

Postgraduate Certificate Aesthetic Design of Video Games



Postgraduate Certificate Aesthetic Design of Video Games

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

Website: www.techtute.com/us/videogames/postgraduate-certificate/aesthetic-design-video-games

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01

Introduction

In the video game industry, currently the artistic section plays a very important role. The image is the main element in telling the story and the visual aspect is an essential point to catch the user. As a result, professionals specialized in art are increasingly in demand in this sector. That person who knows how to develop their idea and form the identity of the project in its entirety, performs a complex job that requires specific technical knowledge, which can be obtained in this program dedicated to the Aesthetic Design of Video Games.



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From developing simple sketches to achieving a highly professional image, this is the path you will follow in the Postgraduate Certificate in Aesthetic Design of Video Games”

TECH Global University has developed an entire educational program dedicated to video game art. The student will be able to specialize in each of the areas of competence according to their interests and needs. For this program, a specific section has been dedicated to the area of Aesthetic Design where the student will obtain the tools and procedures that will allow them to develop in this professional field.

The graduate will manage the psychological and technical aspects to be applied in the design of objects, shapes, scenarios and Props; will know how to implement the use of silhouettes and Thumbnails or miniatures, execute the cleaning and finishes within the artistic show design, as well as the implementation of 3D equipment and the usefulness of the work. You will learn everything necessary to be able to deliver works with an intellectual intention and thinking about the project.

Your journey through the contents of this Postgraduate Certificate will be done in a simple and dynamic way thanks to innovative techniques that are part of the study methodology led by the team of expert teachers in Concept Art for video games that make up this program.

With an online learning system, which provides the student with the ease of being able to take the course comfortably, wherever and whenever they want. Using the device of your choice with internet access, in a modality adjusted to the current systematic reality.

This **Postgraduate Certificate in Aesthetic Design of Video Games** 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 art and 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



Beyond drawing lines is to create an identity to the project by understanding its intellectual intent"

“

Job opportunities for video game designers are increasing, you can work in animation studios; production companies and audiovisual producers for film or TV, decide your future today"

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.

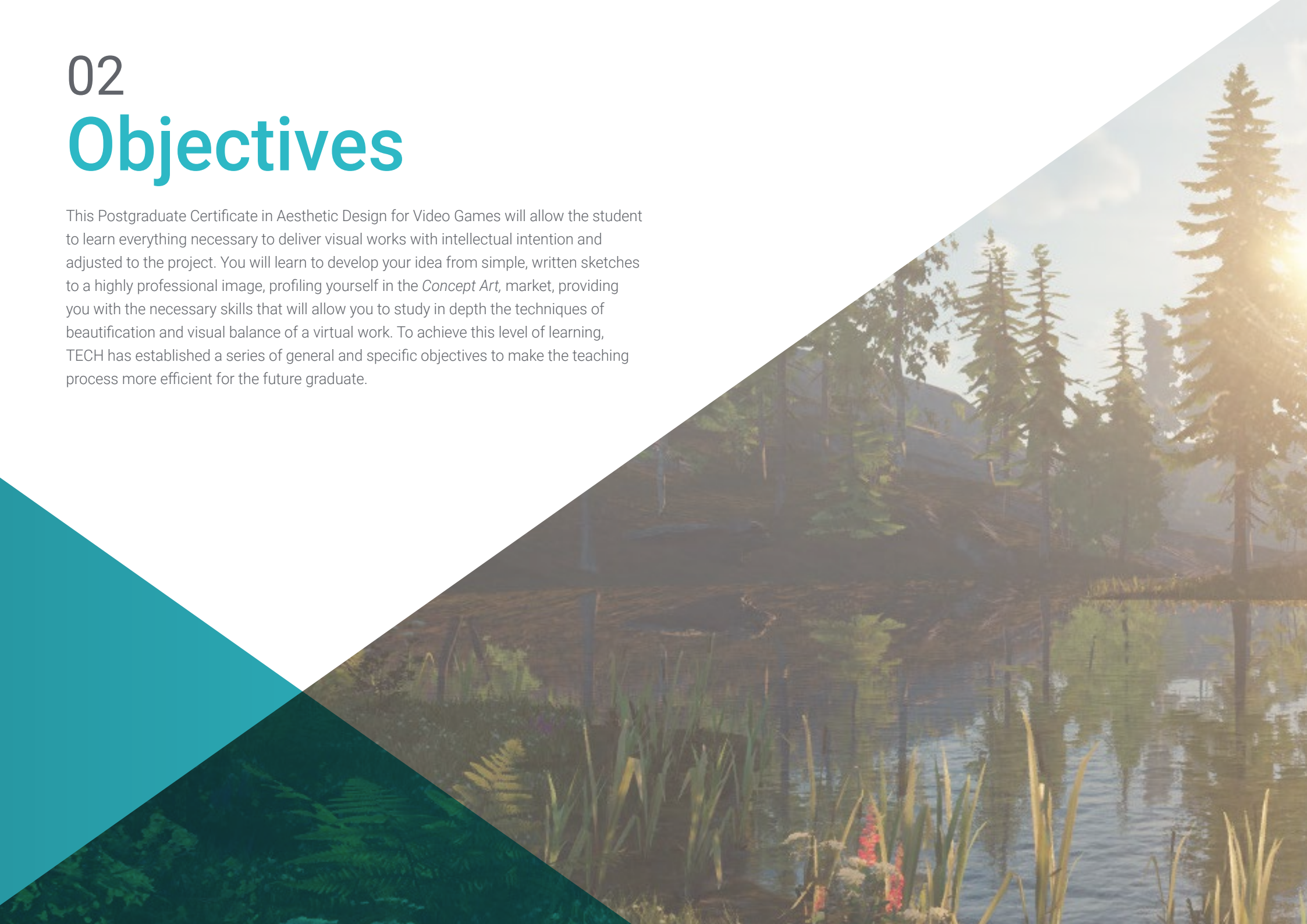
Props are all mobile or portable objects on stage, therefore, they are vital in the production of video games and animations, in this program you will learn how to design them.

