

Postgraduate Certificate

Advanced Traditional 2D Animation



Postgraduate Certificate Advanced Traditional 2D Animation

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

Website: www.techtute.com/us/videogames/postgraduate-certificate/advanced-traditional-2d-animation

Index

01

Introduction

p. 4

02

Objectives

p. 8

03

Course Management

p. 12

04

Structure and Content

p. 16

05

Study Methodology

p. 20

06

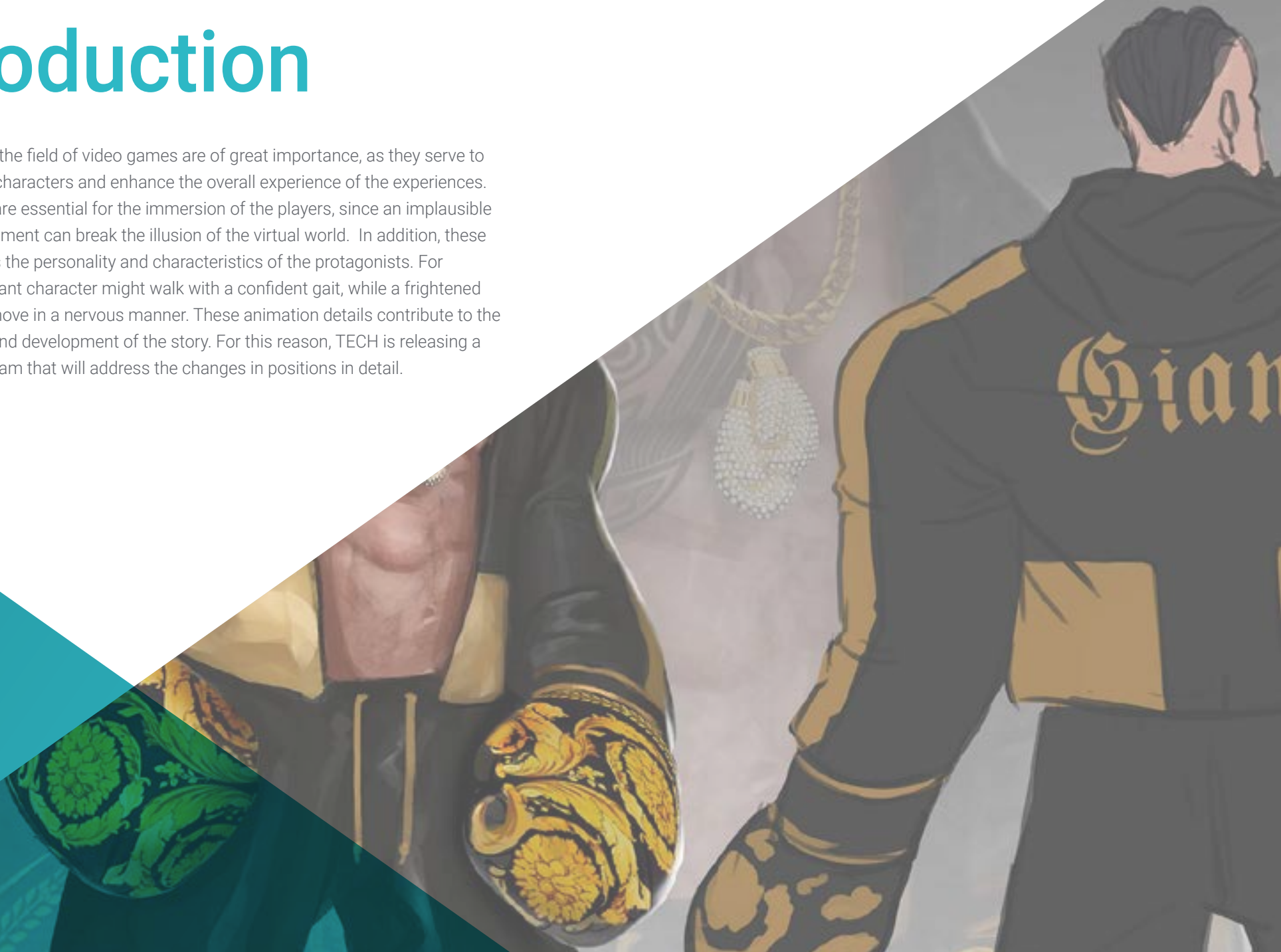
Certificate

p. 28

01

Introduction

Walking Cycles in the field of video games are of great importance, as they serve to create believable characters and enhance the overall experience of the experiences. These resources are essential for the immersion of the players, since an implausible or unnatural movement can break the illusion of the virtual world. In addition, these resources express the personality and characteristics of the protagonists. For example, an arrogant character might walk with a confident gait, while a frightened character might move in a nervous manner. These animation details contribute to the characterization and development of the story. For this reason, TECH is releasing a 100% online program that will address the changes in positions in detail.





“

You will immerse yourself in a world of possibilities, unleashing your creativity to create a lasting impact on the video game industry”

Advanced Traditional 2D Animation is a crucial element in the video game industry, due to its ability to provide efficiency, versatility and expressiveness in the flow of video games. Among its main benefits, its resource efficiency stands out, since this technique is less intensive in computational resources. This is especially beneficial for games developed for platforms with limited hardware, such as mobile devices or less powerful consoles. In addition, these animations allow development teams to iterate faster, test ideas and launch games in a shorter timeframe.

In this context, TECH is developing a Postgraduate Certificate that will provide the most effective procedures to make characters more realistic and believable to the audience. The syllabus will delve into the walking cycles of the characters, using advanced software such as Toon Boom or Animate. In this way, students will be able to make their characters go from walking to running, passing through alternative cycles. In addition, the teaching materials will examine various sweeping, multiple and blurring techniques. In this way, animators will enrich their work practice through mechanisms that will produce specific visual effects related to movements.

