Postgraduate Certificate
2D Animation Language

tech *global university*

![tech global university logo]

Postgraduate Certificate
2D Animation Language

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

Website: **www.techtitute.com/us/videogames/postgraduate-certificate/2d-animation-language**

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Introduction

Toon Boom Harmony has established itself as one of the most powerful software tools for the Animation industry. Among its advantages, it stands out for its ability to create detailed animations for characters in 2D games. This is especially useful for video games with a distinctive artistic style or that require complex animations. It can also be used to design engaging introductory sequences. These animated scenes can tell the story of the game and even provide striking visual transitions between levels. In this context, professionals must have a deep knowledge of this software and acquire advanced skills to use it effectively. This is why TECH is developing a program that will delve into the use of this interface.

You will delve into the most innovative strategies and Production Language for the development of 2D Animations thanks to this very complete study"

One of the priorities of animators is to create fully immersive experiences through video games, in order to connect with the players' minds. In this sense, 2D Animation Language plays a fundamental role in telling stories effectively, as well as defining both the personality and characteristics of the characters. In turn, it is used to provide clear and concise instructions, which helps players understand the game to advance the plot. On the other hand, it can be used to create the atmosphere of the game. In this way, dialogues or environmental cues help to establish the desired atmosphere.

In view of this, TECH is developing a Postgraduate Certificate that will comprehensively address the audiovisual film language. Therefore, the syllabus will delve into aspects such as shots according to the relationship they have with their object, camera movements and morphological elements. In addition, the syllabus will delve into the Audiovisual Screenplay, examining the synopsis, the storyboard and the Storybeats application. On the other hand, students will gain new skills to handle Adobe 2D Animation. This will allow them to include graphics and animations in their video games, enriching players' visual experiences.

This program is based on a 100% online methodology so that the students can take classes at any time of the day with the benefit of time flexibility. In this way, the graduates will only need a device with Internet access to access the contents. This program is based on the innovative *Relearning*teaching system, which implements a repetition method on the most relevant topics of the sector, making it easier for students to assimilate them. In this sense, this program has a variety of multimedia resources with which students will be able to combine their practice with the skills required to excel in a field in full growth.

This **Postgraduate Certificate in 2D Animation Language** contains the most complete and up-to-date educational program on the market. Its most notable features are:

- The development of case studies presented by experts in 2D Animation
- The graphic, schematic and practical contents of the book provide theoretical and practical information on those 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 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

You will use the Toon Boom Harmony interface to create high quality animations to enhance the player's experience in video games"

You will delve into the description of shots and sequences according to their narrative purposes.

Forget about memorizing! With the Relearning system you will integrate the concepts in a natural and progressive way.

"

Want to master traditional Adobe 2D Animation applied to digital media? This TECH program is the academic opportunity you need!"

The program's teaching staff includes professionals from the sector who contribute their work experience to this 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 education programmed to learn 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 students will be assisted by an innovative interactive video system created by renowned and experienced experts.

Objectives

Through this program, graduates will acquire advanced skills to lead innovative projects based on 2D animation. In this way, students will master programs such as Adobe 2D Animation or Toon Boom Harmony to create stunning animations that will surprise consumers. In tune with this, they will have a deep knowledge of cinematographic and audiovisual language to enhance the visual narrative of their pieces. Therefore, professionals will be highly prepared to take full advantage of the opportunities offered by an industry in constant expansion.

With the highest rated learning support methods in online teaching, this Postgraduate Certificate will enable you to learn in a smooth, consistent and effective manner"

General Objectives

- Master the visual language in the field of 2D animation
- Apply the fundamental principles of 2D animation to create compelling and engaging sequences
- Research and apply trends and technological advances in 2D animation, keeping abreast of innovations and adapting practices to industry standards
- Encourage creativity and originality in the generation of concepts, characters and plots, promoting innovation and differentiation in animated projects
- Specialize in specific areas of animation, adapting skills to different styles and genres
- Master the pre-production phases to effectively plan and conceptualize animated projects
- Implement post-production techniques and marketing strategies to optimize the diffusion and impact of animated productions
- Analyze and evaluate own and others' work, identifying areas for improvement and applying adjustments to optimize the final quality of animations

Specific Objectives

- Develop skills for the creation of specific scripts for 2D animation projects, considering visual storytelling
- Understand and apply key principles of graphic language in the creation of coherent and aesthetically appealing visual elements
- Analyze and apply the concepts of film and audiovisual language to enhance visual storytelling
- Acquire solid knowledge of the language of production, from planning to final delivery

Enjoy the most up-to-date educational content available in innovative multimedia formats to optimize your studies"

03

Course Management

To preserve intact the high educational quality that characterizes its university programs, TECH has selected a first class teaching staff to teach this program. These professionals have extensive work experience in the animation industry, where they have provided innovative solutions using the latest technological tools. Throughout this program, these experts will boost the students' creativity so that they experience immediate progress in their artistic creations.

