Professional Master's Degree
2D Character Design and Creation

tech global university

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Professional Master's Degree
2D Character Design and Creation

- Modality: **online**
- Duration: **12 months**
- Certificate: **TECH Global University**
- Credits: **60 ECTS**
- Schedule: **at your own pace**
- Exams: **online**

Website: www.techtitute.com/us/design/professional-master-degree/master-2d-character-design-creation

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01

Introduction

2D character development has undergone a remarkable evolution in recent years. The continued development of various animation techniques, as well as the resounding success of 2D series such as Rick & Morty or Bojack Horseman, have boosted the demand for highly skilled professionals in this field. The best 2D designers know how to carry out the whole process of character creation, from its simple conception and *model sheet* to the implementation of color or specific themes in different genres. This academic program delves precisely into the competencies and skills that the designer must develop to achieve the best projects in their field, taking advantage of the professional experience of a teaching staff with outstanding successes in the world of design. A perfect opportunity to boost a career in a comfortable and agile way, as the format is 100% online and focuses exclusively on enhancing the student's skills.

You will master the design and creation skills needed to gain access the best design studios”

In a good narrative, characters are everything. The protagonists and antagonists must transmit the feelings, charisma and imprint that are presupposed in the script itself, a responsibility that falls on the design department. In addition, the best designer must be versatile and be able to adapt to all kinds of requests and styles, whether in a more cartoon, horror or fantasy tone.

This TECH program has been created to meet this need, under a modern and integrative perspective that covers everything from the pre-production phase, to the subsequent color phase. All kinds of characters are examined, from animals, objects or even plants to the props that usually accompany them. In this way, the designer will be perfecting their skills to lead complex and wide-ranging projects where character design plays a fundamental role.

The graduate will therefore be able to apply to become an artist specialized in 2D character design or even lead character design in design companies of all kinds, from the field of video games to audiovisual production studios. Thanks to the practical keys and simulated cases presented throughout the syllabus, students will be able to improve their skills almost immediately, providing a unique contextualization from teachers with great success in the creation of characters and design of large-scale projects.

In addition, the designer will have the advantage of being able to take on the course load at their own pace, as TECH has eliminated both face-to-face classroom classes and fixed schedules, opting for a flexible and agile online format. All the didactic content is available from day one, and can be downloaded and studied from any device with an internet connection.

This **Professional Master's Degree in 2D Character Design and Creation** 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

You will receive the most successful design keys and techniques, instructed by a teaching team with vast experience in the creation of characters for all types of projects"

You will get a distinctive career boost by specializing in character design and get a head start on becoming a successful lead character designer"

You will be able to decide where, when and how to take on the full course load, having the flexibility to adapt the program to your own responsibilities.

Join the world's largest online academic institution, with the best content and audiovisual material on 2D Character Design and Creation.

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.

The design of this program focuses on Problem-Based Learning, which means the student must try to solve the different real-life situations of that arise throughout the academic program. For this purpose, the student will be assisted by an innovative interactive video system created by renowned and experienced experts.

02

Objectives

In order to achieve successful training, all the contents of this program are aimed at boosting and perfecting the designer's skills in the field of 2D character creation. This is achieved with an exhaustive review of the fundamentals of character creation, starting with the styles and techniques of creation, continuing with the correct creation of a model sheet and then exploring in subsequent modules the different possible themes and types of characters. As a result, the graduate will have a much more complete vision of what it means to design a character, being able to handle the whole process in a thorough and professional manner.

TECH's teaching methodology will help you to achieve your most ambitious professional goals, with unique content and while deepening your knowledge of the world of design"

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
- Create all types of vehicles and objects for use in any of the 2D and 3D animation disciplines
- Master the anatomy of all kinds of animals
- Analyze the development and creation of horror characters
- Master the art of adding color to characters created
- Exhaustively develop characters specifically for 2D and 3D videogames

You will take control of the creative process of creating characters of all kinds, whether they are terrifying, fantastic or even anthropomorphic"

Specific Objectives

Module 1. Characters

- Know the different styles and techniques for character creation
- Differentiate between *cartoon*, manga and realistic characters
- Develop skills in animal character creation
- Delve into the physical, psychological and literary characteristics of the characters

Module 2. Character Building

- Define the lines of action for the characters and their complex forms
- Study the anatomay, 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 3. *Model Sheet*

- Recognize the importance of a good model sheet in the workflow of the artist
- Study the expressions, poses and guidelines that are essential in the model sheet
- Gain in-depth knowledge of mouth movements and character staging through the model sheet
- Elaborate a good failure sheet, essential for the later animation

Module 4. *Props*. Vehicles and Accessories

- Know the different types of real, fantastic and science fiction *props* and complements.
- Deepen knowledge in the creation of cars, motorbikes and futuristic or current-day vehicles.
- Develop the ability to create firearms and bladed and futuristic weapons.
- Correctly integrate the different types of *props* in the videogame

Module 5. Animals.

- Study the difference between canine, feline, herbivore and big mammal animals
- Differentiate between realistic and *cartoon* animals in order to correctly create them
- Analyze other types of marine animals, birds, reptiles, amphibians and insects
- Know about dinosaurs in order to correctly execute their animation, creation and postures

Module 6. Objects and Plants as Characters

- 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

Module 7. 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 fairy-tale creatures and hybrid beings, as well as demons and giants
- Learn to represent gods and demigods with greater strength

Module 8. 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 extra-terrestrial or alien beings

Module 9. Color

- Study color, its bases and theory of light and color itself
- TKnow the chromatic relationships between temperature, contrast and balance
- Analyze the psychology of color and the symbolism of certain colors
- Examine the digital applications that all content has

