Postgraduate Certificate
2D Animation

tech *technological university*

Postgraduate Certificate
2D Animation

- » Modality: **online**
- » Duration: **6 weeks**
- » Certificate: **TECH Technological University**
- » Dedication: **16h/week**
- » Schedule: **at your own pace**
- » Exams: **online**

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

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01
Introduction

The concepts of Anticipation and Composition of parallel and inverse forces are fundamental in video games, as they improve the quality of the characters' actions. In this sense, these procedures are essential for consumers to predict characters' actions. For example, a protagonist who is going to jump may perform a small dip before jumping. This allows the audience to synchronize their actions, such as jumping over an obstacle. These animation principles serve not only to enhance the appearance of the figures, but also have a narrative value by helping to convey the emotions of the characters. For this reason, TECH is developing an online program that will delve into narrative anticipation.
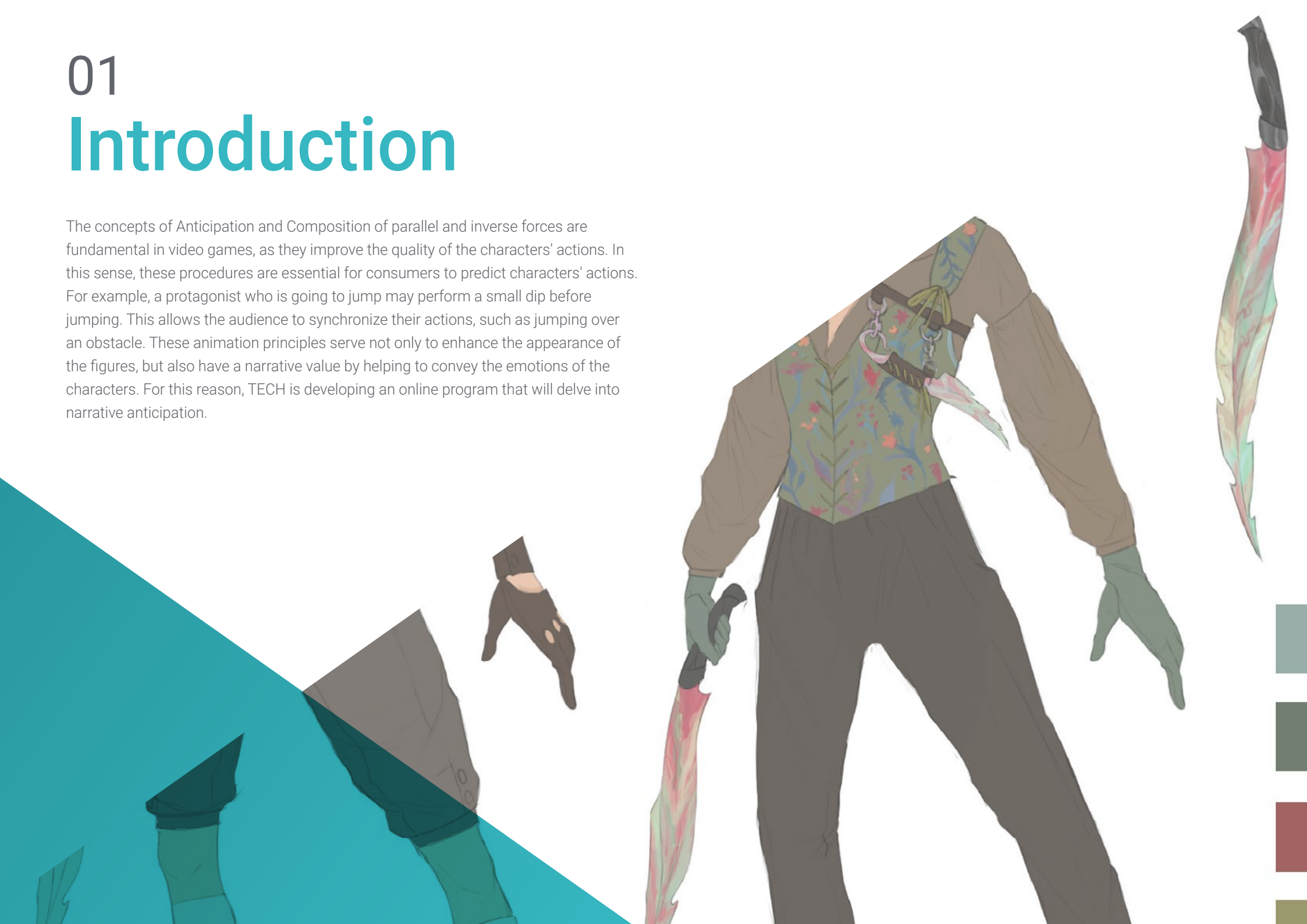
You will reinforce your key knowledge through the innovative Relearning methodology for an effective assimilation of the subject"

