

# Postgraduate Certificate

## 2D Animals Design and Creation



## Postgraduate Certificate 2D Animals Design and Creation

Course Modality: **Online**

Duration: **6 weeks**

Certificate: **TECH Technological University**

Official N° of hours: **150 h.**

Website: [www.techtitute.com/videogames/postgraduate-certificate/2d-animals-design-creation](http://www.techtitute.com/videogames/postgraduate-certificate/2d-animals-design-creation)

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# 01

# Introduction

Over the years, many animals have become mascots for major companies in the video game industry; for example, Crash Bandicoot for Sony, or Sonic for Sega. In addition, there are also animals that appear in video games as travel companions of the protagonist that have also left their mark. This program has a very complete syllabus to design animals in 2D. All of this, together with a very experienced teaching team will help the student develop the skills they need.





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*Leave your own print, creating an animal character that everyone recognizes”*

Animal characters in videogames can have two different approaches: one more realistic and another in which they are a *cartoon*. They usually inspire tenderness or a certain degree of humor in the player/viewer and tend to be very popular with audiences of all ages. It is true that sometimes they appear as the protagonist and sometimes their role is more secondary, being part of the proposed scenario or acting as a pet of another character. The truth is that, in any case, they do not go unnoticed.

To design an animal character it is important to take several factors into account. The first of them is that anatomy of the animal, since depending on the species, it will have different physical features. If it will be a *cartoon* or maybe be a realistic representation. Or simply the poses that it adopts. In this program, students will learn how to build an animal character from zero, taking into account all the important factors in order to achieve a result as close to the main idea as possible.

This Postgraduate Certificate has everything you need to become the perfect match for the student. With it, you will be able to expand your knowledge of design in this field while developing skills that will be of great use to you in general terms. In addition, thanks to the online methodology that TECH offers, it is possible to dedicate the amount of time that each person can, and wants to. The student will decide when and where they want to study without putting to one side their professional and work based life. The multimedia resources and the *Relearning* methodology, based on the repetition of concepts, are the perfect pairing to make studying both effective and enriching in equal parts.

This **Postgraduate Certificate in 2D Animal Design and Creation** contains the most complete and up to date program on the market. The most important features include:

- ◆ Practical cases so that learning is carried out in a more direct way
- ◆ Specialized content on development and animation in video games
- ◆ 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



*Implement all kinds of animals in your creations"*

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*Study this program without interfering with other aspects of your life. With our online methodology you will be able to achieve it”*

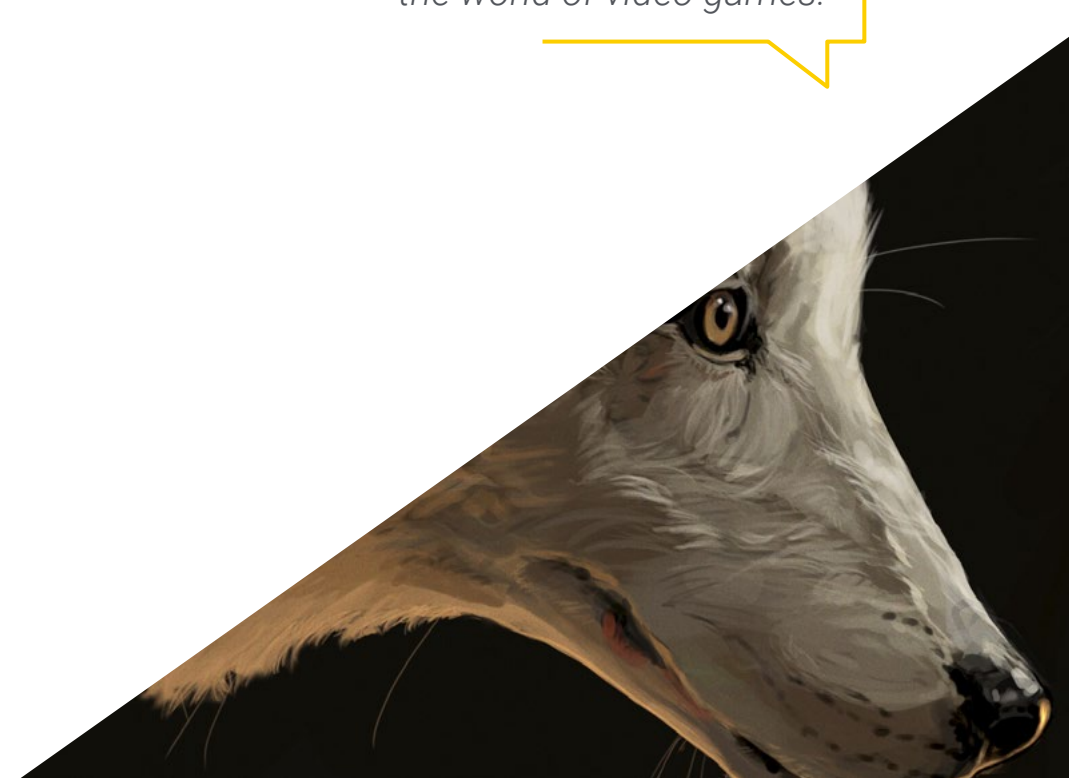
The program's teaching staff includes professionals from the sector who contribute their work experience to this training program, as well as renowned specialists from leading societies and prestigious universities.