For this task, Postgraduate Certificate has the collaboration of highly qualified teachers who will prepare the students through a carefully elaborated syllabus. Thanks to this, professionals will be able to specialize in this field and will be able to develop the skills pertaining to it in a real working environment. The repetition of key concepts is a commonly used technique for the acquisition of basic and important notions in any type of study. TECH, has taken a step forward and proposes *Relearning*, an innovative methodology in which the repetition of these notions is carried out by the teachers, thereby achieving better results. This together with its 100% online methodology makes it a perfect option to specialize in this field.

This **Postgraduate Certificate in Advanced Traditional 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



Create different mouth movements on your protagonists, resulting in a more realistic effect”

“

You will master Digitally Automated Synchronization to ensure smooth performance and an enjoyable gaming experience”

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

You will delve into the cleaning of traces so that the video games adapt to the individual preferences of the players.

The Relearning methodology used in this Postgraduate Certificate will allow you to learn in an autonomous and progressive way.



02 Objectives

Upon completion of this qualification, graduates will have gained advanced skills to perfect the technique of position animation. In this way, they will ensure coherent transition between different poses to achieve dynamic and expressive visual sequences. In addition, students will master the creation of walking cycles, which will make their characters acquire naturalness and fluidity in their movements. Students will also integrate complete turns into their designs, which will make their characters more realistic. They will also develop skills in the application of color in animation.