More and more companies dedicated to the video game industry are looking to incorporate specialists in 2D Animation Principles in their teams. This is because, through these techniques, more realistic and impactful character animations are created. In addition, they can be used to tell stories through character animation, which is essential to connect with users' minds. In this context, to take advantage of these opportunities, animators need to acquire a competitive advantage that differentiates them from other candidates.

To help them with this, TECH implements a Postgraduate Certificate that will bring together the most effective techniques to design fluid and realistic animations within games. The syllabus will delve into the details of staging, providing students with attractive visual resources to capture the interest of consumers. Likewise, the syllabus will offer the keys to perform pose changes on the characters to provide a richer and more immersive game experience. Throughout the program, students will gain new skills that will enrich their professional practice. In addition, they will be highly qualified to successfully overcome any challenge they face during their work. On the other hand, graduates will be able to contribute innovative animation proposals to stand out in an artistic industry that offers multiple job opportunities.

It should be noted that this Postgraduate Certificate has an innovative methodology in a 100% online format where the disruptive *Relearning* teaching system stands out. Thanks to it, professionals develop theoretical and practical competencies in a faster and more flexible way while they consolidate complex concepts thanks to the reiteration of concepts. In turn, to access the didactic materials, graduates only need a device with an Internet connection, avoiding unnecessary travel and rigid schedules.

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

- 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 apply 2D Animation Principles to your creations to bring your characters to life and communicate effectively with players"

You will delve into the composition of parallel and inverse forces and their narrative value.

You will master character pose changes to provide visual feedback to players.

" *You will achieve your objectives thanks to TECH's didactic tools, including explanatory videos and interactive summaries"*

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.
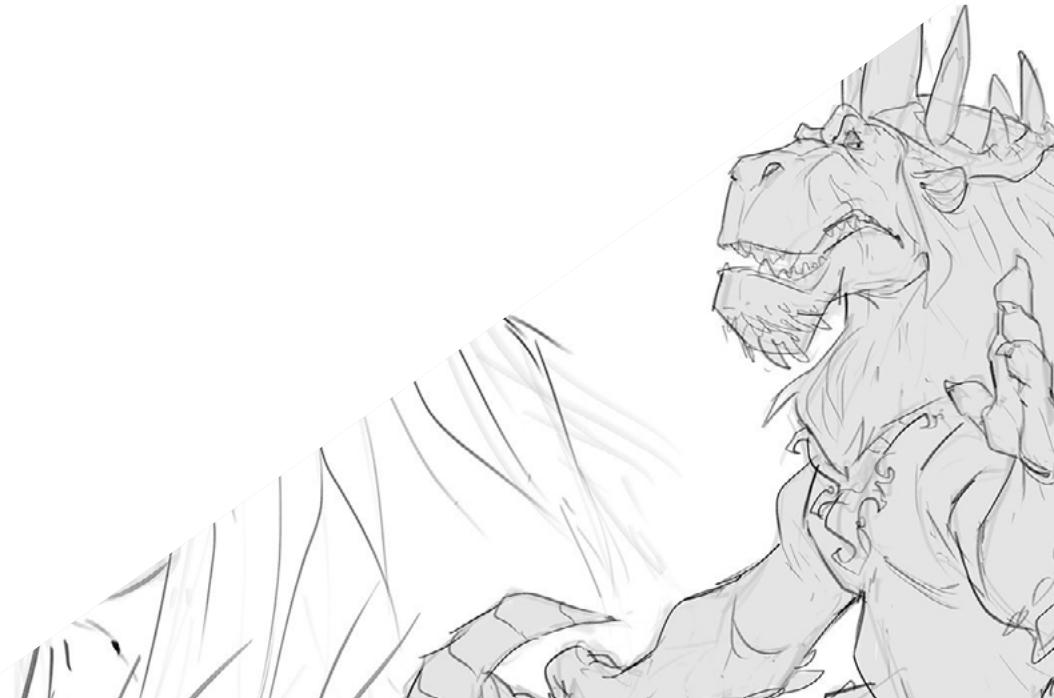
02
Objectives