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.

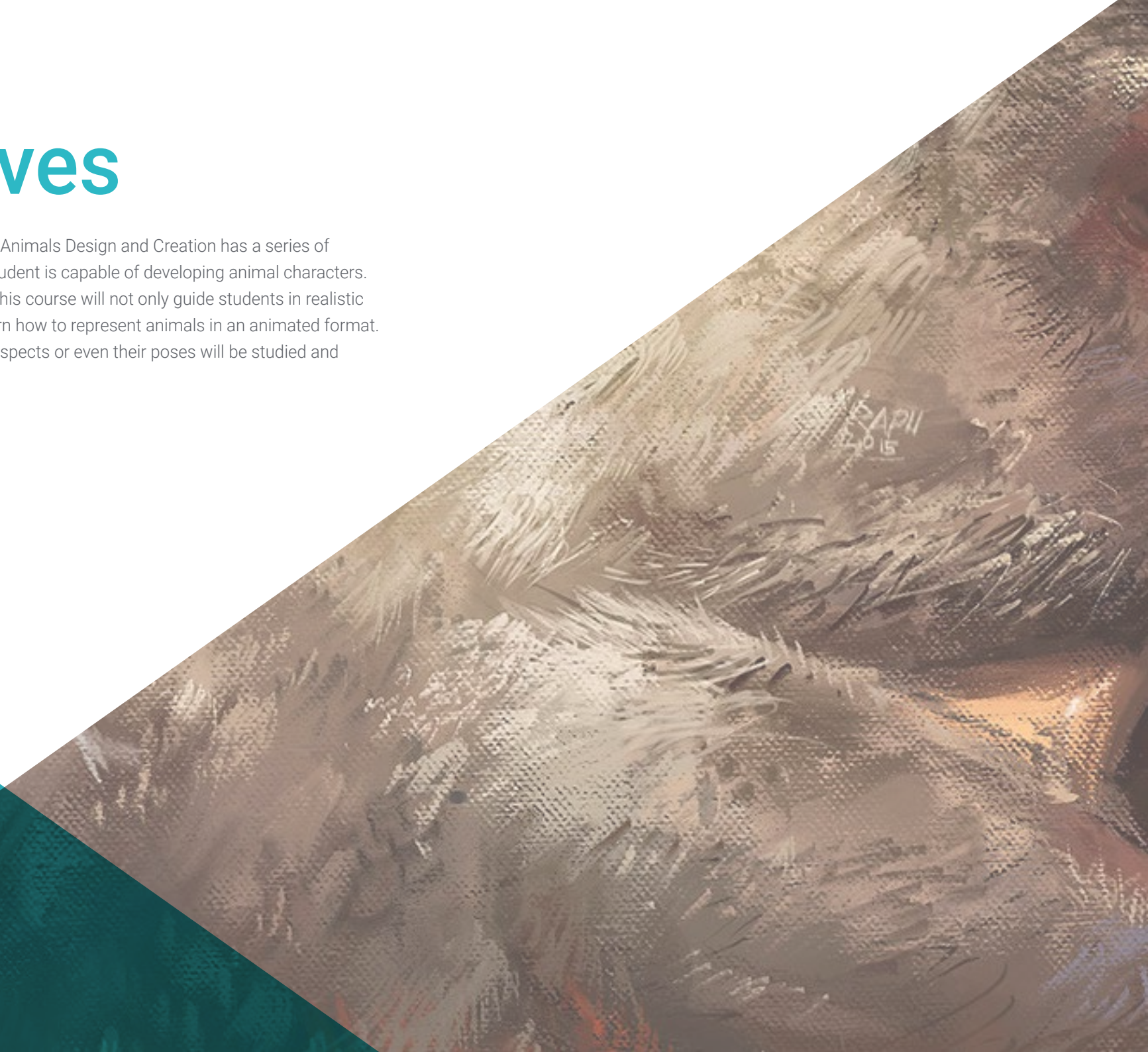
*In our platform you will find multimedia content that will make learning more enjoyable and visual at the same time.*