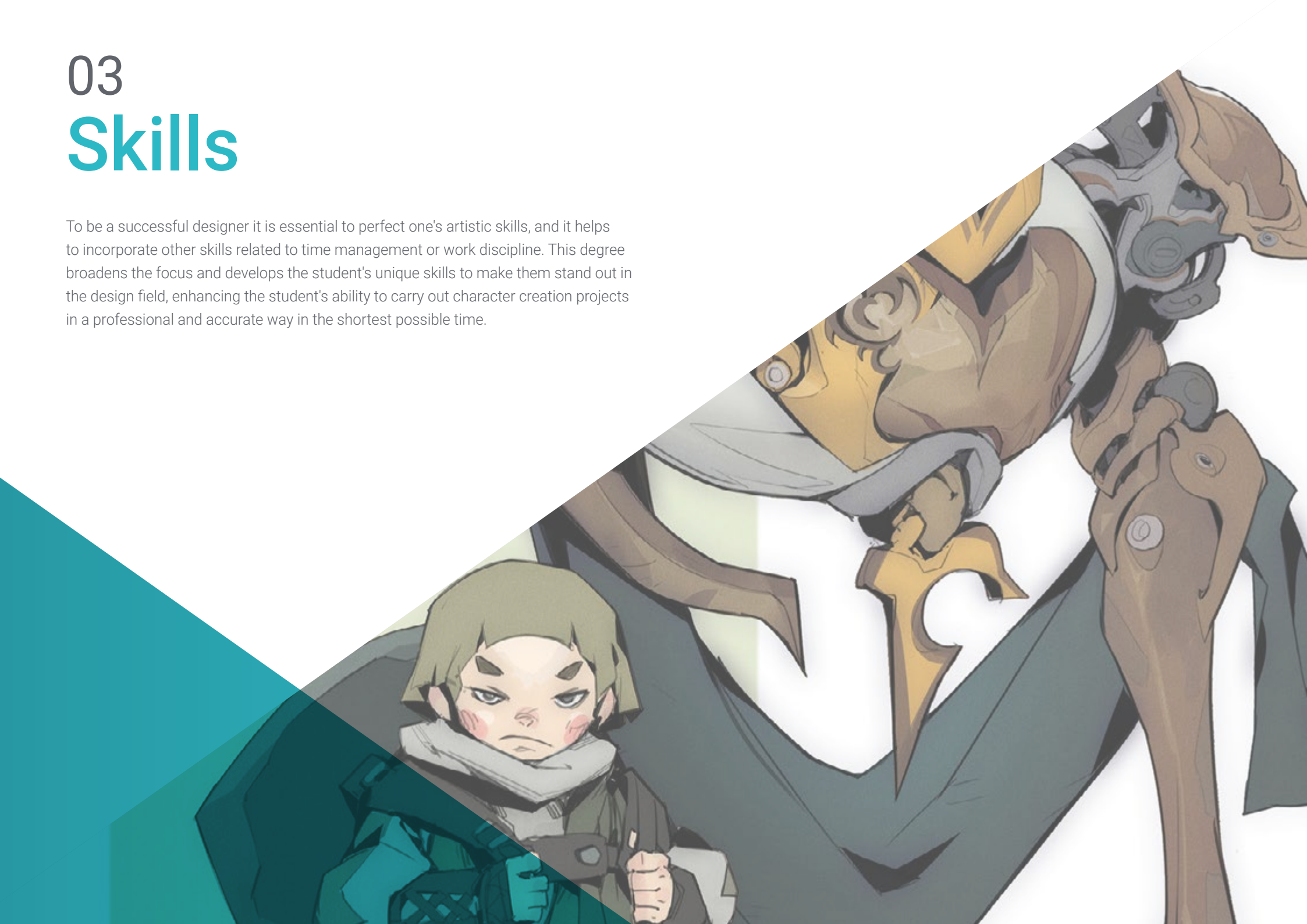
Module 10. Videogames and Characters

- Expand knowledge of the implementation of characters in videogames
- Know the fundamental differences between 2D and 3D
- Establish your own style of characters, light and colors
- Create a good working methodology with references for 3D modeling

03

Skills

To be a successful designer it is essential to perfect one's artistic skills, and it helps to incorporate other skills related to time management or work discipline. This degree broadens the focus and develops the student's unique skills to make them stand out in the design field, enhancing the student's ability to carry out character creation projects in a professional and accurate way in the shortest possible time.



You will enhance your ability to manage your own time, as well as your ability to meet demanding deadlines"

General Skills

- Know and have a global vision of character creation
- Study the complete pre-production period of a project
- Give personality and style to the characters and *props* created
- Be professional when dealing with *cartoon*, fantasy or realistic styles
- Understand the steps needed to create characters, *props* or creatures of any kind

You will learn the basics of character design that will save you a lot of time, being able to transform mere ideas or sketches into characters with their own style and personality"