An experienced teaching group will guide you throughout the learning process and resolve any doubts that may arise"

Management

Dr. Larrauri, Julián

- Television and Film Director
- Executive Producer at Capitán Araña
- Managing Producer at Arcadia Motion Pictures
- Head of Production, Director and Writer at B-Water
- Executive Producer, Production Manager and Head of Development at Ilion Animation Studios
- Production Manager at Imira Entertainment
- Ph.D. in Humanities from Rey Juan Carlos University
- Professional Master´s Degree in Executive Production of Films and Series by Audiovisual Business School
- Professional Master's Degree in Communication and Advertising Management by ESIC
- Degree in Audiovisual Communication from the Complutense University of Madrid
- Nominated as "Best Production Director" at the Goya Awards for "Mortadelo y Filemón contra Jimmy el Cachondo"

Professors

Mr. Amurrio Vesga, Iñaki

- Animation Technical Director and Animation Expert
- Storyboarding Director for the feature film "Blue's Big City Adventure" (Paramount +)
- Animator for the TV show "Tiny toons"
- Animation director for the short film "Amanece la noche más larga" ("Dawn the longest night")
- Animator for the feature film "The rise of Ninja Turtles" (Netflix)
- Animator for the webseries "Bellies" (Famosa)
- Animation director and head of studio for the anime series "Memories of Idhún" (Netflix)
- Animation director and technical director at Imira Entertainment

Take the opportunity to learn about the latest advances in this field in order to apply it to your daily practice"

04

Structure and Content

This course of study will provide graduates with a solid understanding of the language of 2D Animation. Designed by a well-versed teaching staff, the syllabus will delve into the Audiovisual Script, taking into account its structure and terminology. Likewise, the syllabus will analyze in detail the use of the Toon Boom Harmonyinterface, aimed at designing environments that enrich the visual experience of the game. The program will also examine the particularities of cinematographic and audiovisual language, paying attention to camera movements. Thanks to this, professionals will acquire new skills that will allow them to make a quality leap in their career.

You will create high quality 2D Animations that will connect with the audience thanks to this 100% online qualification"

Module 1. 2D Language

1.1.   2D Animation
    1.1.1.   Photograms
    1.1.2.   Frame Exposure and Types of Animation
    1.1.3.   2D Animation Styles
1.2.   Script
    1.2.1.   Audiovisual Script
    1.2.2.   Precursors of the Script. Synopsis, Outline and Use of the Storybeats Application
    1.2.3.   Script Structure and Terminology
1.3.   Use of Toon Boom Harmony Interface
    1.3.1.   Recognition of the Working Area
    1.3.2.   Timeline
    1.3.3.   Basic Tools
1.4.   Graphic Language
    1.4.1.   Drawing
    1.4.2.   Compositional Language
    1.4.3.   Color Language
1.5.   Cinematographic and Audiovisual Language -se-en-scène
    1.5.1.   Plans According to the Relation that They Keep with Their Objective
    1.5.2.   Camera Movements, Their Nomenclature and Usefulness
    1.5.3.   Morphological Elements of an Audiovisual Work
1.6.   Cinematographic and Audiovisual Language - Semantic Aspect
    1.6.1.   Montage and Editing
    1.6.2.   Transitions and Rhythm
    1.6.3.   Description of Shots and Sequences According to Narrative Purposes
1.7.   Production Language
    1.7.1.   Workflow and Flowchart in the Production of an Animated Project
    1.7.2.   The Animator and their Relationship with the Production Area
    1.7.3.   The Animator and their relationship with the Management and Other Creative Areas

Enroll now in this program where you will be able to master advanced production tools and achieve success with your 2D Animations"

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.

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.

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 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.

01 learning from evidence

02 relearning from evidence

03 testing

04 learning from an expert

05 neurocognitive context dependent learning

06 Von-Restorff effect

07 case based learning through storytelling

08 competencies testing (retesting)

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.