*Who doesn't remember Spyro? Design the next animal that revolutionizes the world of video games.*



# 02 Objectives

This Postgraduate Certificate in 2D Animals Design and Creation has a series of objectives that aim to ensure the student is capable of developing animal characters. Another feature to highlight is that this course will not only guide students in realistic creations, but also help them to learn how to represent animals in an animated format. Their anatomy, their most notable aspects or even their poses will be studied and analyzed in this program.







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*This program will guide you to achieve the proposed objectives. Once achieved, you will be able to design all kinds of animals”*



## General Objectives

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- ◆ Encourage the necessary documentation and reference taking needed to do the job correctly
- ◆ Master the anatomy of all kinds of animals

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*Through the content of this Postgraduate Certificate, you will acquire the knowledge necessary to design all kinds of characters from the animal kingdom”*





## Specific Objectives

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- ◆ Work with all existing animal fauna
- ◆ Create dinosaurs
- ◆ Work with compared anatomy methods
- ◆ Develop a wide range of animal characters

# 03

## Course Management

In order for the student to develop their skills correctly, it is important to have a good reference that offers them a guide on which steps to take to achieve a good end result. For this reason, TECH has chosen different professionals who have developed their professional career in numerous prestigious projects of international acclaim. Thus, the student will be able to learn from them to achieve their goals and add new features to their style.



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*Let yourself be guided by great professionals who have many successful projects behind them”*