-VALVES V



VARIANT -



“

*A unique educational experience
that will boost your professional
development in just 6 weeks”*



General Objectives

- ♦ Master the visual language 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 plan and conceptualize animated projects effectively
- ♦ 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

- ◆ Perfect the technique of position animation, ensuring smooth and coherent transitions between different poses to achieve dynamic and expressive visual sequences
- ◆ Master the creation of walk cycles, optimizing naturalness and fluidity in the animation of basic motions
- ◆ Integrate complete turns seamlessly into 2D animation, addressing realistic and stylized representation of character and object rotations in different narrative contexts
- ◆ Develop advanced skills in the application of color in animation, considering palette, lighting and visual consistency



Study through innovative multimedia didactic formats that will optimize your updating process"

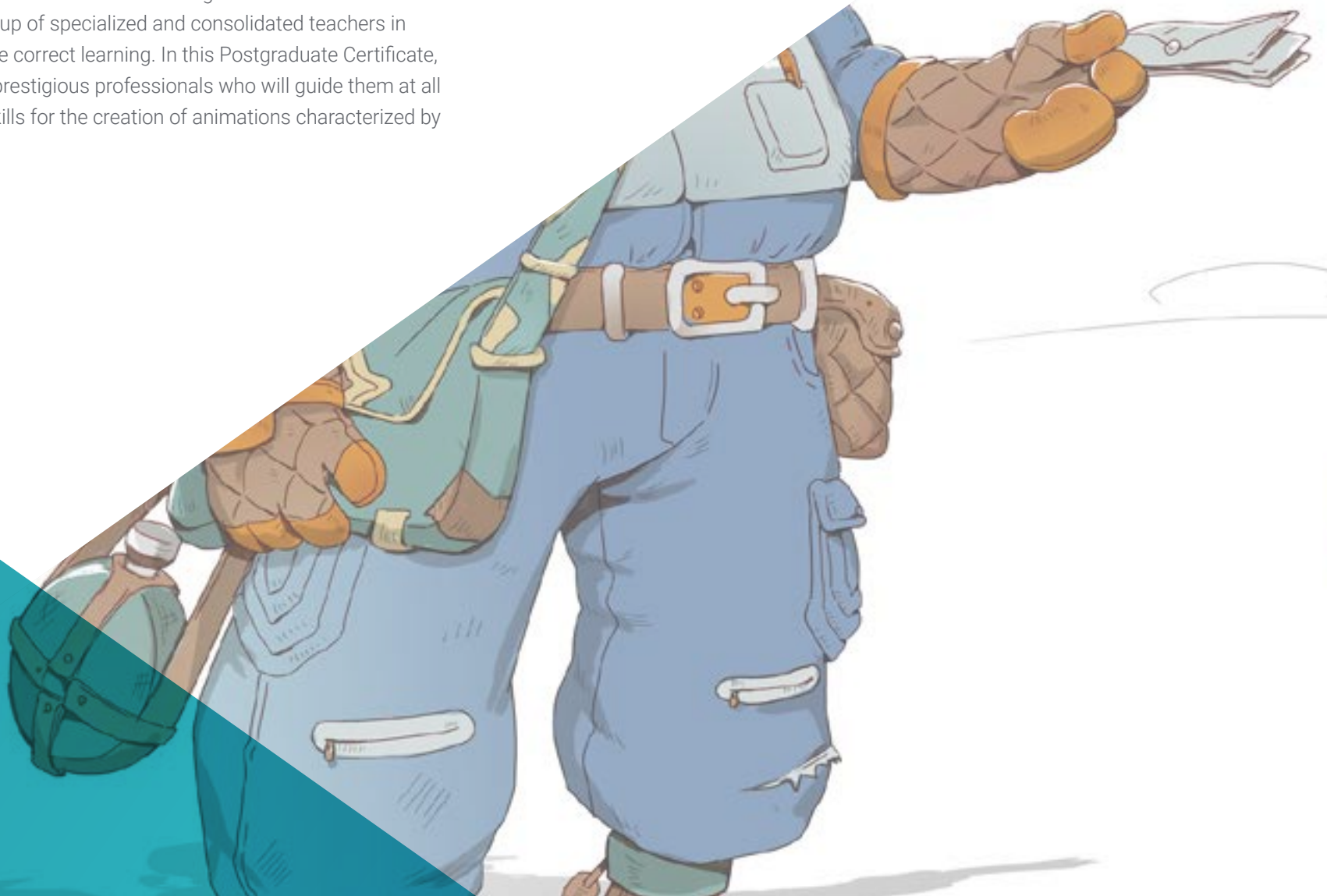


03

Course Management

The mastery of Advanced Traditional 2D Animation requires extensive knowledge that TECH puts at the service of all with an elite teaching.