30%

10%

8%

20%

25%

4%

3%
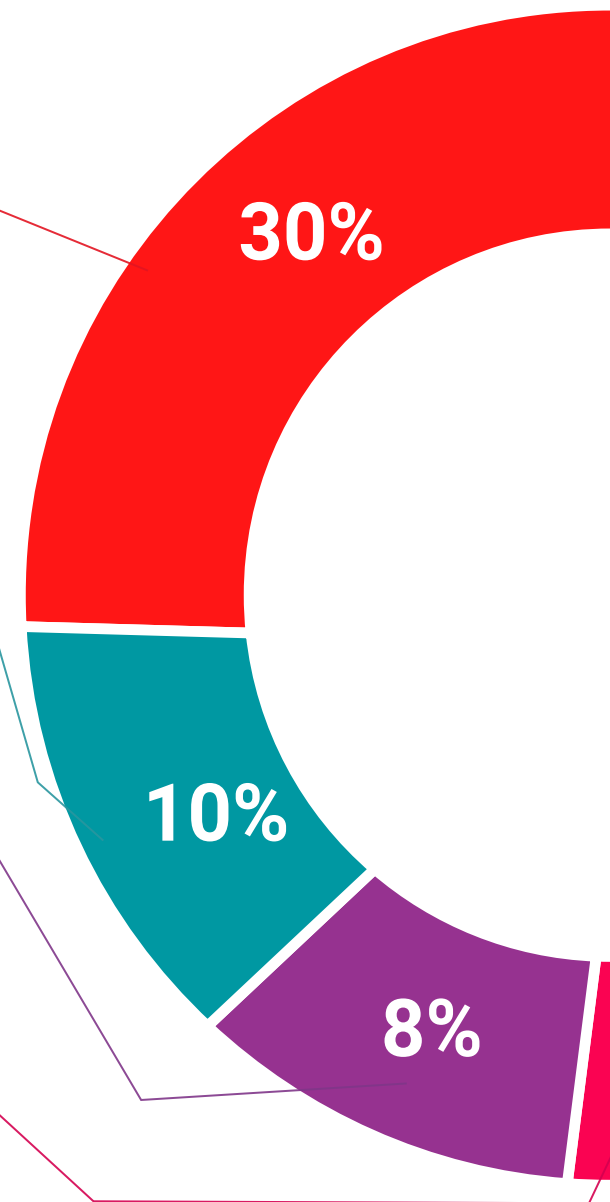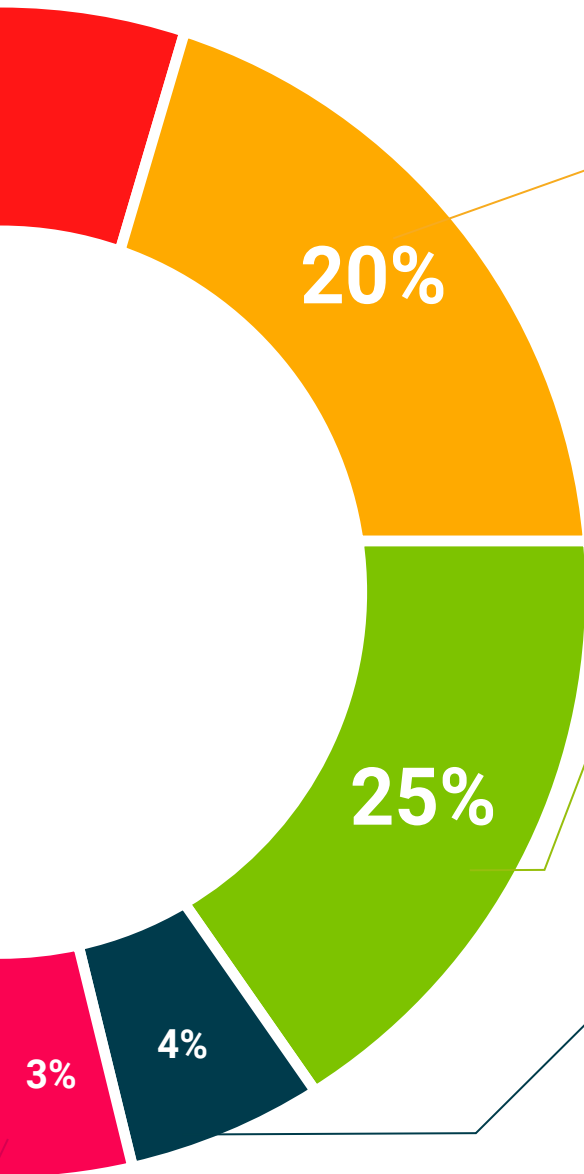
Case Studies

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.

Certificate

The Postgraduate Certificate in 2D Animation Language guarantees students, in addition to the most rigorous and up-to-date education, access to a Postgraduate Certificate issued by TECH Global University.

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 Certificate in 2D Animation Language** 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 Certificate in 2D Animation Language**

Modality: **online**

Duration: **6 weeks**

Accreditation: **6 ECTS**

tech global university

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

Postgraduate Certificate in 2D Animation Language

This is a program of 180 hours of duration equivalent to 6 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

*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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