

# Postgraduate Certificate 2D in the Video Game Industry





## Postgraduate Certificate 2D in the Video Game Industry

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

Website: [www.techtute.com/pk/videogames/postgraduate-certificate/2d-video-game-industry](http://www.techtute.com/pk/videogames/postgraduate-certificate/2d-video-game-industry)

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# 01

# Introduction

The development of video games on 2D platforms is still booming despite the technological evolution, with the use of different tools and techniques that make the experiences of its users more and more impressive. In this program the student will be introduced to all the knowledge necessary to integrate the professional environment of 2D artists in the video game industry. They will study the different techniques and units among which Concept Art, Splash Art, Storyboarders, Pixel Art, as some of the tools that will define their career within the design and animation for video games, strengthening their criteria when choosing which role to fulfill within the professional environment.





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*Would you like to define your career in the video game industry? With this Postgraduate Certificate, you will understand the different roles of 2D digital artists"*

From the beginning, there have been really successful projects such as "Pac-Man or Pacman", which became a worldwide phenomenon, attaining the Guinness World record for the most successful arcade video game of all time. These 2D video games are characterized by using graphics with a flat appearance and by using horizontal screen *Scroll*, as in Super Mario Bros or Sonic the Hedgehog; or vertical, as in Bubble Bobble and Donkey Kong, which require for their creative process the intervention of digital artists with specific profiles. With the arrival of new video game consoles and the launching of large 2D games, there is an increasing demand for specialists who know how to tell stories, create scenarios and direct the work; that is why in this Postgraduate Certificate in 2D in the Video Game Industry you will learn everything you need to define your professional profile.

The student will review the advances in the digital entertainment industry, its history and highlights. You will advance through the different programs implemented in 2D design until you get to know the profile of each of the professionals in the environment, including the art director, their competence and importance. You will be able to learn about the diversity of proposals that exist within the 2D design and that show originality in their approaches such as in *Indie* video games.

A program developed by TECH Technological University, for six weeks of online study from any device and place, making the learning process easy and comfortable, with the constant accompaniment of a team of teachers specialized in video game art that integrate TECH's educational platform.

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

- ◆ The development of practical cases presented by experts in design for Video Games
- ◆ The graphic, schematic and eminently practical contents of the book provide theoretical and practical information on those disciplines that are essential for professional practice
- ◆ Practical exercises where self assessment can be used to improve learning
- ◆ Its special emphasis on innovative methodologies in Advanced Practice Nursing
- ◆ 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



*Broaden your vision by learning about the different roles of the digital artist in the video game industry"*

“

*With this Postgraduate Certificate, you will be able to profile yourself as an Environment Artist by understanding its importance in the digital entertainment industry”*

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 specialization 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 throughout the program. For this purpose, the student will be assisted by an innovative interactive video system created by renowned and experienced experts.

*2D is the most classic and developed platforming style in the video game industry.*

*TECH's virtual campus offers you a safe and comfortable environment for your studies.*



# 02 Objectives

The Postgraduate Certificate in 2D in the Video Game Industry will provide the student with an expanded vision of the different roles of the artist within the professional environment, in the implementation of the 2D technique for the creation of attractive and useful visual pieces in virtual platforms for entertainment. It will help you discover the professional path that best suits your style thanks to the application of examples and practical exercises supported by theoretical content developed by experts. Within this selection process, TECH has established a series of general and specific objectives to make the teaching process of the future graduate more efficient.







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*It takes effort and dedication to be the best. With TECH's learning system, the journey will be much easier"*



## General Objectives

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- ◆ Create designs for 2D platforms for the audiovisual industry
- ◆ Compose a specialized portfolio for the video game industry
- ◆ Broaden your knowledge of the current use of 2D in the video game industry
- ◆ Promote the presentation of works in a professional manner
- ◆ Study technical artistic knowledge in depth

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*If you are passionate about video games, entering the gaming industry as a professional will be a very profitable decision"*





## Specific Objectives

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- ◆ Analyze the state of the digital entertainment industry today
- ◆ Study the different types of artists in demand in the industry in depth
- ◆ Study the integration of the different roles of the artist in a transversal work group
- ◆ Recognize the importance of the art director in a video game project

03

# Course Management

The teaching staff of TECH Technological University offers, along with their experience in each program, an education of excellence for all, thanks to the processes and methodology of study applied from its virtual campus. This is how the Postgraduate Certificate in 2D in the Video Game Industry counts on art experts with extensive experience and specific preparation that allows them to teach the best tools to the student, facilitating the development of all their skills, outlining their professional profile and managing to stand out in increasingly competitive markets such as the Art for video games.





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*The perspective of the professional team of this program will allow the generation of professional growth experiences in the students"*

## Management



### Mr. Mikel Alaez, Jon

- Conceptual artist for characters in English Coach Podcast
- Conceptual Artist in Master D
- Graduated in Art at the University of Fine Arts UPV.
- Concept Art and Digital Illustration in Master D Rendr



# 04

# Structure and Content

The Postgraduate Certificate in 2D in the Video Game Industry syllabus has been designed for dynamic learning based on the proven Relearning system of TECH Technological University. The syllabus covered in this program will allow the student to understand the most up to date concepts, from the competence and importance of the digital entertainment industry, through each of the artistic roles and 2D techniques in video games. Through theoretical and practical content, in an integrated system that will allow easy learning in a progressive and interactive way.







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*You will study in a dynamic environment the references of the 2D world in the video game industry and you will understand what is your real profile and professional style"*

## Module 1. 2D in the Video Game Industry

- 1.1. Digital Entertainment Industry
  - 1.1.1. At Present
  - 1.1.2. Competition
  - 1.1.3. BORRAR
- 1.2. Concept Art
  - 1.2.1. Importance
  - 1.2.2. Types
  - 1.2.3. Movies/Video Games
- 1.3. Illustration
  - 1.3.1. Illustration for Videogames
  - 1.3.2. Uses
  - 1.3.3. Recommendations
- 1.4. UI Artist
  - 1.4.1. Use
  - 1.4.2. Design
  - 1.4.3. History
- 1.5. Environment Artist
  - 1.5.1. Difference
  - 1.5.2. Importance
  - 1.5.3. India
- 1.6. Pixel Art
  - 1.6.1. At Present
  - 1.6.2. Advice
  - 1.6.3. Programs





- 1.7. Animators
  - 1.7.1. 3D
  - 1.7.2. 2D in Video Games
  - 1.7.3. Advice
- 1.8. Storyboarder
  - 1.8.1. Importance
  - 1.8.2. Large Studios
  - 1.8.3. In Video Games
- 1.9. Splash Art
  - 1.9.1. Online
  - 1.9.2. At Present
  - 1.9.3. Advice
- 1.10. Art Director
  - 1.10.1. Importance
  - 1.10.2. India
  - 1.10.3. Competition



*Hone your skills and find what you need to be part of the professional environment for 2D artists in the video game industry"*

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.

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*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.





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



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

This **Postgraduate Certificate in 2D in the Video Game Industry** 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 certificate 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 in the Videogame Industry**

Official N° of hours: **150 h.**



\*Apostille Convention. In the event that the student wishes to have their paper certificate issued with an apostille, TECH EDUCATION will make the necessary arrangements to obtain it, at an additional cost.



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