For this, the students have a group of specialized and consolidated teachers in this sector as a guarantee for the correct learning. In this Postgraduate Certificate, students have at their disposal prestigious professionals who will guide them at all times to acquire the essential skills for the creation of animations characterized by their high creativity and realism.





“

The diversity of talents and knowledge of the teaching staff will create a dynamic learning environment. Specialize with the best!"

Management



Dr. Larrauri, Julián

- ♦ 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
- ♦ Master's Degree in Executive Production of Films and Series by Audiovisual Business School
- ♦ Master's Degree in Communication and Advertising Management by ESIC
- ♦ Degree in Audiovisual Communication from Complutense University of Madrid
- ♦ Nominated as "Best Production Director" at the Goya Awards for "Mortadelo y Filemón contra Jimmy el Cachondo"



0



Professors

Mr. Coronado Pozo, Jorge

- 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
- Character Animation Specialist
- Video game animator

“

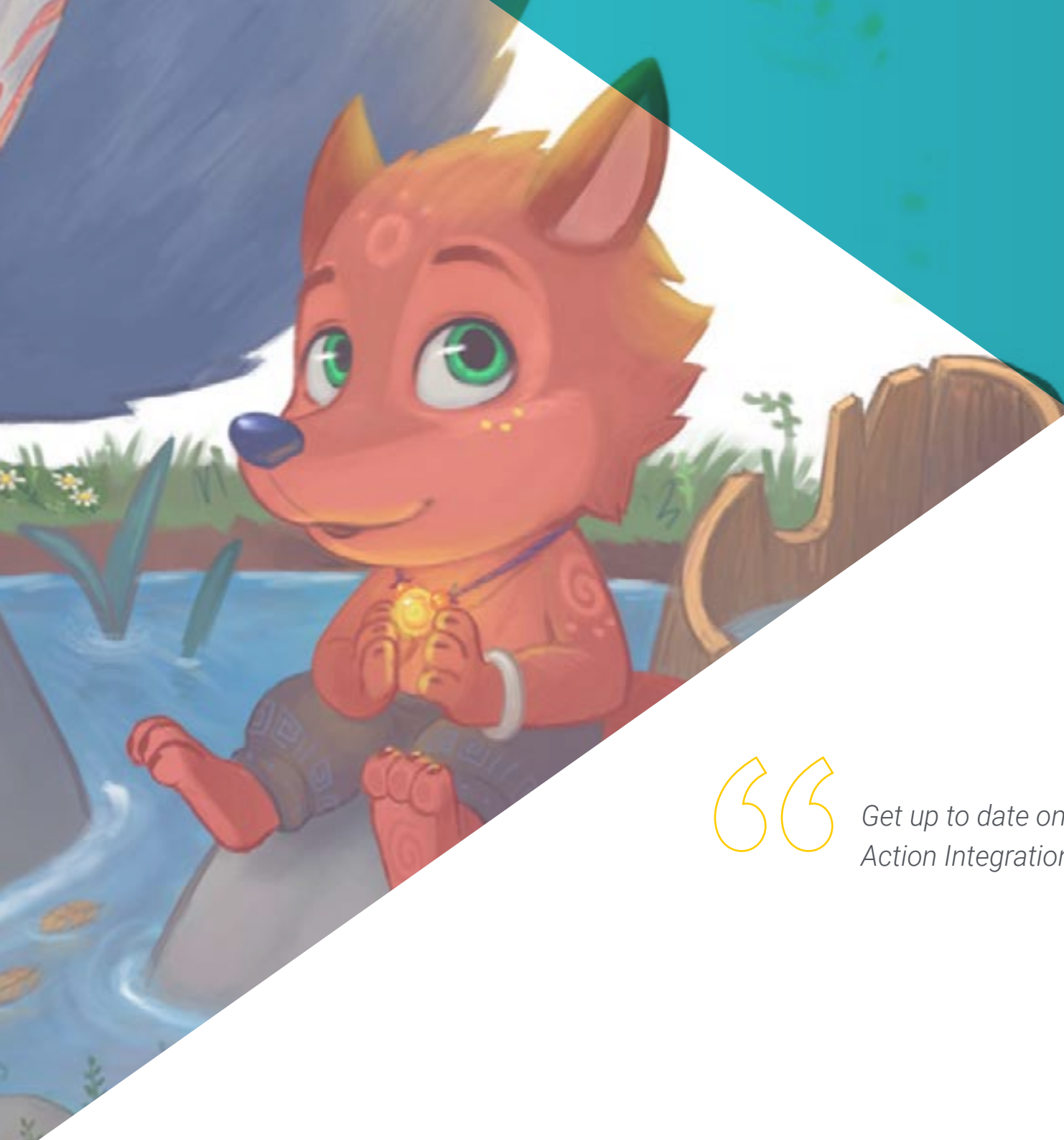
Take the opportunity to learn about the latest advances in this field in order to apply it to your daily practice"