Thanks to this Postgraduate Certificate, graduates will apply the key principles of animation in the context of video games, such as acceleration, exaggeration and tracking. Similarly, students will acquire advanced skills to enrich the mise-en-scene, through characters and moving objects. Likewise, specialists will make their protagonists move realistically, which will contribute to a more immersive and believable gaming experience for players.

" *Study from the comfort of your home and update your knowledge online with TECH Technological University, the biggest online university in the world"*

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

- Analyze and employ anticipation techniques, understanding the composition of parallel and inverse forces and their narrative value in the creation of animated sequences
- Develop staging skills to optimize the visual presentation of characters and moving objects
- Integrate complementary action and superimposed action strategically to enrich visual narratives, bringing layers of movement and expressiveness to animated characters and objects

*Don't miss the opportunity to boost your career through this innovative program in just 6 weeks"*

03
Course Management

Following the quality guidelines that define this university, TECH has selected for the direction and teaching of this Postgraduate Certificate to a faculty specialized in 2D Animation, with an extensive career. This is a group of active professionals who will contribute to this syllabus an updated, real and critical vision of the sector, a distinctive feature that the graduates will be able to take advantage of to know in detail the keys of the profession and implement in their practice the most effective techniques and strategies in the creation of video games.
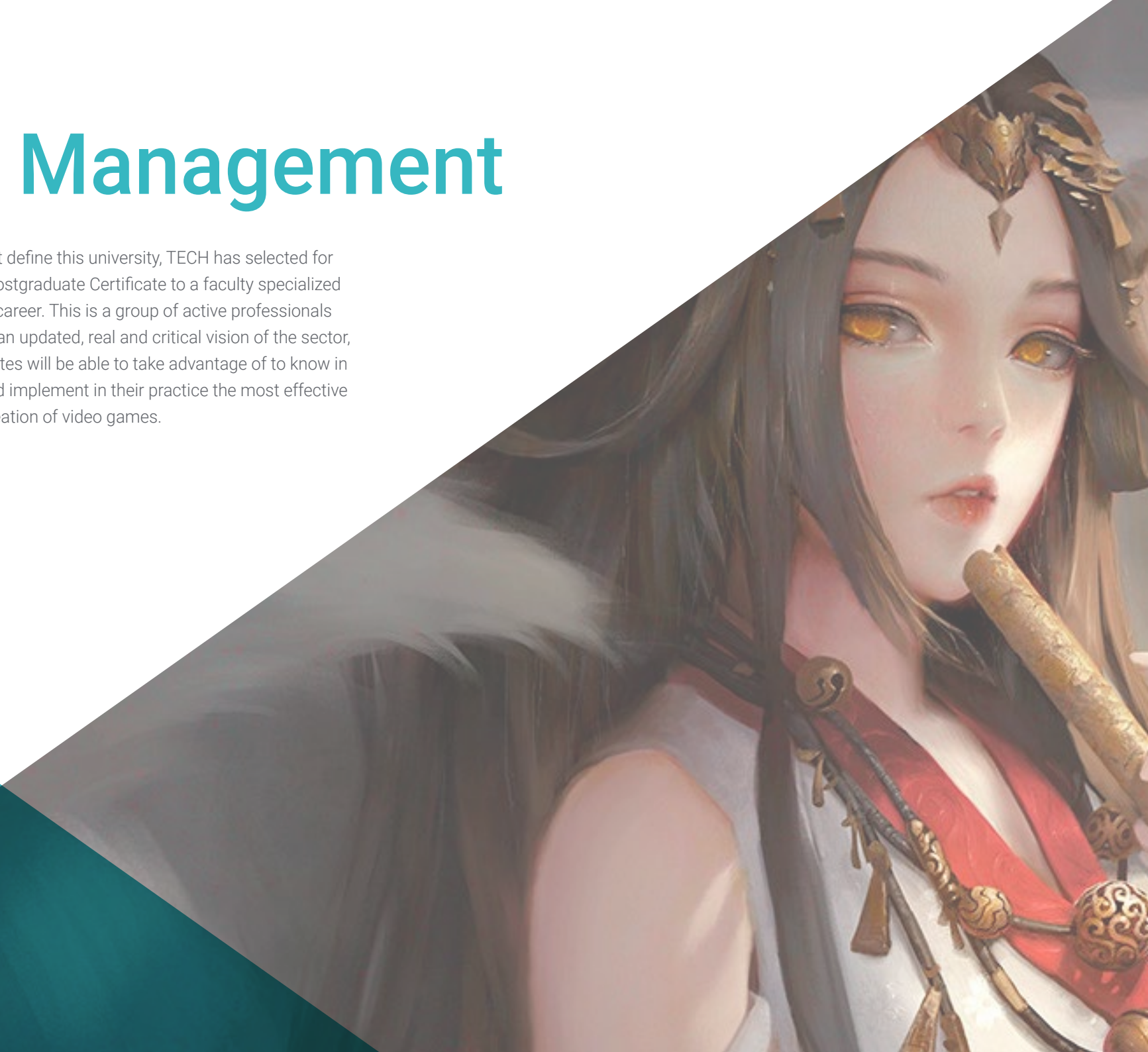
You will have access to a syllabus designed by a reputable teaching staff, which will guarantee you a successful learning"