## 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

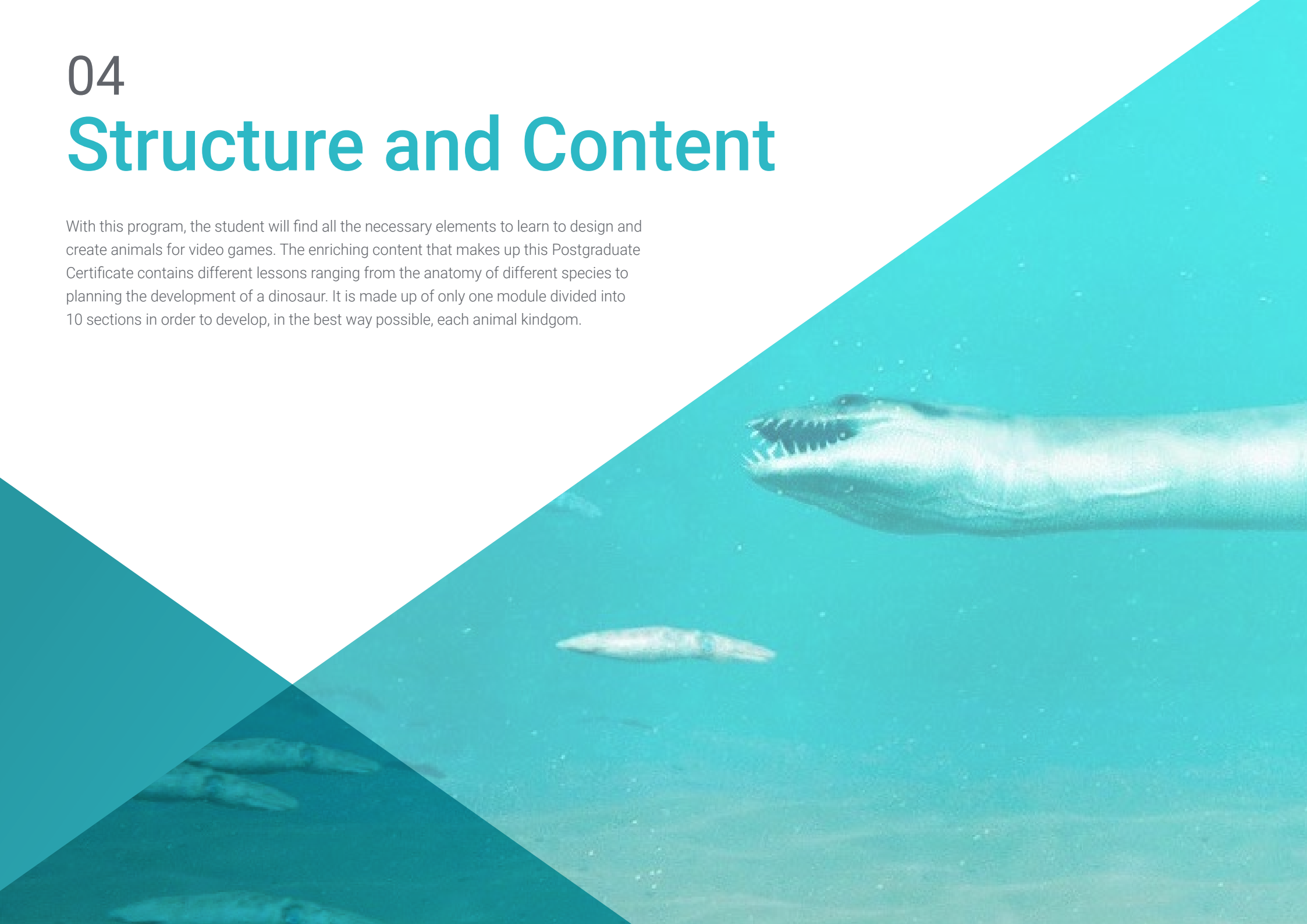
- ◆ Manager and director of the production company 12 Pingüinos SL.
- ◆ Manager and director of the production company Cazatalentos SL.
- ◆ Academic Member of the Academy of Motion Picture Arts and Sciences of Spain
- ◆ Professor at the Complutense University of Madrid, in the Faculty of Fine Arts, of the course Experimental Drawing and 2D Animation



