Postgraduate Certificate
Artistic Volumes in Video Games

tech *technological university*

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Postgraduate Certificate
Artistic Volumes
in Video Games

- » 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/artistic-volumes-video-games**

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01
Introduction

In digital animation and video game development, the work of the 3D designer is fundamental. Giving perspective, life and depth to objects, characters or scenery is only possible with your skills and knowledge. These techniques are increasingly implemented in interactive media, so the demand for professionals in the sector has grown. In this program, the student will develop the skills required to perform as a professional in Artistic Volumes.
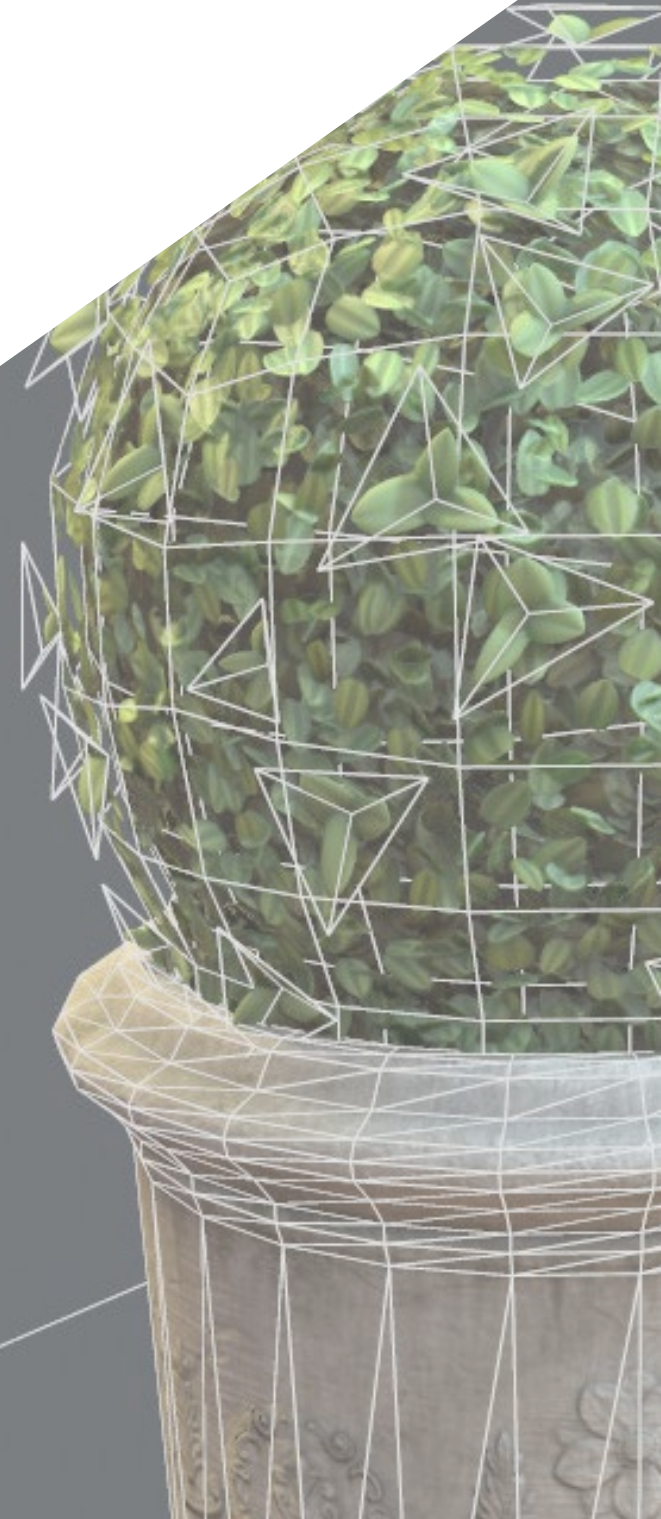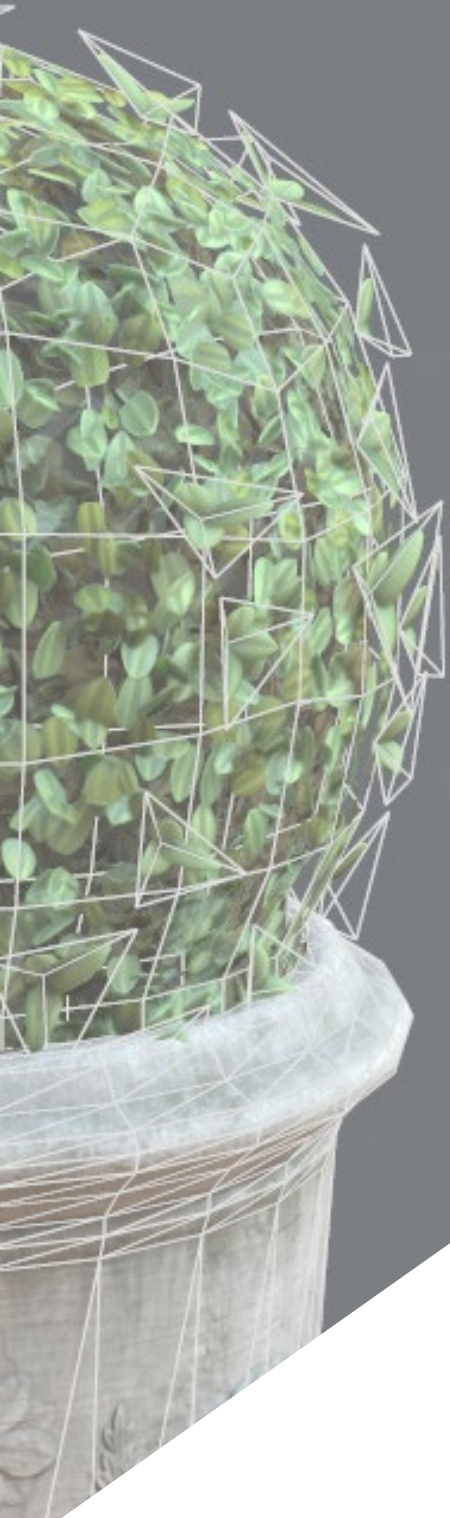
Distributing space well and giving perspective to a design is one of the most important functions in an interactive project, learn with the Postgraduate Diploma"