04

Structure and Content

This program will focus on combining the fundamentals of Traditional Animation with current technological capabilities to create high-quality animations in video games. To this end, the syllabus will delve into different position animation techniques, bearing in mind silhouettes and lines of action. Along the same lines, the syllabus will analyze the walking cycles of the characters, so that they move in a realistic and credible way within the virtual world. In addition, the teaching materials will examine other aspects such as rotoscoping, reference and documentation.





“

Get up to date on the latest trends in Live Action Integration with this program”

Module 1. Advanced Traditional Animation

- 1.1. Position Animation
 - 1.1.1. Silhouette
 - 1.1.2. Lines of Action
 - 1.1.3. Contraposés and Reversals
- 1.2. Lip Synchronization
 - 1.2.1. Mouth Movements
 - 1.2.2. Vocalization Inbetweens and Mouth Performance
 - 1.2.3. Digitally Automated Synchronization
- 1.3. Walking Cycles
 - 1.3.1. Contacts and Position Changes
 - 1.3.2. Walk Cycle Position Changes
 - 1.3.3. Cycling of a Linear Walk and Cycles in Animate and Toon Boom
- 1.4. Walks, Running Cycles and Alternate Cycles
 - 1.4.1. Walks
 - 1.4.2. Racing
 - 1.4.3. Alternative Cycles
- 1.5. Full Turns
 - 1.5.1. Of the Head
 - 1.5.2. Full and Object Turns
 - 1.5.3. Truncated Turns
- 1.6. Exaggerate and Calm Down
 - 1.6.1. Exaggerate
 - 1.6.2. Calm Down
 - 1.6.3. Bounces
- 1.7. Rotoscopy, Reference and Documentation
 - 1.7.1. Rotoscopy
 - 1.7.2. Video Reference
 - 1.7.3. Integration with Live Action





- 1.8. Sweeps, Multiples and Blurring
 - 1.8.1. Sweeps
 - 1.8.2. Multiples
 - 1.8.3. Blurring
- 1.9. Cleaning Traces and Assistance
 - 1.9.1. Assistance
 - 1.9.2. Inbetweening
 - 1.9.3. Cleaning of Traces
- 1.10. Color Application
 - 1.10.1. Shading as a Second Level of Animation
 - 1.10.2. Shadow Casting
 - 1.10.3. Digital Automation of Color and Shadows using Toon Boom

“

This program prepares you for the present and future challenges of Advanced Traditional 2D Animation. Enroll now and experience immediate career advancement!”

