Internship Program
Video Game Design

tech

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01
Introduction

The main titles that triumph in the video game industry and are widely accepted by gamers have been developed by a team of highly qualified professionals, who have a perfect command of the most advanced design programs. Mastering the latest techniques and software is key for specialists who wish to prosper in this sector. For this reason, TECH has created this 100% practical program, which offers the possibility of accessing an on-site stay in a prestigious design studio. Therefore, in this first-class professional environment, the graduate will be able to work alongside expert title creators, with extensive experience in this field. An excellent opportunity to improve skills that only this educational institution can offer.

With this Internship Program you will achieve top quality videogame designs, following the guidelines of experienced specialists in the sector"

The technological revolution has boosted the Gaming sector to such an extent that the professionals who design and create video games are in high demand. However, continuous program updates and the appearance of new design software oblige specialists to continually update their technical knowledge and perfect their creative skills.

Faced with this reality, TECH has created this Internship Program in Video Game Design, where the professional will enter a design company that stands out in the sector. This will allow you to obtain the most relevant and up-to-date information in this field and to deploy your full potential, together with experts in this sector.

In this way, during 3 intensive weeks, you will learn about the most recent developments in terms of the software used for the creation of characters and scenes, as well as the main ins and outs involved in the design of high-quality titles. An excellent opportunity offered by this educational institution to all those specialists who wish to progress in a sector that in the last years has obtained wide development and business growth.

A program where you will learn from the best to master the technique and software used for 3D modeling in video games"

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Why Study an Internship Program?

TECH in this program goes far beyond traditional pedagogy and offers learning that provides a real response to the updating needs of professionals. Therefore, it has created this Internship Program, which leads the specialist to obtain an update and expansion of their skills in the field of Video Game Design. This will be achieved thanks to the collaborative work and support provided by the specialized designers who are part of the studio's staff, where the practical stay will take place. A prestigious company in the industry that will provide you with a 100% practical vision of the latest advances in the creation of characters and scenes in titles that aspire to capture the attention of millions of players. An excellent opportunity, offered only by this educational institution, the largest digital university in the world.

"
TECH is the only university that offers you the chance to join a leading video game studio"

1. Updating from the Latest Technology Available

New technologies are the basis of today's video game creations. Therefore, it is necessary for professionals to master all the available tools in order to obtain quality designs. In view of this reality, TECH brings the specialists closer to this technology, through this Internship Program, where they will be able to enter a first level professional environment, in which they will apply the latest generation technology in the field of Video Game Design.

2. Delve into the experience of the best professionals

TECH is committed to offering intensive and quality learning. For this reason, during the practical stay, the graduate will be tutored by a design specialist who has a perfect command of the technical tools currently used for the creation of video games. In this way, students will be able to incorporate into their daily practice the procedures, working methods and programs used by a prestigious studio in the gaming sector.

3. Entering first-class environments

TECH carefully selects all available centers for Internship Programs. Thanks to this, the specialist will have guaranteed access to a prestigious environment in the field of Video Game Design. In this way, the graduates will be able to make a qualitative leap in their work and in their professional careers, in a sector that highly values technique, creativity, and innovation.

4. Putting the acquired knowledge into daily practice from the very first moment

The objective of this Internship Program is to offer from the first day an advanced practice in the field of Video Game Design. Therefore, during the 3 weeks of this program, the professional will carry out activities focused on the creative practice of characters and scenes, through the most advanced programs. All this will give you the opportunity to take it to your daily practice, in your studio or integrate into top-level design teams.

5. Expanding the Boundaries of Knowledge

Updating knowledge from practice is a must in the video game industry, which every year sets itself the challenge of capturing a large community of players through increasingly realistic, creative, and quality-image designs. Therefore, by accessing this Internship Program at a top-level studio, the professionals will be able to improve their creations in a remarkable way and will be able to broaden their professional horizons in the sector. All this, in only 3 intensive weeks of practical stay.

You will have full practical immersion at the center of your choice"

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Objectives

This eminent practice provides students with professional experience in a specialized environment where they can gain a better understanding of the video game industry and the techniques used for the development of characters, figures, objects, and all the elements that make up a successful title. An excellent opportunity to progress in a booming industry. The team of professionals that make up the company where the internship will take place will be key in this learning process.