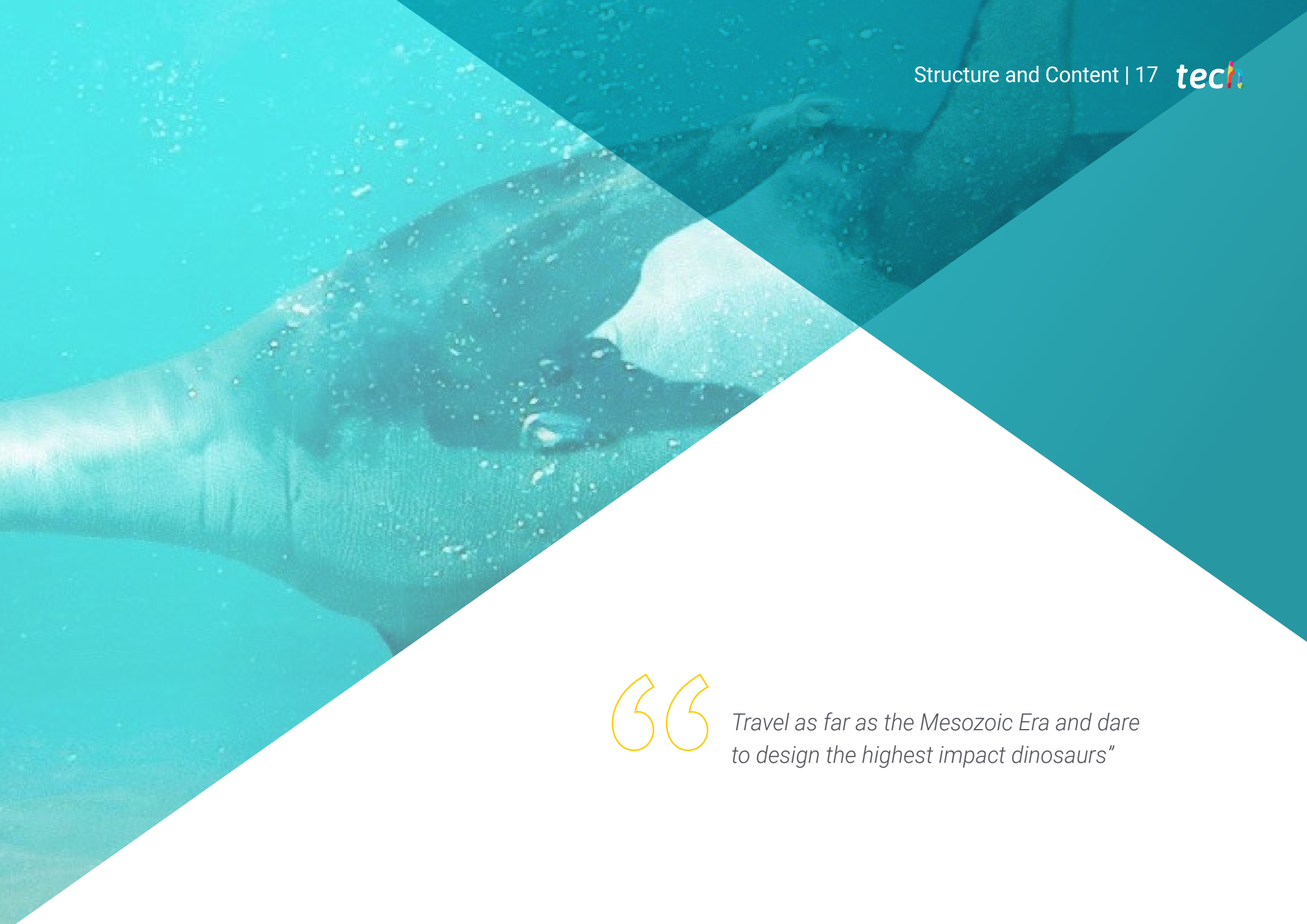
# 04

# Structure and Content

With this program, the student will find all the necessary elements to learn to design and create animals for video games. The enriching content that makes up this Postgraduate Certificate contains different lessons ranging from the anatomy of different species to planning the development of a dinosaur. It is made up of only one module divided into 10 sections in order to develop, in the best way possible, each animal kindgom.







“

*Travel as far as the Mesozoic Era and dare to design the highest impact dinosaurs”*

## Module 1. Animals

- 1.1. Quadrupeds
  - 1.1.1. Compared Anatomy
  - 1.1.2. Realistic Models and Their Use
  - 1.1.3. *Cartoon*
- 1.2. Canines
  - 1.2.1. Anatomy
  - 1.2.2. Design
  - 1.2.3. Poses
- 1.3. Felines
  - 1.3.1. Compared Anatomy
  - 1.3.2. Design
  - 1.3.3. Poses
- 1.4. Herbivores
  - 1.4.1. Ruminants
  - 1.4.2. Equine
  - 1.4.3. *Cartoon*
- 1.5. Big Mammals
  - 1.5.1. Compared Anatomy
  - 1.5.2. Construction
  - 1.5.3. Poses
- 1.6. Marine Creatures
  - 1.6.1. Mammals
  - 1.6.2. Fish
  - 1.6.3. Crustaceans





- 1.7. Birds
  - 1.7.1. Anatomy
  - 1.7.2. Poses
  - 1.7.3. *Cartoon*
- 1.8. Amphibious Reptiles
  - 1.8.1. Construction
  - 1.8.2. Poses
  - 1.8.3. *Cartoon*
- 1.9. Dinosaurs
  - 1.9.1. Types
  - 1.9.2. Construction
  - 1.9.3. Poses
- 1.10. Insects
  - 1.10.1. Design
  - 1.10.2. Poses
  - 1.10.3. Comparisons



*With the content of this Postgraduate Certificate, you will learn to design all kinds of animals from a realistic or more animated point of view"*

# 05

# Methodology

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

This teaching system is used, for example, in the most prestigious medical schools in the world, and major publications such as the **New England Journal of Medicine** have considered it to be one of the most effective.