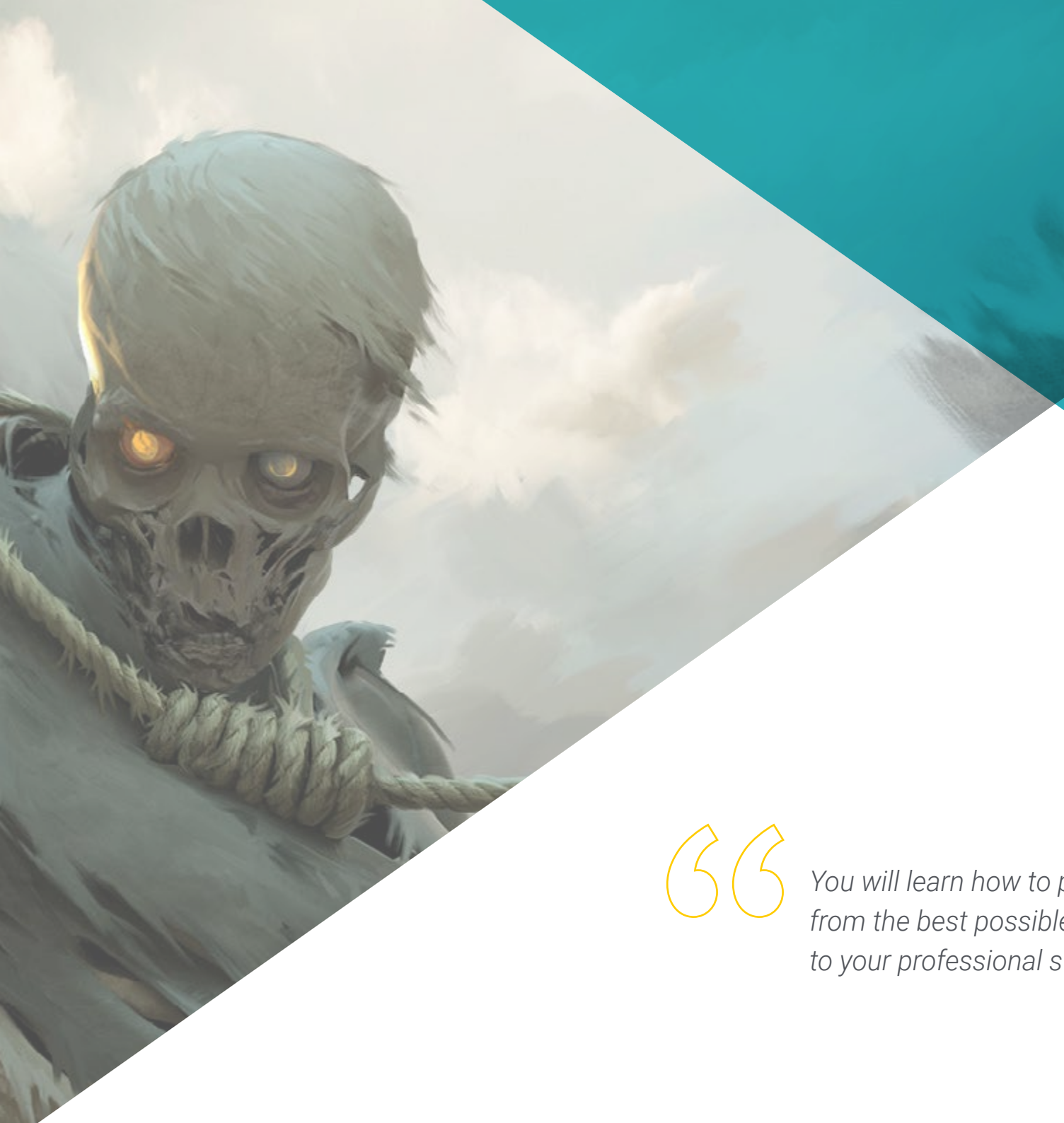
Specific Skills

- Create characters based on all types of vegetables
- Create all kinds of fantastic characters
- Master the creation of characters from the first sketch to the final composition
- Create a work discipline which includes the correct creation of a model sheet
- Construct both class and current-day or futuristic vehicle and accessories models
- Convert vegetables into animated cartoon or realistic characters
- Design fantastic or horror characters in a realistic and professional way
- Know the color palette as well as the applicable theories of color and light
- Differentiate between all the types of animals possible to create, including dinosaurs
- Understand the methodology and implementation of characters in videogames

04

Course Management

A teaching team with extensive experience in all types of projects has developed all the contents of this program. Their know-how, developed over many years creating designs, is reflected in all the contents of the program. Simulated cases, detailed videos and interactive summaries combine the latest theoretical knowledge about programs and design techniques with the teachers' own success stories.



You will learn how to perfect your character design from the best possible teachers, 100% committed to your professional success"

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

Dr. Delgado Sánchez, Cruz

- Production coordinator of several feature films and television series: Gulliver's Travels, The 4 Musicians of Bremen (Goya Award), Los Trotamúsicos (also screenwriter)
- PhD in Audiovisual Communication
- Professor of Production and Scriptwriting and coordinator of the Animation Specialty at ECAM (School of Cinematography and Audiovisuals of the Community of Madrid)
- Professor of the subject History of Animation Cinema at the University School of Design, Innovation and Technology (ESNE) and at U-tad.
- Lecturer on topics related to animated films at several universities (CEES European University, San Pablo-CEU).
- Academic Member of the Academy of Motion Picture Arts and Sciences
- Author of five books on animation and contributor to different written media.
- Collaborator on cinematographic topics in various programs of Cadena COPE

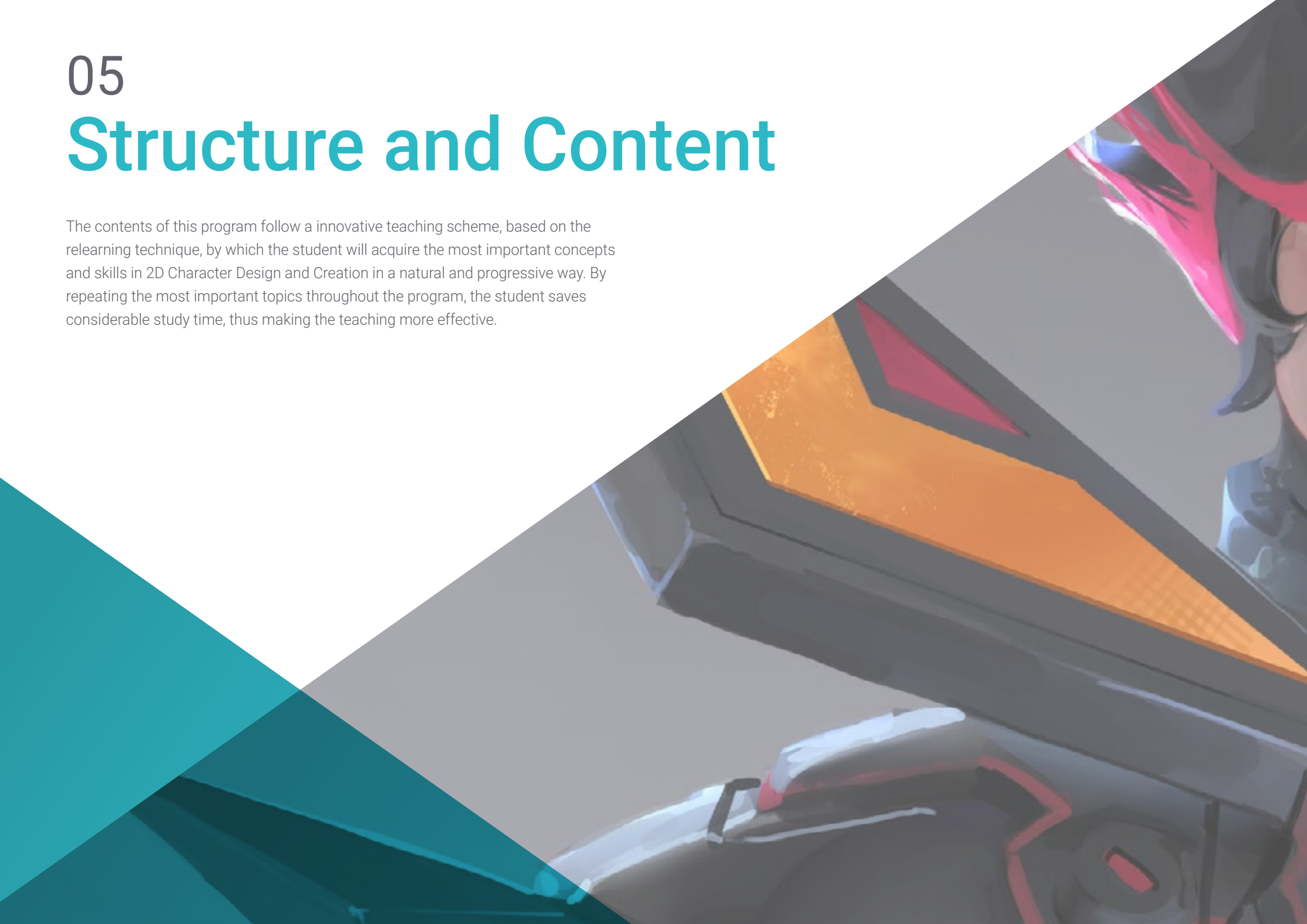
Mr. Custodio, Nacho

- 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

05

Structure and Content

The contents of this program follow a innovative teaching scheme, based on the relearning technique, by which the student will acquire the most important concepts and skills in 2D Character Design and Creation in a natural and progressive way. By repeating the most important topics throughout the program, the student saves considerable study time, thus making the teaching more effective.