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. Coronado Pozo, Jorge

- Character Animation Specialist
- Animation Supervisor at Dreamwall
- Lead Character Animator/Layout Artist at Arcadia Motion Pictures
- Senior Character Animator in several projects
- Character Animator (2D/3D) at several companies
- Storyboard and layout for television
- Video game animator

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 will provide graduates with a comprehensive approach to the principles of 2D Animation. To achieve this, the syllabus will delve into various techniques aimed at enriching the staging through attractive visuals and strong drawings. In this sense, the syllabus will delve into character pose changes, in order to make them express moods. In this way, the program will delve into changes of direction as well as speed. On the other hand, the didactic materials will offer resources to trace reactions of the characters and provide them with greater expressiveness.

"

You will learn through real cases and by solving complex situations in simulated learning environments"

Module 1. Principles of 2D Animation

1.1.   Compressing and Stretching (*Squash and Stretch*)

    1.1.1.   Compressing and Mass Conservation

    1.1.2.   Stretching and Mass Conservation

    1.1.3.   Application in Digital Media and Other Deformations

1.2.   Anticipation, the Composition of Parallel and Inverse Forces and their Narrative Value

    1.2.1.   Physical Anticipation

    1.2.2.   Narrative Anticipation and Other Types of Anticipation

    1.2.3.   Anticipation of Anticipation

1.3.   Staging

    1.3.1.   Staging

    1.3.2.   Visual Appeal and Firm Drawing

    1.3.3.   Secondary Animation

1.4.   Linear Animation (*Straight Ahead*)

    1.4.1.   Linear Animation

    1.4.2.   Pose-by-pose Animation

    1.4.3.   Hybrid Animation

1.5.   Character Pose Changes (*Breakdowns*)

    1.5.1.   Direct Interleaving and Interleaving with *Breakdowns*

    1.5.2.   Changes of Direction

    1.5.3.   Speed Changes

1.6.   Complementary and Superimposed Action

    1.6.1.   Complementary Action

    1.6.2.   Combs

    1.6.3.   Superimposed Action

1.7.   Accelerations, Decelerations and Rhythm

    1.7.1.   Deceleration

    1.7.2.   Acceleration

    1.7.3.   Acceleration Curves

Acquire knowledge without geographical limitations or pre-established timing"

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.