General Objectives

- Master the latest techniques and software used for video game design
- Incorporate into daily work the methods and systems used by studios for the creation of projects in the Gaming sector
- Know the main tools used to create advanced modeling, lighting and colors

Specific Objectives

- Learn to correctly represent the proportions and postures of the human figure and other elements that can be included in video games
- Apply the means available for the development of 2D animation
- Make use of tools, filters and effects in the production of graphic originals in order to act effectively as a member of a creative team
- Model and texturize 3D objects and characters
- Examine in depth models of complex natures, as well as modeling techniques
- Apply visualization, animation, simulation and interaction techniques to models
- Choose the most appropriate programming paradigm and programming languages
- Apply the principles of character creation
- Apply the use of animation and physics simulation libraries in video games, as well as the use of animation software for sound
- Acquire skills in the use of digital tools

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Educational Plan

Students who take this Internship Program in Video Game Design will spend 3 weeks in a leading company in the industry, where they will be guided by professionals specialized in design and with extensive experience in the sector. All this will provide the student with a learning experience very close to the reality of this area, where a renewed and up-to-date knowledge of design and all the techniques used by great designers in this field is increasingly required.

An opportunity for students who will be present in the company from Monday to Friday, in consecutive days of 8 hours a day, where they will be able to develop and exploit all their creative talent and demonstrate their skills in Video Game Design. An in-person stay, in which a TECH teacher will be helping you to achieve the objectives and obtain a quality education according to the requirements requested by the rest of the companies in the industry.

In this internship proposal, of a completely practical nature, the activities are aimed at the development and improvement of the skills necessary for the provision of Video Game Design services in which a high qualification is required, and which are oriented to the specific qualification for the exercise of the activity, in any company that is dedicated to the creation and development of video games.

Throughout this program, students will develop a series of minimum hours in which they will be able to carry out activities directly related to Video Game Design. In this way, students will be able to work with 3D motion graphics, make use of the most common 3D graphic structures in digital media, use some of the most commonly used 3D modeling tools in the industry, or develop in a practical environment with the main video game engines.

A period that will be highly productive for the professionals who seek to fulfill their aspirations in the sector having made a stay in which they will be in direct contact with the tools they need to create their own projects or make the leap in the sector.

The student will actively participate by performing activities and procedures related to each area of competence (learning to learn and learning to do), with the support and guidance of the teachers and other classmates to facilitate teamwork and multidisciplinary integration as transversal skills for the practice of Video Game Design (learning to be and learning to relate to others).

The procedures described below will be the basis of the practical part of the training and their implementation will be subject to the center's own availability and workload, the proposed activities being the following:

Module	Practical Activity
Graphic and artistic expression	Texture and image compositing for proper graphical representation and motion programming
	Make use of the most common 3D graphic structures in digital media
	Enrich your personal Portfolio with new creations in real professional environments
	Animate certain elements in 2D environments, following the fundamental principles of animation.
	Work with the most common animation tools in video games in 2D designs
	Highlight the final work with proper posing and compositional analysis
Art and 3D Design	Create quality UV mapping with the right materials and retopology techniques
	Create inorganic and organic models of characters with different complexities
	Handle the main tools to create 3D artwork
	Perform a suitable export according to the engine on which you are going to work later on
	Work with Graphics in 3D movements in After Effects
	Create animations with alternative techniques such as loops, layer sequencing or free transformation
	Correctly export the work done to speed up and streamline the subsequent video game design processes
	Work with some of the most common 3D modeling tools
	Working with 3D texturing tools
	Render texture mapping and UV mapping with optimization methodology
	Use scenes, Render Layers and Passes in the rendering job

Module	Practical Activity
Character design and animation	Design and animate 2D or 3D characters based on the most advanced modeling, lighting and color schemes
	Produce a character model going through all its stages, from conceptualization to texturing
	Prepare the model for subsequent smoother animation
	Simulate fluids, smoke or other non-rigid bodies efficiently and in real time
	Simulate clothing and hair appropriately based on the style of the character you are working on
	Refine motion captures to speed up animation and simulation work
Character Rigging	Perform proper rigging of the spine, arms, legs, and head
	Create poses that highlight the virtues of the characters you are working on
	Create a complete facial Rigging using Shape Keys
	Use the most accurate techniques to be able to perform quality character Rigging and in the shortest time