You'll have a library of high-quality multimedia resources, including in-depth videos, case studies, self-awareness exercises and further reading"

Module 1. Characters

1.1. Characters
- 1.1.1. Analysis and Development of Characters
- 1.1.2. Styles and Designs Based on Zones and Cultures
- 1.1.3. Evolution of Characters and Current Styles

1.2. Styles of Each Product
- 1.2.1. Characters for Cinema
- 1.2.2. Characters for Series
- 1.2.3. Characters for Videogames

1.3. Style Techniques
- 1.3.1. 2D
- 1.3.2. 3D
- 1.3.3. Cut-out

1.4. Characters in Advertising
- 1.4.1. Advertising Styles Through History
- 1.4.2. Current 2D
- 1.4.3. Current 3D

1.5. Analysis of Types of Characters
- 1.5.1. Cartoon
- 1.5.2. Manga
- 1.5.3. Realistic

1.6. Typology
- 1.6.1. Hero-Antihero
- 1.6.2. Villan-Antithesis
- 1.6.3. Strongman-Goofy

1.7. Image Type
- 1.7.1. Professions
- 1.7.2. Age
- 1.7.3. Personalities

1.8. Animal Characters
- 1.8.1. Zoomorphic Humans
- 1.8.2. Anthropomorphic Animals
- 1.8.3. Pets

1.9. Characteristics of Characters
- 1.9.1. Literary
- 1.9.2. Psychological Techniques/Tactics
- 1.9.3. Physical

1.10. Merchandising of Characters
- 1.10.1. History
- 1.10.2. Style Guides
- 1.10.3. Commercial Application

Module 2. Character Building

2.1. Geometric Shapes
- 2.1.1. Basic
- 2.1.2. Combination of Shapes
- 2.1.3. Axis

2.2. Lines of Action
- 2.2.1. Curves, Horizontal and Diagonal
- 2.2.2. Simple Shapes in the Line of Action
- 2.2.3. Structure and Extremities

2.3. Complex Shapes
- 2.3.1. Combined Geometries
- 2.3.2. Pose
- 2.3.3. Division of Heads

2.4. Anatomy
- 2.4.1. Classic Human Canon
- 2.4.2. Proportions
- 2.4.3. Action Poses

2.5. Head
- 2.5.1. Construction
- 2.5.2. Axis
- 2.5.3. Eyes and Parts of the Face

2.6. Hair
- 2.6.1. Female
- 2.6.2. Male
- 2.6.3. Hairstyles

2.7. Creation of Cartoon Characters
- 2.7.1. Exaggerated Proportions
- 2.7.2. Heads and Expressions
- 2.7.3. Silhouette and Poses

2.8. Cartoon Animals
- 2.8.1. Pets
- 2.8.2. Quadrupeds and Birds
- 2.8.3. Other Types

2.9. Extremities
- 2.9.1. Construction
- 2.9.2. Joints
- 2.9.3. Poses

2.10. Hands
- 2.10.1. General Construction
- 2.10.2. Human
- 2.10.3. Cartoon

Module 3. Model Sheet

3.1. Construction
- 3.1.1. Three Quarters
- 3.1.2. Division of Heads
- 3.1.3. Clean Up

3.2. Turn Around
- 3.2.1. The Five Poses
- 3.2.2. Guidelines
- 3.2.3. Symmetries and Asymmetries

3.3. Poses
- 3.3.1. Action Poses
- 3.3.2. Interrelation with Props
- 3.3.3. Position of the Camara in the Pose

3.4. Expressions
- 3.4.1. Neutral
- 3.4.2. Happy
- 3.4.3. Sad and Angry

3.5. Hands
- 3.5.1. Construction
- 3.5.2. Positions and Turns
- 3.5.3. Interrelation with Props

3.6. Comparisons
- 3.6.1. Division of Heads and Guidelines
- 3.6.2. Adjustment of the Other Characters to the Main Character
- 3.6.3. Interrelation

3.7. Mouth Movements
- 3.7.1. Universal Standard and Add-ons
- 3.7.2. Phonetic Correspondence and Reading
- 3.7.3. Neutral, Happy, Angry and Sad

3.8. Blinks
- 3.8.1. Neutral Forms and Other Expressions
- 3.8.2. Closed Position
- 3.8.3. Interleaved

3.9. Staging
- 3.9.1. Background Position
- 3.9.2. Camera Positions
- 3.9.3. Relations

3.10. Error Sheets
- 3.10.1. Dos
- 3.10.2. Don'ts
- 3.10.3. Animator Support

Module 4. Props. Vehicles and Accessories

4.1. Props
- 4.1.1. What is a Prop?
- 4.1.2. Generalities
- 4.1.3. Props with a Strong Argument

4.2. Add-Ons
- 4.2.1. Add-Ons and Wardrobe
- 4.2.2. Real Accessories: Professions
- 4.2.3. Fantasy or Science Fiction Add-Ons