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.
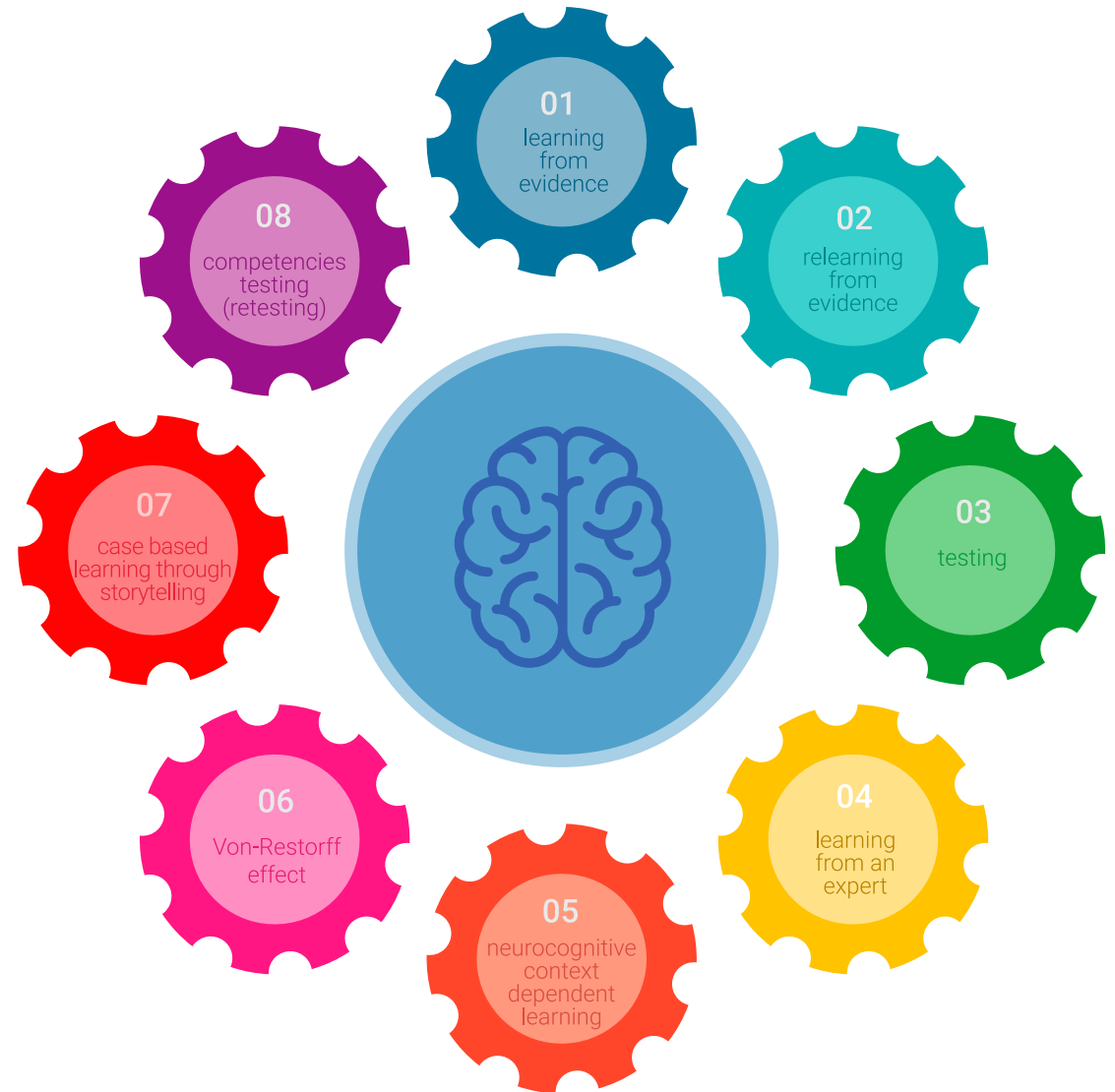
Relearning Methodology

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.

30%

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.

10%

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.

