your **Postgraduate Diploma in Photography** 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.

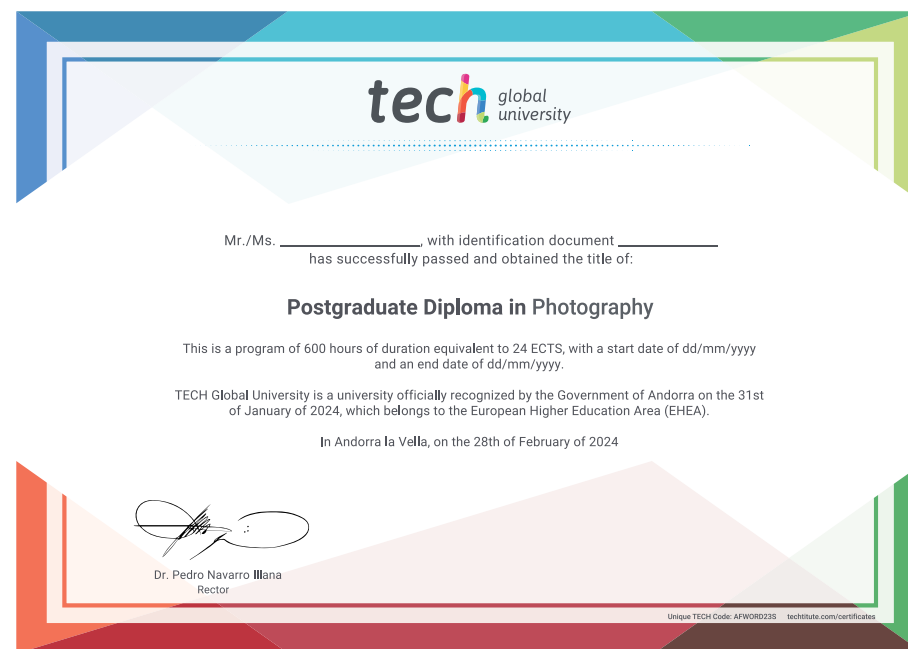
This **TECH Global University** title is a European program of continuing education and professional updating that guarantees the acquisition of competencies in its area of knowledge, providing a high curricular value to the student who completes the program.

Title: **Postgraduate Diploma in Photography**

Modality: **online**

Duration: **6 months**

Accreditation: **24 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 innovation
knowledge present
development language
virtual classroom



Postgraduate Diploma Photography

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