4.3. Cars
- 4.3.1. Classic
- 4.3.2. Current
- 4.3.3. Future

4.4. Motorbikes
- 4.4.1. Current
- 4.4.2. Future
- 4.4.3. 3-Wheeled Vehicles

4.5. Other Vehicles
- 4.5.1. Land
- 4.5.2. Air
- 4.5.3. Sea

4.6. Weapons
- 4.6.1. Types and Sizes
- 4.6.2. Design Based on Century
- 4.6.3. Shields

4.7. Firearms
- 4.7.1. Long
- 4.7.2. Short
- 4.7.3. Functioning: Moving Parts

4.8. Futuristic Weapons
- 4.8.1. Fire
- 4.8.2. Energy
- 4.8.3. FX of Futuristic Weapons

4.9. Armor
- 4.9.1. Classic and Current
- 4.9.2. Futuristic
- 4.9.3. Mechanized and Robotic

4.10. Props in Videogames
- 4.10.1. Differences to Animation Props
- 4.10.2. Props and Their Uses
- 4.10.3. Design

Module 5. Animals

5.1. Quadrupeds
- 5.1.1. Compared Anatomy
- 5.1.2. Realistic Models and Their Use
- 5.1.3. Cartoon

5.2. Canines
- 5.2.1. Anatomy
- 5.2.2. Design
- 5.2.3. Poses

5.3. Felines
- 5.3.1. Compared Anatomy.
- 5.3.2. Design
- 5.3.3. Poses

5.4. Herbivores
- 5.4.1. Ruminants
- 5.4.2. Equine
- 5.4.3. Cartoon

5.5. Big Mammals
- 5.5.1. Compared Anatomy
- 5.5.2. Construction
- 5.5.3. Poses

5.6. Marine Creatures
- 5.6.1. Mammals
- 5.6.2. Fish
- 5.6.3. Crustaceans

5.7. Birds
- 5.7.1. Anatomy
- 5.7.2. Poses
- 5.7.3. Cartoon

5.8. Amphibious Reptiles
- 5.8.1. Construction
- 5.8.2. Poses
- 5.8.3. Cartoon

5.9. Dinosaurs
- 5.9.1. Types
- 5.9.2. Construction
- 5.9.3. Poses

5.10. Insects
- 5.10.1. Design
- 5.10.2. Poses
- 5.10.3. Comparisons

Module 6. Objects and Plants as Characters

6.1. Flowers
- 6.1.1. Examples:
- 6.1.2. Construction
- 6.1.3. Poses and Expressions

6.2. Vegetables
- 6.2.1. Examples:
- 6.2.2. Construction
- 6.2.3. Poses and Expressions

6.3. Fruit
- 6.3.1. Examples:
- 6.3.2. Construction
- 6.3.3. Poses and Expressions

6.4. Carnivorous Plants
- 6.4.1. Examples:
- 6.4.2. Construction
- 6.4.3. Poses and Expressions

6.5. Trees
- 6.5.1. Types
- 6.5.2. Construction
- 6.5.3. Poses and Expressions

6.6. Shrubs
- 6.6.1. Types
- 6.6.2. Construction
- 6.6.3. Poses and Expressions

6.7. Objects
- 6.7.1. Examples:
- 6.7.2. Personality
- 6.7.3. Types

6.8. Household Appliances
- 6.8.1. Types
- 6.8.2. Construction
- 6.8.3. Poses and Expressions

6.9. Vehicles
- 6.9.1. Types
- 6.9.2. Construction
- 6.9.3. Poses and Expressions

6.10. Other Objects
- 6.10.1. Types
- 6.10.2. Construction
- 6.10.3. Poses and Expressions

Module 7. Fantastic Creatures

7.1. Dragons and Hydras
- 7.1.1. Examples:
- 7.1.2. Construction
- 7.1.3. Poses and Expressions

7.2. Giants
- 7.2.1. Examples:
- 7.2.2. Construction
- 7.2.3. Poses and Expressions

7.3. Flyers
- 7.3.1. Compared Anatomy
- 7.3.2. Construction
- 7.3.3. Poses and Expressions

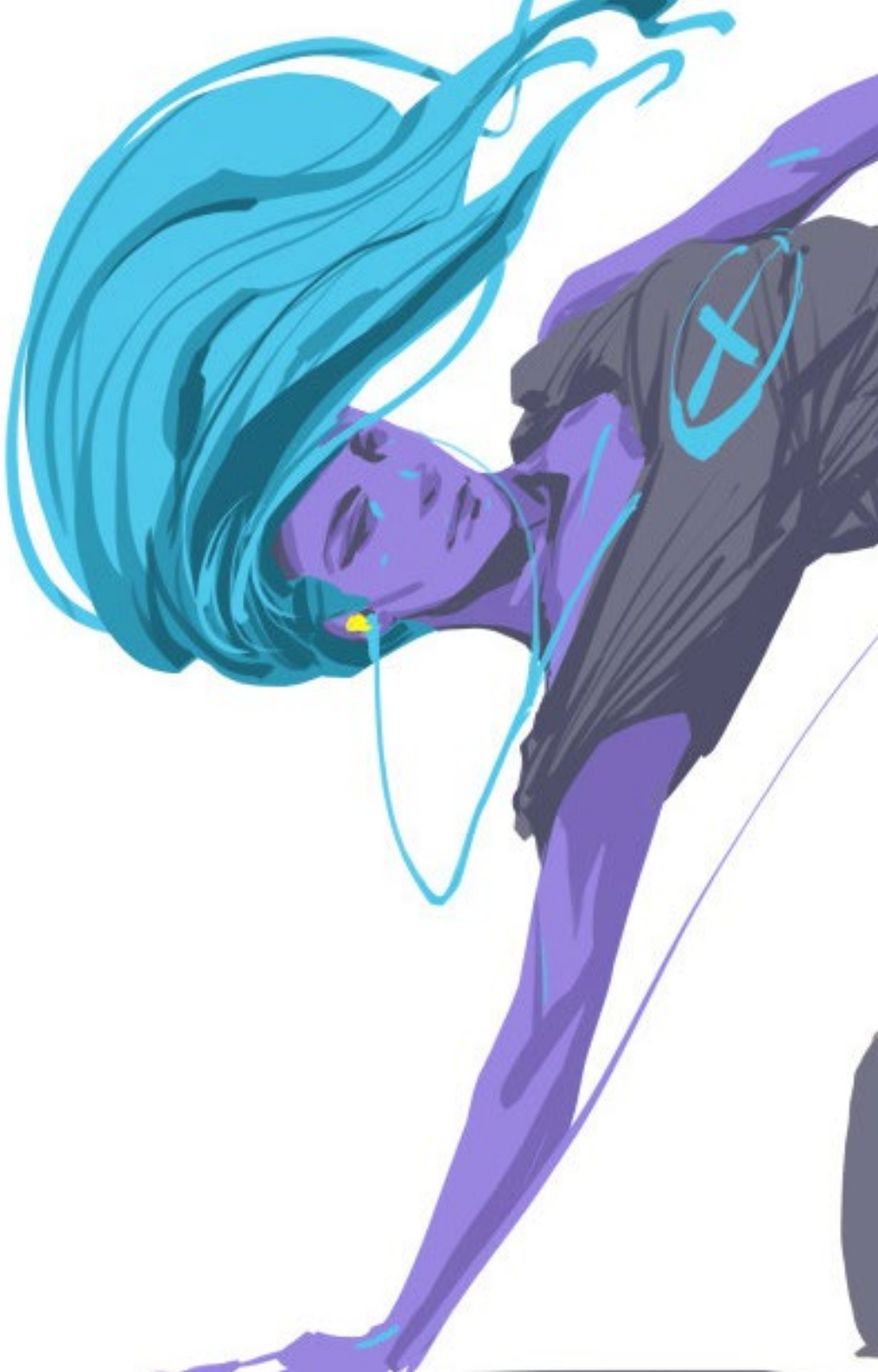
7.4. Aquatic
- 7.4.1. Modifications of Real Types
- 7.4.2. Construction
- 7.4.3. Poses and Expressions