Using specialized software, the 3D design professional oversees creating and perfecting the polygonal models of the video game, adjusting to the creative direction of the project. Both the characters and the elements that are part of the visual concept of the work can be designed from traditional means to the most advanced ones.

With this Postgraduate Certificate in Artistic Volumes for Video Games students will develop their modeling and design skills from 2D to 3D, learn to use narrative shading, shading in anatomy, planes, comics and manga. In addition, you will become an expert in the use of brush strokes as a way to give volume and perspective to objects through color.

During the learning process, the teaching team will combine practical and interactive experiences with the theoretical content through TECH's virtual campus, which will make the study experience much more dynamic for the student, who will be able to implement what they have learned along the way.

TECH's secure environment offers the student the possibility of communicating with the professional and teaching staff through any type of device with an internet connection, as well as downloading the study material to be able to consult it at any time. The digital campus offers forums, meeting rooms, digital libraries, chats and *Streaming,* platforms to keep you always up to date in your learning process.

This **Postgraduate Certificate in Artistic Volumes in Video Games** contains the most complete and up-to-date program on the market. The most important features of the program include:

- ◆ The development of case studies presented by experts in video game design and art

- ◆ The graphic and schematic content of the system provides practical information on those disciplines that are essential for professional practice.

- ◆ The process of self-assessment to improve learning through practical exercises

- ◆ Its special emphasis on the multiple facets that make up a video game development project

- ◆ Theoretical lessons, questions to the expert, debate forums on controversial topics, and individual reflection assignments

- ◆ The availability of access to downloadable content from any fixed or portable device with an Internet connection

Bring your ideas to life in virtual environments by bringing lines to life with the most advanced 3D design techniques"

"Did you know that the boom in 3D animation began more than 25 years ago with the movie Toy Story, these tools will open up opportunities for you in the audiovisual industry?"