05

Study Methodology

TECH is the world's first university to combine the **case study** methodology with **Relearning**, a 100% online learning system based on guided repetition.

This disruptive pedagogical strategy has been conceived to offer professionals the opportunity to update their knowledge and develop their skills in an intensive and rigorous way. A learning model that places students at the center of the educational process giving them the leading role, adapting to their needs and leaving aside more conventional methodologies.



“

TECH will prepare you to face new challenges in uncertain environments and achieve success in your career”

The student: the priority of all TECH programs

In TECH's study methodology, the student is the main protagonist. The teaching tools of each program have been selected taking into account the demands of time, availability and academic rigor that, today, not only students demand but also the most competitive positions in the market.

With TECH's asynchronous educational model, it is students who choose the time they dedicate to study, how they decide to establish their routines, and all this from the comfort of the electronic device of their choice. The student will not have to participate in live classes, which in many cases they will not be able to attend. The learning activities will be done when it is convenient for them. They can always decide when and from where they want to study.

“

*At TECH you will NOT have live classes
(which you might not be able to attend)”*



The most comprehensive study plans at the international level

TECH is distinguished by offering the most complete academic itineraries on the university scene. This comprehensiveness is achieved through the creation of syllabi that not only cover the essential knowledge, but also the most recent innovations in each area.

By being constantly up to date, these programs allow students to keep up with market changes and acquire the skills most valued by employers. In this way, those who complete their studies at TECH receive a comprehensive education that provides them with a notable competitive advantage to further their careers.

And what's more, they will be able to do so from any device, pc, tablet or smartphone.

“*TECH's model is asynchronous, so it allows you to study with your pc, tablet or your smartphone wherever you want, whenever you want and for as long as you want*”

Case Studies and Case Method

The case method has been the learning system most used by the world's best business schools. Developed in 1912 so that law students would not only learn the law based on theoretical content, its function was also to present them with real complex situations. In this way, they could make informed decisions and value judgments about how to resolve them. In 1924, Harvard adopted it as a standard teaching method.

With this teaching model, it is students themselves who build their professional competence through strategies such as Learning by Doing or Design Thinking, used by other renowned institutions such as Yale or Stanford.

This action-oriented method will be applied throughout the entire academic itinerary that the student undertakes with TECH. Students will be confronted with multiple real-life situations and will have to integrate knowledge, research, discuss and defend their ideas and decisions. All this with the premise of answering the question of how they would act when facing specific events of complexity in their daily work.



Relearning Methodology

At TECH, case studies are enhanced with the best 100% online teaching method: Relearning.

This method breaks with traditional teaching techniques to put the student at the center of the equation, providing the best content in different formats. In this way, it manages to review and reiterate the key concepts of each subject and learn to apply them in a real context.

In the same line, and according to multiple scientific researches, reiteration is the best way to learn. For this reason, TECH offers between 8 and 16 repetitions of each key concept within the same lesson, presented in a different way, with the objective of ensuring that the knowledge is completely consolidated during the study process.

Relearning will allow you to learn with less effort and better performance, involving you more in your specialization, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation to success.



A 100% online Virtual Campus with the best teaching resources

In order to apply its methodology effectively, TECH focuses on providing graduates with teaching materials in different formats: texts, interactive videos, illustrations and knowledge maps, among others. All of them are designed by qualified teachers who focus their work on combining real cases with the resolution of complex situations through simulation, the study of contexts applied to each professional career and learning based on repetition, through audios, presentations, animations, images, etc.

The latest scientific evidence in the field of Neuroscience points to the importance of taking into account the place and context where the content is accessed before starting a new learning process. Being able to adjust these variables in a personalized way helps people to remember and store knowledge in the hippocampus to retain it in the long term. This is a model called Neurocognitive context-dependent e-learning that is consciously applied in this university qualification.