7.5. Subterranean
- 7.5.1. Geometric Shapes
- 7.5.2. Development
- 7.5.3. Poses and Expressions

7.6. Fairytale Beings
- 7.6.1. Human Anatomy
- 7.6.2. Construction
- 7.6.3. Poses and Expressions

7.7. Hybrid
- 7.7.1. Basics
- 7.7.2. Design
- 7.7.3. Poses and Expressions

7.8. Demon Beings
- 7.8.1. Anatomy
- 7.8.2. Design
- 7.8.3. Poses and Expressions



7.9. Gods and Demigods
- 7.9.1. Human Anatomy
- 7.9.2. Construction
- 7.9.3. Poses and Expressions

7.10. Other Fantasy Creatures
- 7.10.1. Examples:
- 7.10.2. Construction
- 7.10.3. Poses and Expressions

Module 8. Horror Characters

8.1. Vampires
- 8.1.1. Human Anatomy
- 8.1.2. Design
- 8.1.3. Poses and Expressions

8.2. Frankenstein's Monster
- 8.2.1. Anatomy
- 8.2.2. Construction
- 8.2.3. Poses and Expressions

8.3. Werewolf
- 8.3.1. Compared Anatomy.
- 8.3.2. Construction
- 8.3.3. Poses and Expressions

8.4. Mummy
- 8.4.1. Human Anatomy
- 8.4.2. Design
- 8.4.3. Poses and Expressions

8.5. Swamp Monster
- 8.5.1. Anatomy
- 8.5.2. Construction
- 8.5.3. Poses and Expressions

8.6. Ghosts
- 8.6.1. Examples:
- 8.6.2. Construction
- 8.6.3. Poses and Expressions

8.7. Zombies
- 8.7.1. Human Anatomy
- 8.7.2. Animal Zombies
- 8.7.3. Construction and Pose

8.8. Dr. Jekyll and Mr. Hyde
- 8.8.1. Human Anatomy
- 8.8.2. Construction
- 8.8.3. Poses and Expressions

8.9. Death
- 8.9.1. Anatomy
- 8.9.2. Construction
- 8.9.3. Poses and Expressions

8.10. Aliens and Beings from Other Dimensions
- 8.10.1. Geometric Shapes
- 8.10.2. Design
- 8.10.3. Poses and Expressions

Module 9. Color

9.1. Color Bases
- 9.1.1. Primary, Secondary and Tertiary Colors
- 9.1.2. Digital Color and the Problem of Color in Different Screens and Displays
- 9.1.3. Color and Pigmentation

9.2. Color Theory
- 9.2.1. The Color Wheel and its Scales
- 9.2.2. CMYK and RGB
- 9.2.3. Hexadecimal Pantone

9.3. Light Theory
- 9.3.1. Light and its Effects
- 9.3.2. Schemes in Animated Cinema
- 9.3.3. Physical Qualities of Color

9.4. Chromatic Relationships
- 9.4.1. Temperature
- 9.4.2. Contrast, Balance
- 9.4.3. Perception: Synesthesia

9.5. Contrasts and Harmonies
- 9.5.1. Visual Weight of Color
- 9.5.2. Color and Music
- 9.5.3. Harmonies and Equivalents

9.6. Psychology, Symbolism and Metaphor of Color
- 9.6.1. Emotional and Symbolic Color
- 9.6.2. The Meaning of Color in Different Cultures
- 9.6.3. Goethe's Theory of Color

9.7. The Color of Narration
- 9.7.1. Color Analysis in Different Narrations
- 9.7.2. Color Script
- 9.7.3. Project

9.8. Color of Characters in the Background
- 9.8.1. Ambience
- 9.8.2. Contrasts
- 9.8.3. Color Palettes

9.9. Digital Application
- 9.9.1. Layers
- 9.9.2. Filters
- 9.9.3. Texture

9.10. Lighting
- 9.10.1. Light
- 9.10.2. Shade
- 9.10.3. Brightness

Module 10. Videogames and Characters

10.1. Characters and Videogames
- 10.1.1. Analysis of Characters in Videogames
- 10.1.2. Target of the Character
- 10.1.3. References

10.2. Types
- 10.2.1. 2D-3D.
- 10.2.2. Platforms and Types
- 10.2.3. Pixelated Characters

10.3. Methodology
- 10.3.1. Planning of Work and Types of Documents
- 10.3.2. Analytical Animation
- 10.3.3. Line Draughtsman and Shape Draughtsman

10.4. Define a Style
- 10.4.1. References and Key Points
- 10.4.2. Light and Color: Creating an Atmosphere
- 10.4.3. Characters: Personality and Consistency

10.5. Traditional 2D
- 10.5.1. References
- 10.5.2. Creation
- 10.5.3. Model Sheet Package

10.6. Cut Out I
- 10.6.1. References
- 10.6.2. Methodology
- 10.6.3. Construction

10.7. Cut Out II
- 10.7.1. Color
- 10.7.2. Rig
- 10.7.3. Libraries

10.8. 3D
- 10.8.1. References
- 10.8.2. Design
- 10.8.3. Construction

10.9. Pixelated Characters
- 10.9.1. References and Documentation
- 10.9.2. Design
- 10.9.3. Poses

10.10. Reference for the 3D Model
- 10.10.1. Color Palettes
- 10.10.2. Texture
- 10.10.3. Light and Shade

The virtual classroom will be available 24 hours a day, being accessible at all times so you can study at your own pace"

06

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.***

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.

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

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.