Learn to create real interactive works online with the techniques applied in the Postgraduate Certificate in Artistic Volumes in Video Games.

Enter the world of art with volume and open yourself to opportunities, there are more and more job offers for 3D designers.

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.

02
Objectives

With the Postgraduate Certificate in Artistic Volumes in Video Games, the graduate will be able to make their way into the current labor market of the audiovisual industry; the main objective of this program is to teach students all the techniques in the area of volume in professional drawing, so that they are able to capture their ideas both on paper and digital, learning the latest techniques and shading procedures in the different styles of design, perspective, use of light, to present increasingly realistic works with a unique style that make each of their works a remarkable project.
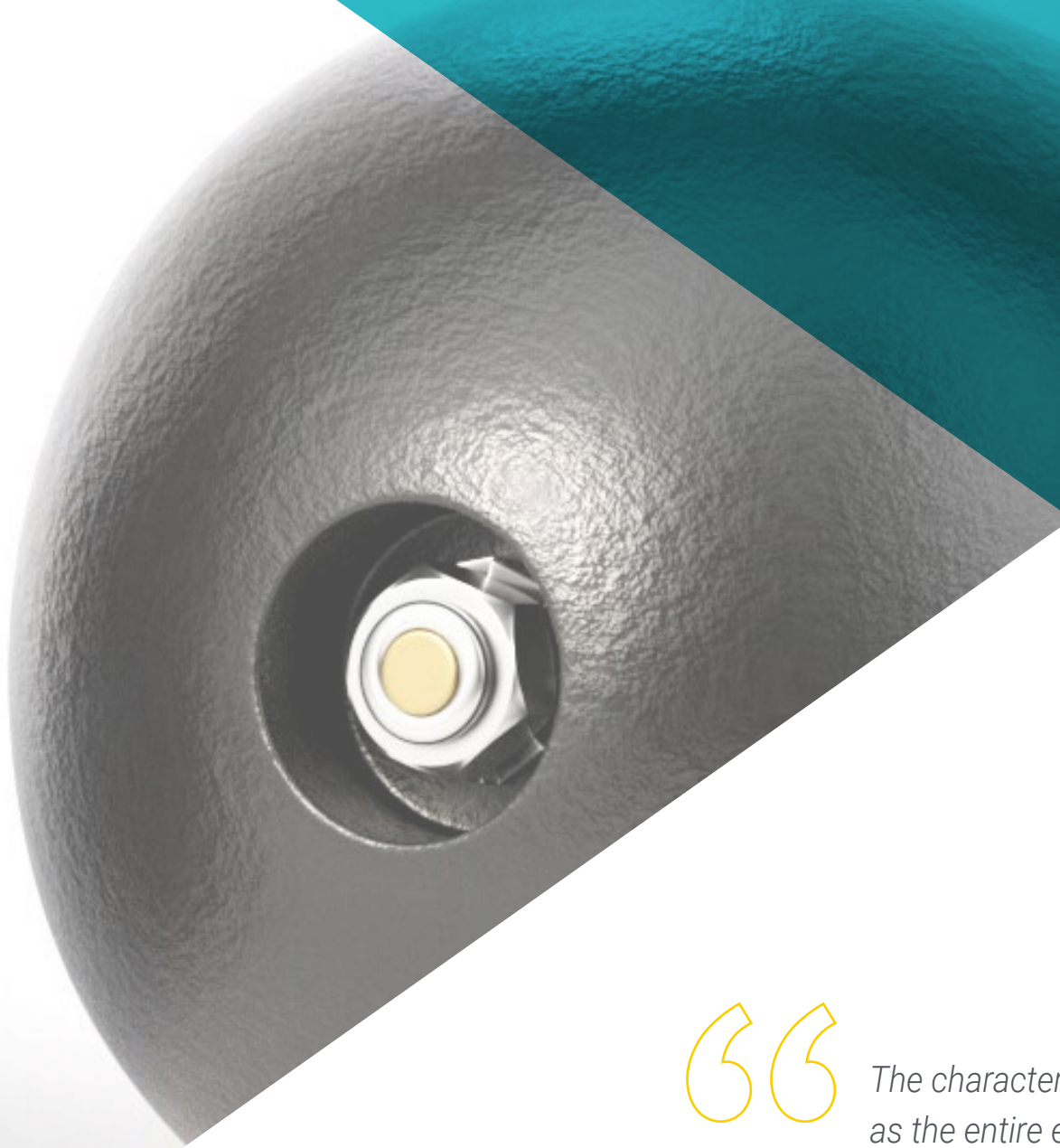
The characters, fantastic creatures, as well as the entire environment and various objects that appear on the screen are created by the designer in 3D and you can be one of them"