8%

20%

25%

4%

3%
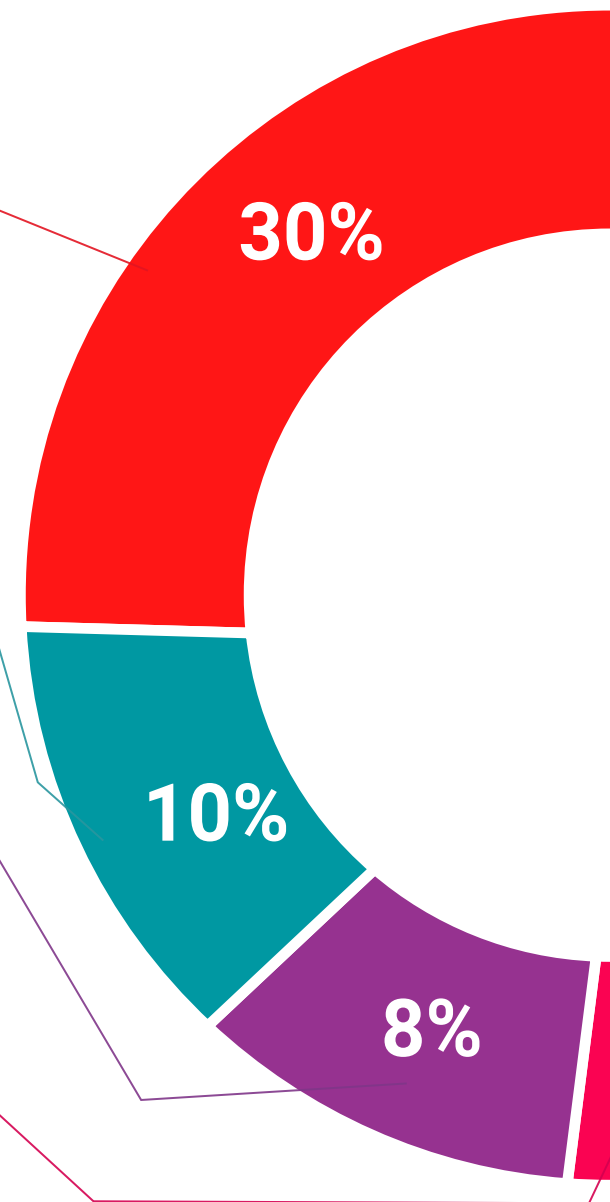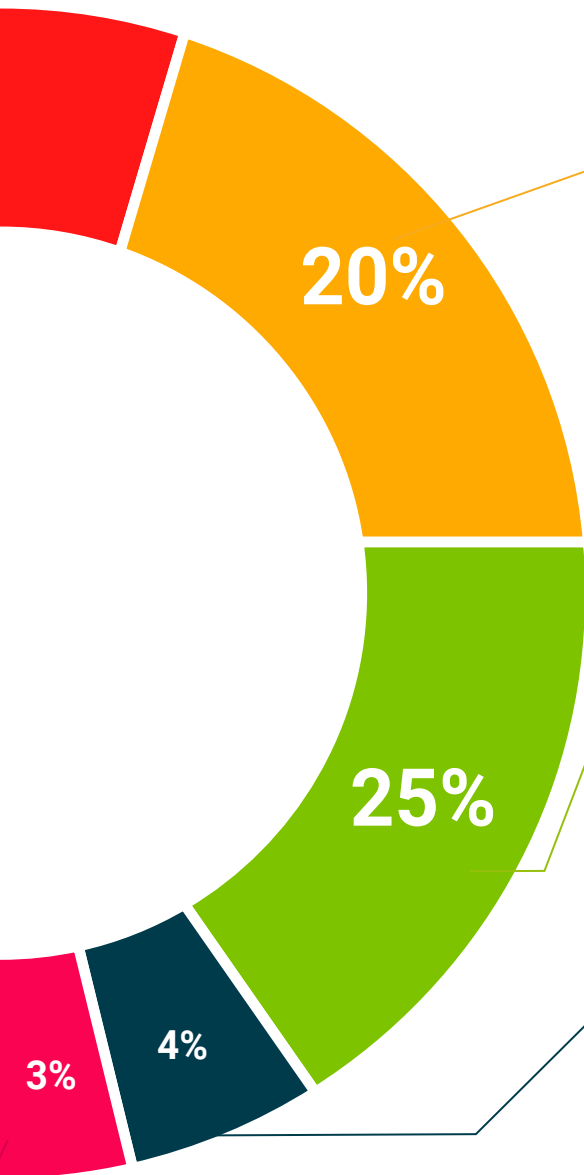
Case Studies

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 guarantees students, in addition to the most rigorous and up-to-date education, access to a Postgraduate Certificate issued by TECH Technological University.

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

This **Postgraduate Certificate in 2D Animation** 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** issued by **TECH Technological University** via tracked delivery*.

The diploma issued by **TECH Technological University** will express 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 Animation**

Official Nº of Hours: **150 h.**

tech technological university

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

POSTGRADUATE CERTIFICATE
in
2D Animation

This is a qualification awarded by this University, equivalent to 150 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

*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.

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