In order to facilitate tutor-student contact as much as possible, you will have a wide range of communication possibilities, both in real time and delayed (internal messaging, telephone answering service, email contact with the technical secretary, chat and videoconferences).

Likewise, this very complete Virtual Campus will allow TECH students to organize their study schedules according to their personal availability or work obligations. In this way, they will have global control of the academic content and teaching tools, based on their fast-paced professional update.



The online study mode of this program will allow you to organize your time and learning pace, adapting it to your schedule”

The effectiveness of the method is justified by four fundamental achievements:

1. Students who follow this method not only achieve the assimilation of concepts, but also a development of their mental capacity, through exercises that assess real situations and the application of knowledge.
2. Learning is solidly translated into practical skills that allow the student to better integrate into the real world.
3. Ideas and concepts are understood more efficiently, given that the example situations are based on real-life.
4. Students like to feel that the effort they put into their studies is worthwhile. This then translates into a greater interest in learning and more time dedicated to working on the course.

The university methodology top-rated by its students

The results of this innovative teaching model can be seen in the overall satisfaction levels of TECH graduates.

The students' assessment of the quality of teaching, quality of materials, course structure and objectives is excellent. Not surprisingly, the institution became the best rated university by its students on the Trustpilot review platform, obtaining a 4.9 out of 5.

Access the study contents from any device with an Internet connection (computer, tablet, smartphone) thanks to the fact that TECH is at the forefront of technology and teaching.

You will be able to learn with the advantages that come with having access to simulated learning environments and the learning by observation approach, that is, Learning from an expert.



As such, the best educational materials, thoroughly prepared, will be available in this program:



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.

This content is then adapted in an audiovisual format that will create our way of working online, with the latest techniques that allow us to offer you high quality in all of the material that we provide you with.



Practicing Skills and Abilities

You will carry out activities to develop specific competencies and skills in each thematic field. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop within the framework of the globalization we live in.



Interactive Summaries

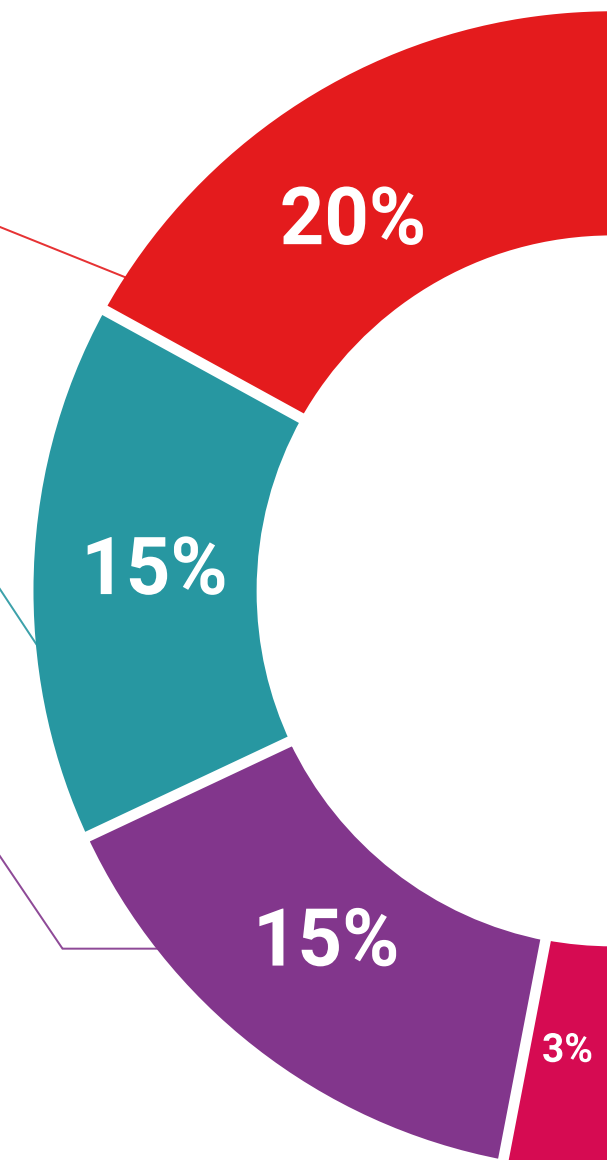
We present the contents attractively and dynamically in multimedia lessons that include audio, videos, images, diagrams, and concept maps in order to reinforce knowledge.