General Objectives

- Study three-dimensional shapes to be applied in virtual environments.

- Learn the most effective professional drawing techniques and procedures to bring lines to life through volume and color

- Effectively apply shading and perspective to character, object and scenery designs

- Carry out practical work applying the techniques learned thanks to the interactive methodology of the course

- Acquire skills to make efficient use of resources and materials appropriate to each creation

Specific Objectives

◆ Study the differences between 2D and 3D in depth

◆ Develop knowledge in shadows in planes and anatomy

◆ Know the different types of shading according to the chosen style

◆ Know how to apply volume according to perspective and color

" You will learn the digital art of creating objects with volume with techniques such as brushstroke and Ambient occlusion"

03
Course Management

Within the Postgraduate Certificate in Artistic Volumes in Video Games, a team of professionals with experience and artistic and technical knowledge will guide the student in a journey full of learning within the art of designing interactive works for virtual environments. The teaching staff of this program includes conceptual artists who have in-depth knowledge of traditional and avant-garde tools, thereby providing a journey of maximum productivity for the student.

"When you study online with TECH you are never alone, the teaching team accompanies you throughout your journey"

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

In order to support the student of the Postgraduate Certificate in Artistic Volumes in Video Games, TECH's expert teaching team has designed a program with specific content for those who wish to go a step further in their professional education, creating objects, characters and scenarios with perspective in a specialized way having a technical and practical control of the different concepts, materials and software in its execution, thus outlining great opportunities in their career within the art and design of video games. All this is implemented through a learning methodology based on *Relearning* with practical and dynamic processes providing the student with the opportunity to download their study material and consult it from any device.
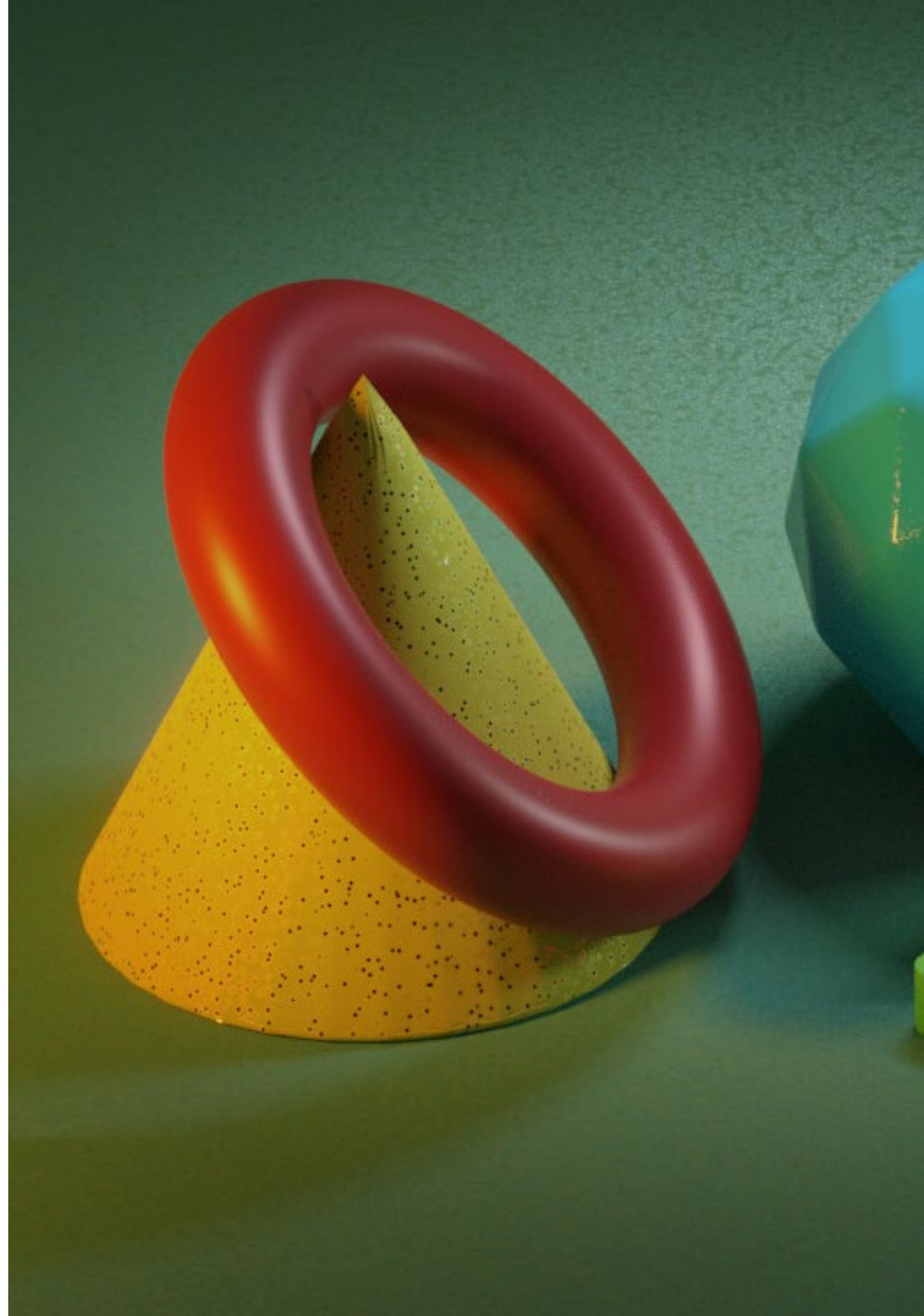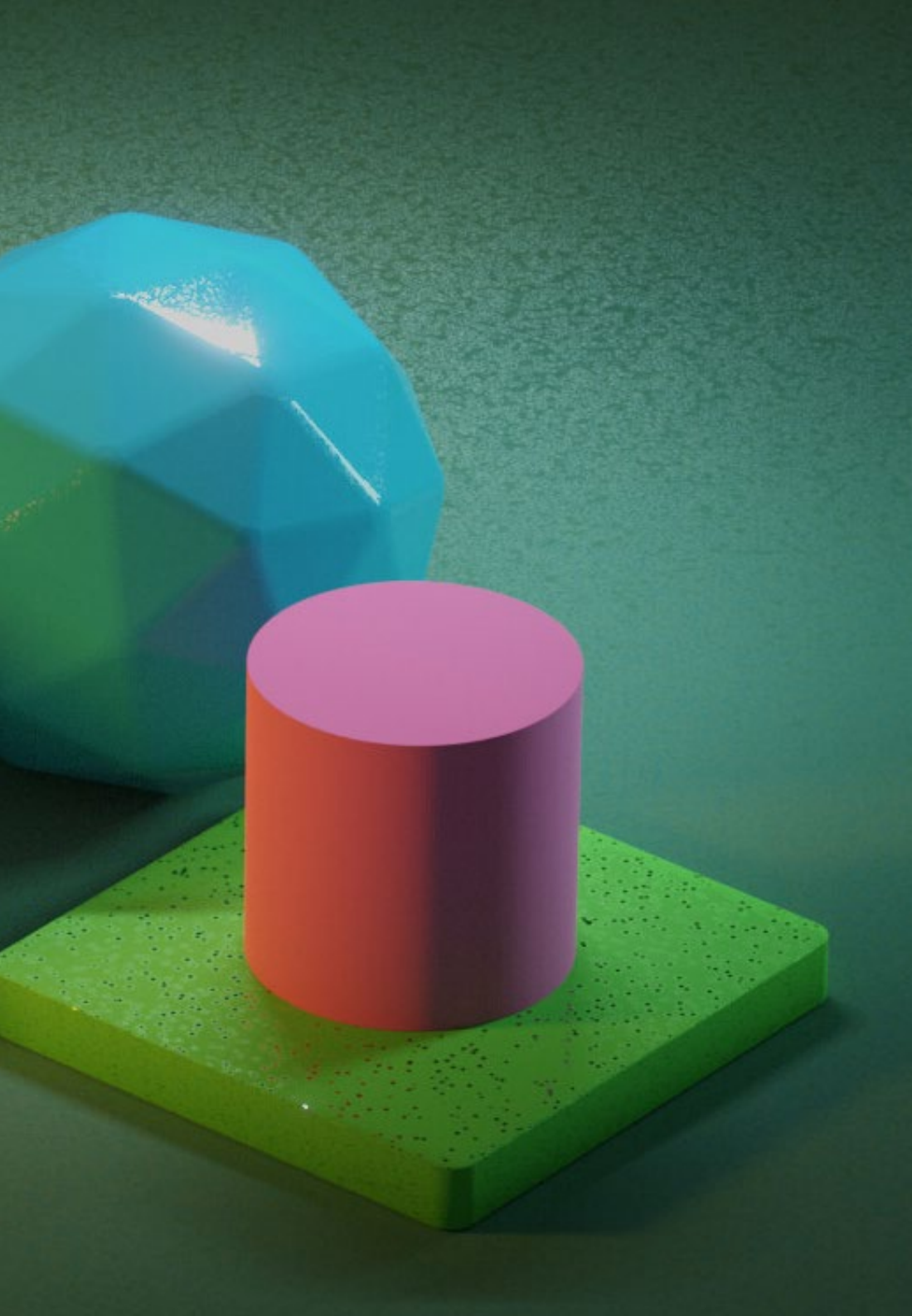
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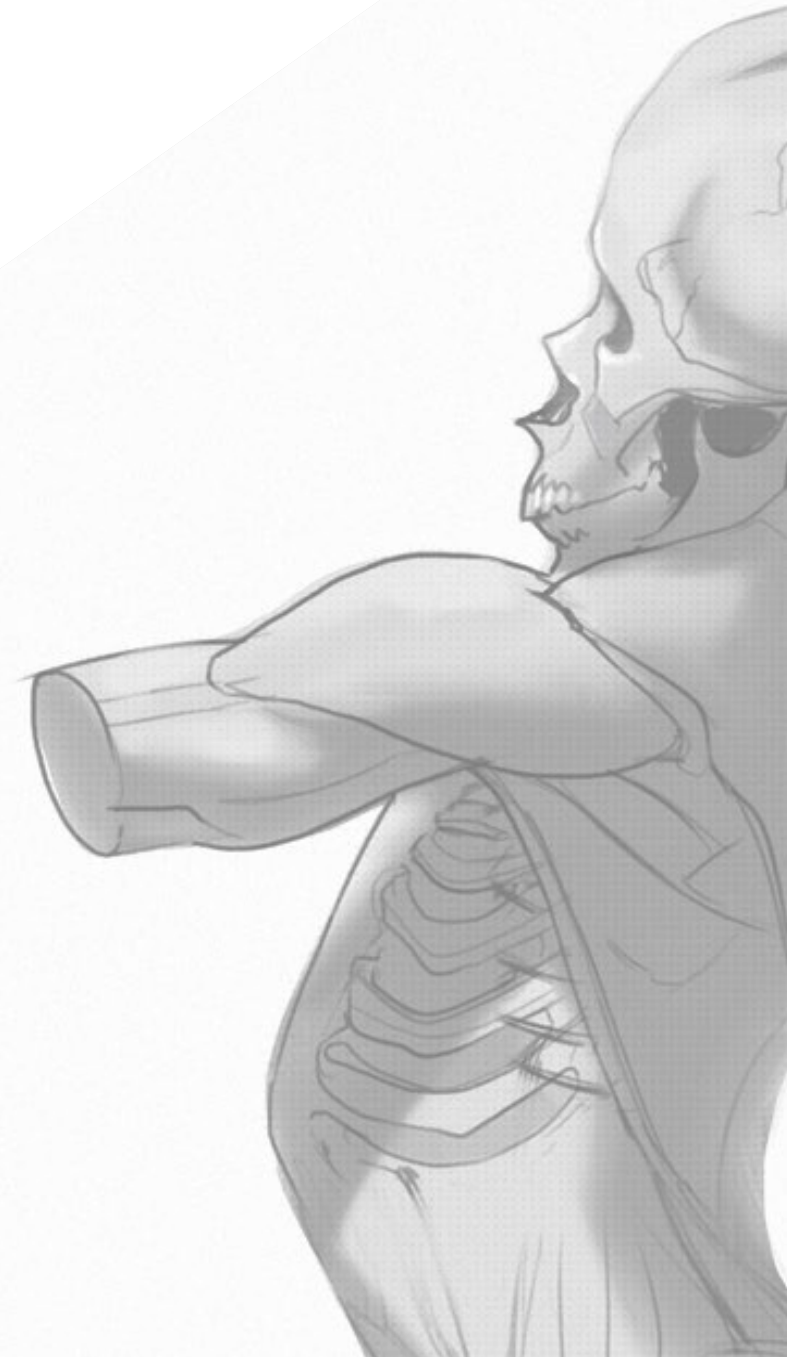
Create three-dimensional worlds in virtual environments thanks to the Postgraduate Certificate in Artistic Volumes in Video Games"