Online education has become the choice of millions of people around the world, you can be one of them.



02 Objectives

This Postgraduate Certificate in Aesthetic Design for Video Games will allow the student to learn everything necessary to deliver visual works with intellectual intention and adjusted to the project. You will learn to develop your idea from simple, written sketches to a highly professional image, profiling yourself in the *Concept Art* market, providing you with the necessary skills that will allow you to study in depth the techniques of beautification and visual balance of a virtual work. To achieve this level of learning, TECH has established a series of general and specific objectives to make the teaching process more efficient for the future graduate.



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*An educational system that fits the reality
and the current needs of the people"*



General Objectives

- ◆ Developing the visual image of video games
- ◆ Be able to create an attractive and novel image by implementing various techniques
- ◆ Know how to present a work in an appropriate way, applying in detail the variables of design
- ◆ Unify elements of art history with new technologies
- ◆ Optimize results by learning innovative methodologies applied in this program
- ◆ Achieve a personal style that will profile you in the labor market





Specific Objectives

- ◆ Devise artistic concepts for videogame design
- ◆ Learn how to professionally design characters and *Props*
- ◆ Know the basics of clothing and set design
- ◆ Analyze the work in order to know how to clean it and present it in an appropriate way

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The art of knowing how to turn the invisible into the visible is a magic that requires a lot of effort, enroll in the Postgraduate Certificate in Aesthetic Design of Video Games and professionalize your talent"

03

Course Management

The teaching team of the Postgraduate Certificate in Aesthetic Design for Video Games, offers with its experience an education of excellence for all those who wish to develop their skills within the virtual entertainment industry. Thanks to the processes and study methodology applied by TECH Global University from its virtual campus, experts accompany the learning process with the best tools for students to develop all their skills. Improve your profile and stand out in an increasingly competitive job market.





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Find your inspiration in the world of design by getting to know the best references in the industry"

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 curriculum has been designed for dynamic and thorough learning based on practical theoretical content available online, following the requirements and parameters of all TECH Global University programs. This Postgraduate Certificate in Aesthetic Design of Video Games will allow the student to understand the concepts from the fundamentals of design to the most avant-garde, applying new technologies and procedures that will make the student a much more competitive professional.