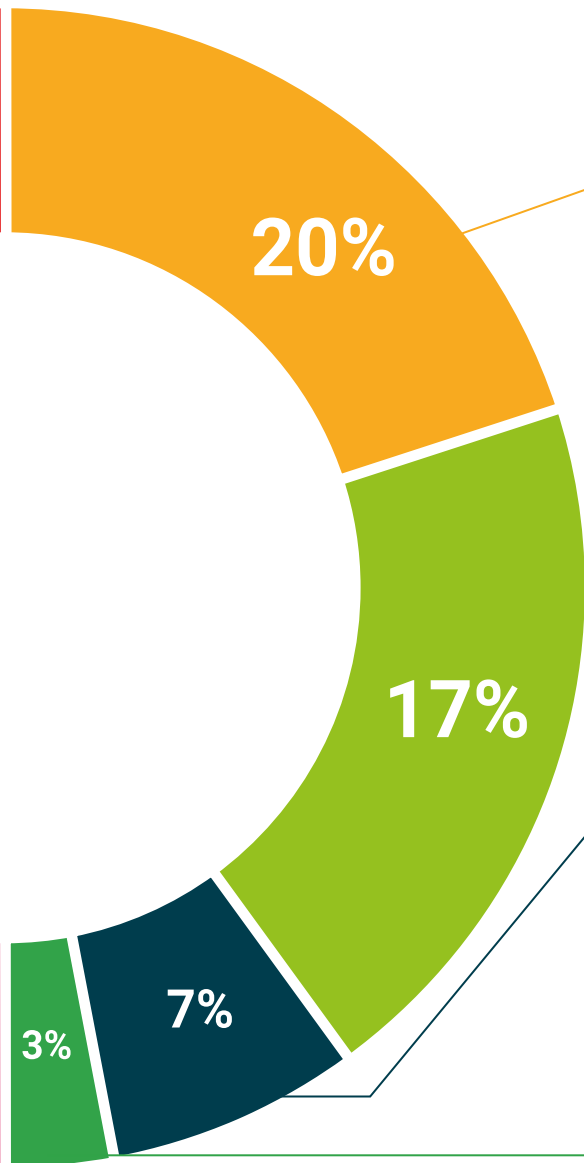
This exclusive educational system for presenting multimedia content was awarded by Microsoft as a "European Success Story".



Additional Reading

Recent articles, consensus documents, international guides... In our virtual library you will have access to everything you need to complete your education.





Case Studies

Students will complete a selection of the best case studies in the field. Cases that are presented, analyzed, and supervised by the best specialists in the world.



Testing & Retesting

We periodically assess and re-assess your knowledge throughout the program. We do this on 3 of the 4 levels of Miller's Pyramid.



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 for future difficult decisions.



Quick Action Guides

TECH offers the most relevant contents of the course in the form of worksheets or quick action guides. A synthetic, practical and effective way to help students progress in their learning.



06

Certificate

The Postgraduate Certificate in Advanced Traditional 2D Animation 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 private qualification will allow you to obtain a **Postgraduate Certificate in Advanced Traditional 2D Animation** 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** private qualification 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 Advanced Traditional 2D Animation**

Modality: **online**

Duration: **6 weeks**

Accreditation: **6 ECTS**





Postgraduate Certificate
Advanced Traditional
2D Animation

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

Postgraduate Certificate Advanced Traditional 2D Animation