Re-learning Methodology

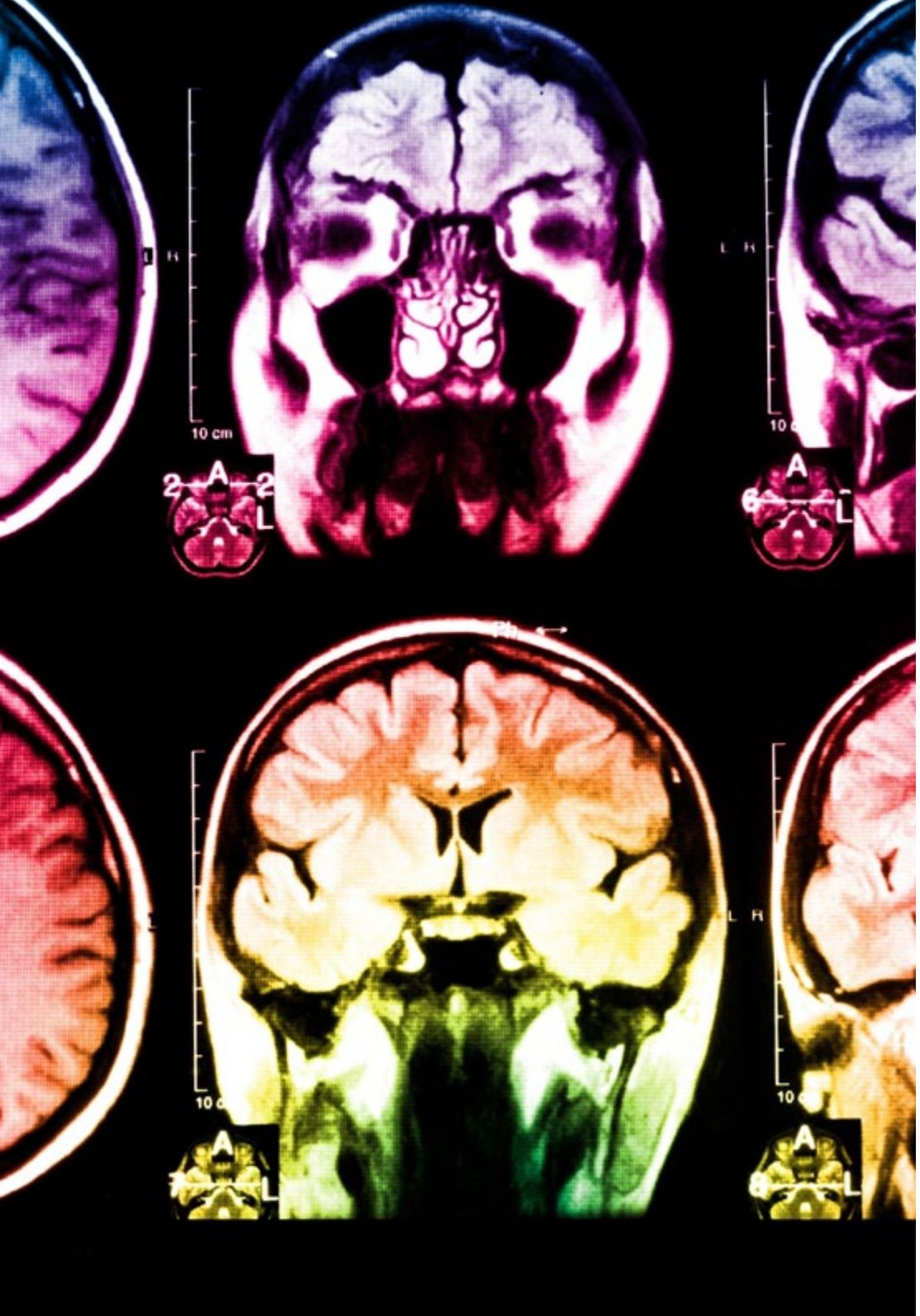
Our university is the first in the world to combine the Harvard University *case studies method* with a 100% online learning system based on repetition, combining 8 different didactic elements in each lesson.

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.

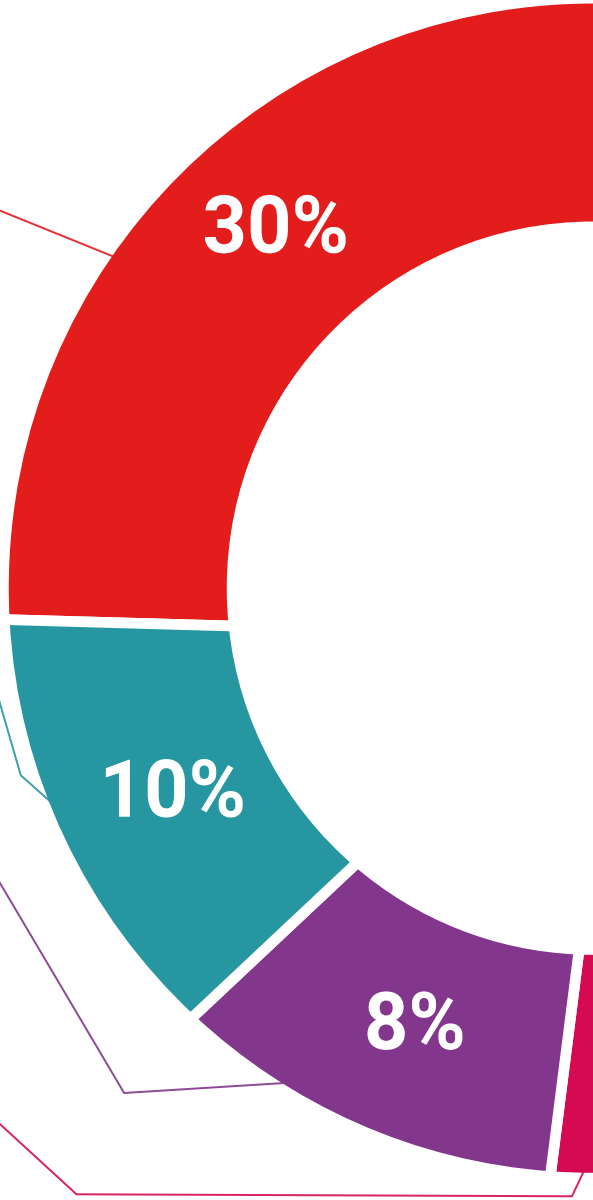
Learning from an Expert strengthens knowledge and memory, and generates confidence in future difficult decisions.