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*Discover Relearning, a system that abandons conventional linear learning, to take you through cyclical teaching systems: a way of learning that has proven to be extremely effective, especially in subjects that require memorization"*

## 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.

“

*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.*



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

The case method has been the most widely used learning system among the world's leading business schools for as long as they have existed. 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 that you are presented with in the case method, an action-oriented learning method. Over the course of 4 years, you will be presented with multiple practical case studies. You will have to combine all your knowledge, and research, argue, and defend your 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.

This methodology has 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, and financial markets and 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.



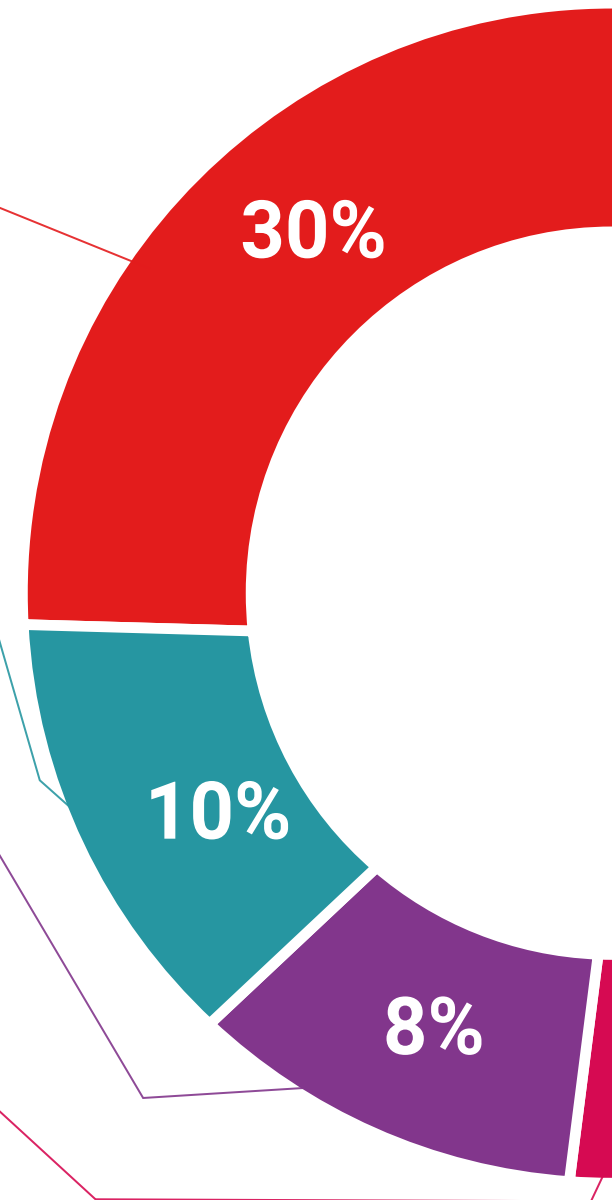
### Practising Skills and Abilities

They will carry out activities to develop specific skills and abilities in each subject 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

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 Certificate in 2D Animals Design and Creation guarantees, in addition to the most rigorous and up-to-date training, access to a Postgraduate Certificate 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 Certificate in 2D Animals Design and Creation** contains the most complete and up to date program on the market.

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

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

Title: **Postgraduate Certificate in 2D Animals Design and Creation**

Official N° of hours: **150 h.**



\*Apostille Convention. In the event that the student wishes to have their paper diploma 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 quality  
development language  
classroom

**tech** technological  
university

**Postgraduate Certificate**  
2D Animals Design  
and Creation

Course Modality: **Online**

Duration: **6 weeks**

Certificate: **TECH Technological University**

Official N° of hours: **150 h.**

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