Receive specialized education in an institution that can offer you all these possibilities, with an innovative educational program and a human team that will help you develop your full potential"
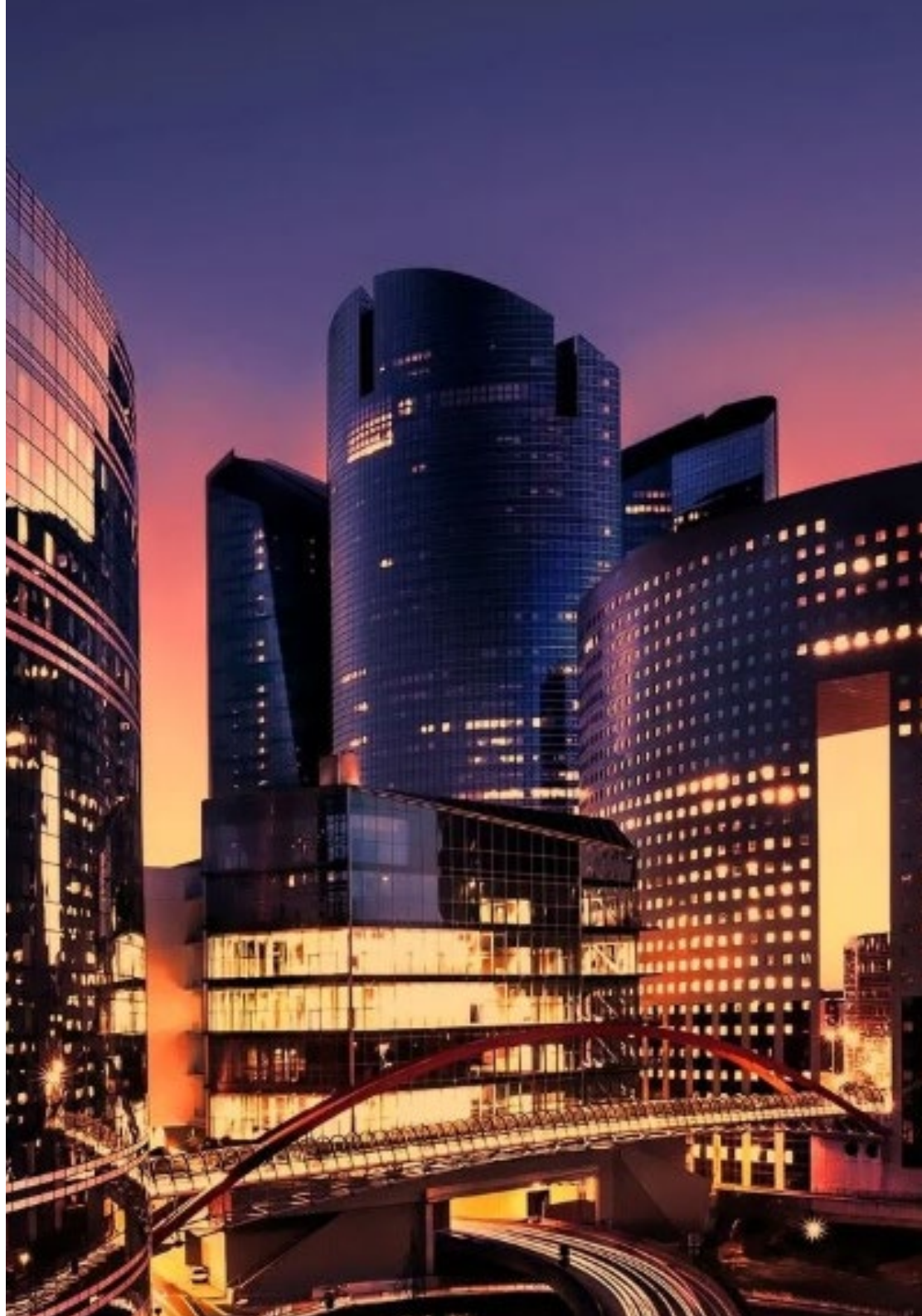
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Where Can I Do the Internship Program?