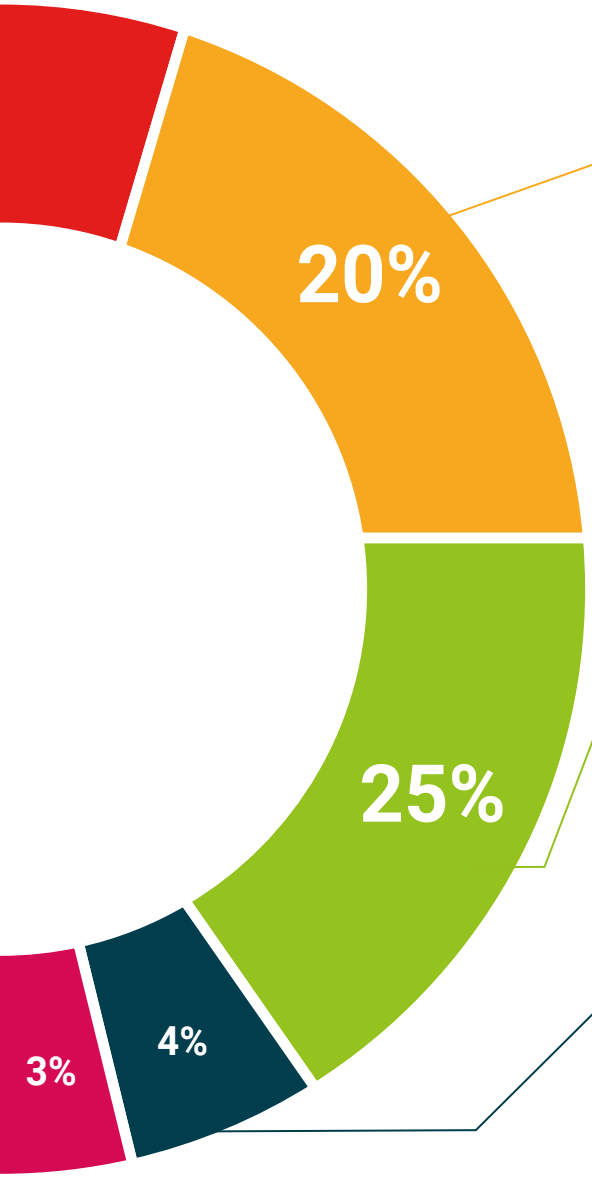
Practising Skills and Abilities

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.

07

Certificate

The Professional Master's Degree in 2D Character Design and Creation guarantees, in addition to the most rigorous and up-to-date training, access to a Professional Master's Degree issued by TECH Global University.

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

This program will allow you to obtain your **Professional Master's Degree diploma in 2D Character Design and Creation** 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: **Professional Master's Degree in 2D Character Design and Creation**

Modality: **online**

Duration: **12 months**

Accreditation: **60 ECTS**


tech global university

Mr./Ms. _____, with identification document _____
has successfully passed and obtained the title of:

Professional Master's Degree in 2D Character Design and Creation

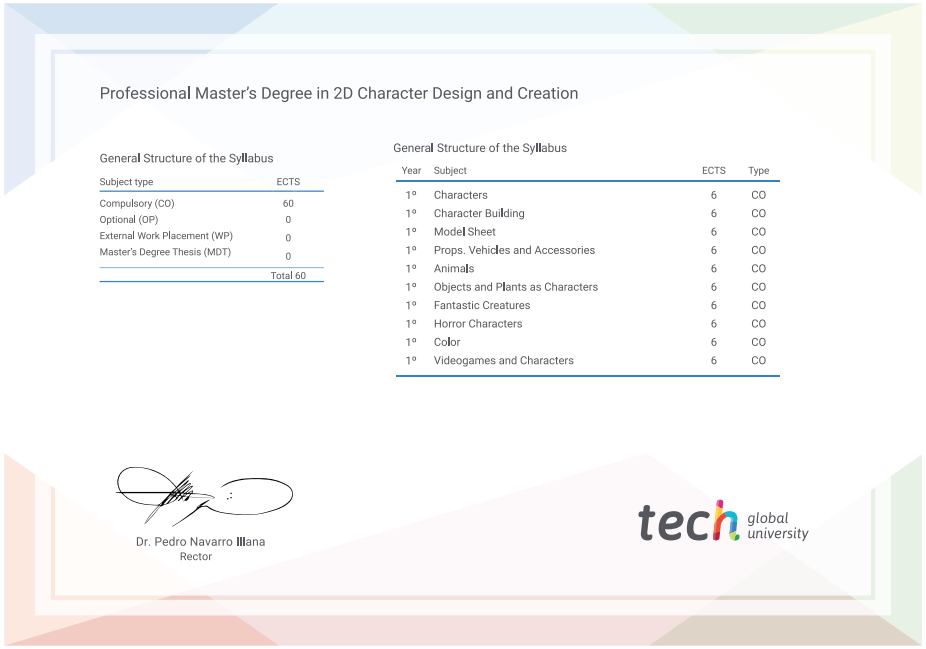
This is a program of 1,500 hours of duration equivalent to 60 ECTS, with a start date of dd/mm/yyyy and an end date of dd/mm/yyyy.

TECH Global University is a university officially recognized by the Government of Andorra on the 31st of January of 2024, which belongs to the European Higher Education Area (EHEA).

In Andorra la Vella, on the 28th of February of 2024

Dr. Pedro Navarro Illana
Rector

Unique TECH Code: AFWORD23S techtitute.com/certificates


Professional Master's Degree in 2D Character Design and Creation

General Structure of the Syllabus

Subject type	ECTS
Compulsory (CO)	60
Optional (OP)	0
External Work Placement (WP)	0
Master's Degree Thesis (MDT)	0
	Total 60

General Structure of the Syllabus

Year	Subject	ECTS	Type
1º	Characters	6	CO
1º	Character Building	6	CO
1º	Model Sheet	6	CO
1º	Props. Vehicles and Accessories	6	CO
1º	Animals	6	CO
1º	Objects and Plants as Characters	6	CO
1º	Fantastic Creatures	6	CO
1º	Horror Characters	6	CO
1º	Color	6	CO
1º	Videogames and Characters	6	CO

Dr. Pedro Navarro Illana
Rector

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*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.

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Professional Master's Degree

2D Character Design and Creation

- Modality: **online**
- Duration: **12 months**
- Certificate: **TECH Global University**
- Credits: **60 ECTS**
- Schedule: **at your own pace**
- Exams: **online**

Professional Master's Degree
2D Character Design and Creation

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