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Having the freedom to choose how, when and where to study quality content is an advantage provided by the methodology implemented by TECH”

Module 1. Design in Video Games

- 1.1. Video Game Design
 - 1.1.1. Design and Video Games
 - 1.1.2. Concept
- 1.2. Ideation
 - 1.2.1. References
 - 1.2.2. Written
 - 1.2.3. Sketches
- 1.3. Iteration
 - 1.3.1. Silhouettes
 - 1.3.2. Advice
 - 1.3.3. Shape Design
- 1.4. Character Design
 - 1.4.1. Psychology of the Character
 - 1.4.2. Color
 - 1.4.3. Details
- 1.5. Props Design
 - 1.5.1. Shape
 - 1.5.2. Uses
 - 1.5.3. Importance
- 1.6. Scenario Design
 - 1.6.1. Composition
 - 1.6.2. Details
 - 1.6.3. Depth





- 1.7. Clothing Design
 - 1.7.1. Reference:
 - 1.7.2. Inspiration
 - 1.7.3. Originality
- 1.8. Color in Design
 - 1.8.1. Meaning
 - 1.8.2. Psychology
 - 1.8.3. Focal Points
- 1.9. Utility on Site
 - 1.9.1. Video Game Industry
 - 1.9.2. 3D Equipment
 - 1.9.3. Project
- 1.10. Artistic Show Design
 - 1.10.1. Pitch Deck
 - 1.10.2. Finished Work
 - 1.10.3. Cleaning.

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Compile the bases to shape the career you want for your future, specialize in Aesthetic Design of Video Games”

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.



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.



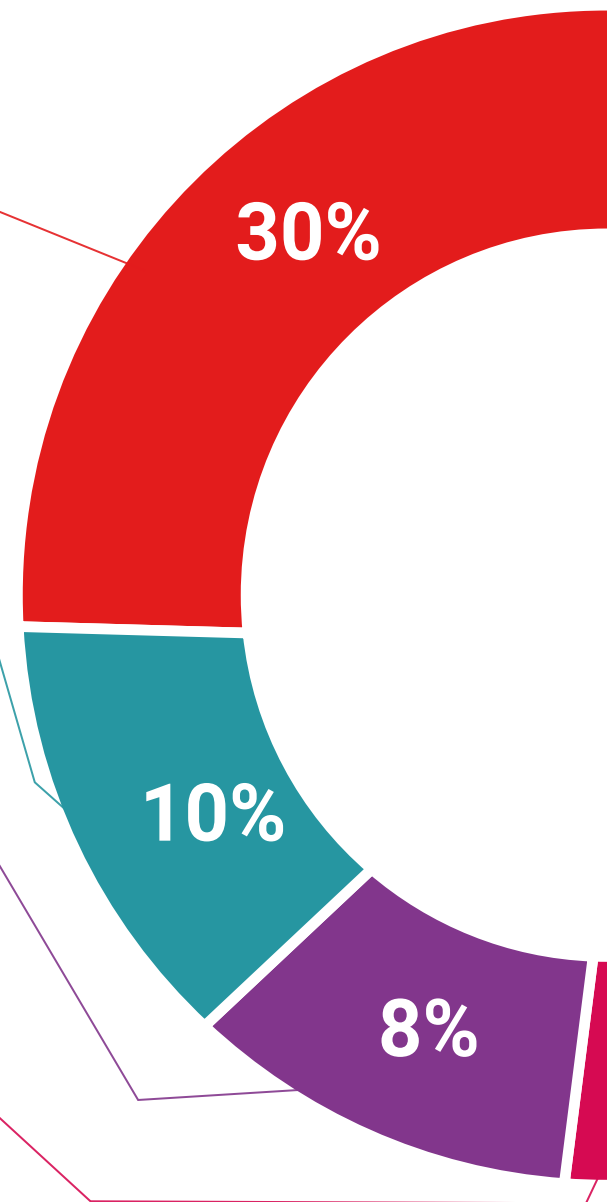
Practising Skills and Abilities

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 Aesthetic Design of Video Games guarantees students, in addition to the most rigorous and up-to-date education, access to a Postgraduate Certificate issued by TECH Global University.



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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 Aesthetic Design of Video Games** 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 Aesthetic Design of Video Games**

Modality: **online**

Duration: **6 weeks**

Accreditation: **6 ECTS**



future
health confidence people
education information tutors
guarantee accreditation teaching
institutions technology learning
community commitment
personalized service innovation
knowledge present
development language
classroom



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