The Internship Programs will take place in the companies selected by TECH to offer students in video game design a quality education that will provide them with everything they need to progress in their professional careers. For this purpose, this educational institution has taken into account the activities that the students will be able to carry out during the 3 weeks of this on-site stay and the expert team that will accompany the students in this learning process.
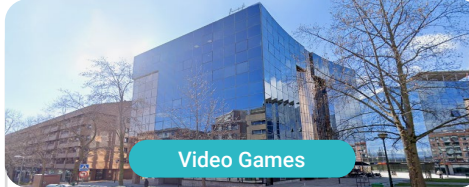
"

Master the main software used in the video game industry with the help of the best professionals"

The student will be able to do this program at the following centers:

Video Games

Lab66

Country	City
Spain	Navarra

Address: **Tomás Caballero nº2, 1ª Planta Oficina 9, 31005**

Studio specialized in Virtual Reality and 3D Rendering

Related internship programs:
- Organic 3D Modeling
- Video Game Programming

Make the most of this opportunity to surround yourself with expert professionals and learn from their work methodology"
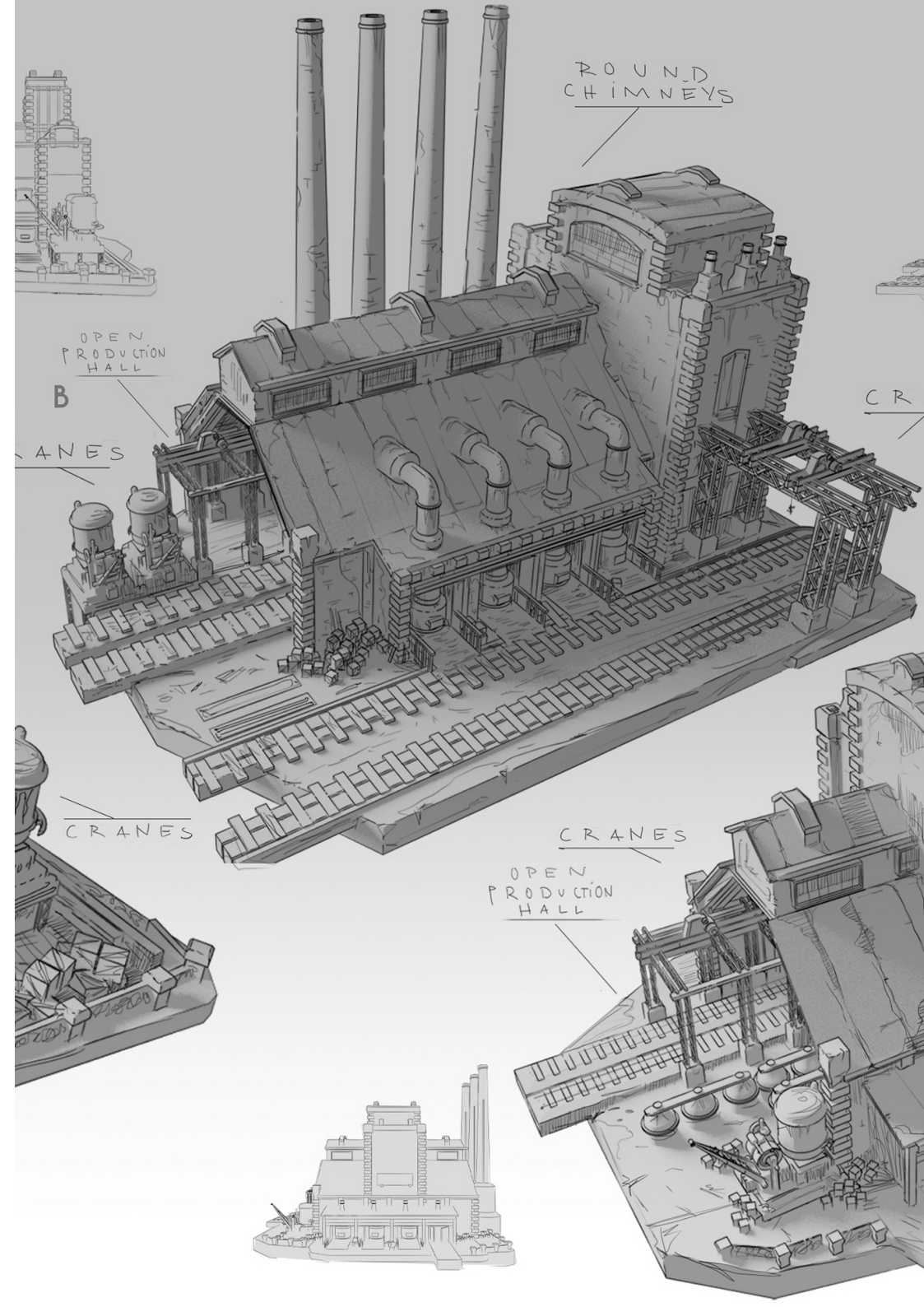
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General Conditions

Civil Liability Insurance

This institution's main concern is to guarantee the safety of the trainees and other collaborating agents involved in the internship process at the company. Among the measures dedicated to achieve this is the response to any incident that may occur during the entire teaching-learning process.

To this end, this entity commits to purchasing a civil liability insurance policy to cover any eventuality that may arise during the course of the internship at the center.

This liability policy for interns will have broad coverage and will be taken out prior to the start of the practical training period. That way professionals will not have to worry in case of having to face an unexpected situation and will be covered until the end of the internship program at the center.

General Conditions of the Internship Program

The general terms and conditions of the internship agreement for the program are as follows:

1. TUTOR: During the Internship Program, students will be assigned with two tutors who will accompany them throughout the process, answering any doubts and questions that may arise. On the one hand, there will be a professional tutor belonging to the internship center who will have the purpose of guiding and supporting the student at all times. On the other hand, they will also be assigned with an academic tutor, whose mission will be to coordinate and help the students during the whole process, solving doubts and facilitating everything they may need. In this way, the student will be accompanied and will be able to discuss any doubts that may arise, both clinical and academic.

2. DURATION: The internship program will have a duration of three continuous weeks, in 8-hour days, 5 days a week. The days of attendance and the schedule will be the responsibility of the center and the professional will be informed well in advance so that they can make the appropriate arrangements.

3. ABSENCE: If the students does not show up on the start date of the Internship Program, they will lose the right to it, without the possibility of reimbursement or change of dates. Absence for more than two days from the internship, without justification or a medical reason, will result in the professional's withdrawal from the internship, therefore, automatic termination of the internship. Any problems that may arise during the course of the internship must be urgently reported to the academic tutor.

4. CERTIFICATION: Professionals who pass the Internship Program will receive a certificate accrediting their stay at the center.

5. EMPLOYMENT RELATIONSHIP: The Internship Program shall not constitute an employment relationship of any kind.

6. PRIOR EDUCATION: Some centers may require a certificate of prior education for the Internship Program. In these cases, it will be necessary to submit it to the TECH internship department so that the assignment of the chosen center can be confirmed.

7. DOES NOT INCLUDE: The Internship Program will not include any element not described in the present conditions. Therefore, it does not include accommodation, transportation to the city where the internship takes place, visas or any other items not listed

However, students may consult with their academic tutor for any questions or recommendations in this regard. The academic tutor will provide the student with all the necessary information to facilitate the procedures in any case.

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Certificate

This **Internship Program in Video Game Design** contains the most complete and up-to-date program in the professional and academic landscape.

After the student has passed the assessments, they will receive their corresponding Internship Program diploma issued by TECH Technological University via tracked delivery*.

The certificate issued by TECH will reflect the grade obtained in the test.

Title: **Internship Program in Video Game Design**

Duration: **3 weeks**

Attendance: **Monday to Friday, 8-hour consecutive shifts**

Total Hours: **120 h. of professional practice**

tech technological university

Awards the following
CERTIFICATE
to

Mr./Ms. _____, with identification number _____.
For having successfully passed and accredited the following program

INTERNSHIP PROGRAM
in

Video Game Design

This is a qualification awarded by this University, with a duration of 120 hours, with a start date of dd/mm/yyyy and an end date of dd/mm/yyyy.

TECH is a Private Institution of Higher Education recognized by the Ministry of Public Education as of June 28, 2018.

June 17, 2020

Tere Guevara Navarro
Dean

Unique TECH Code: AFWORD23S   techtitute.com/certificates

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