Module 1. Volume

After learning this, your reality in the design world will change"

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.

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.

The student will learn to solve complex situations in real business environments through collaborative activities and real cases.

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%
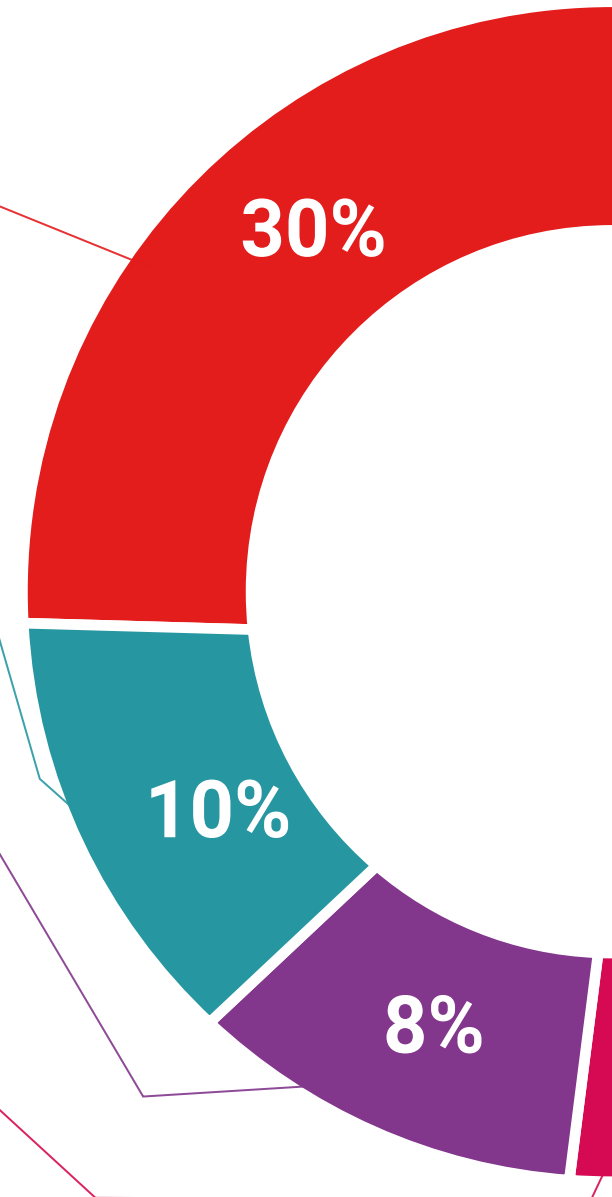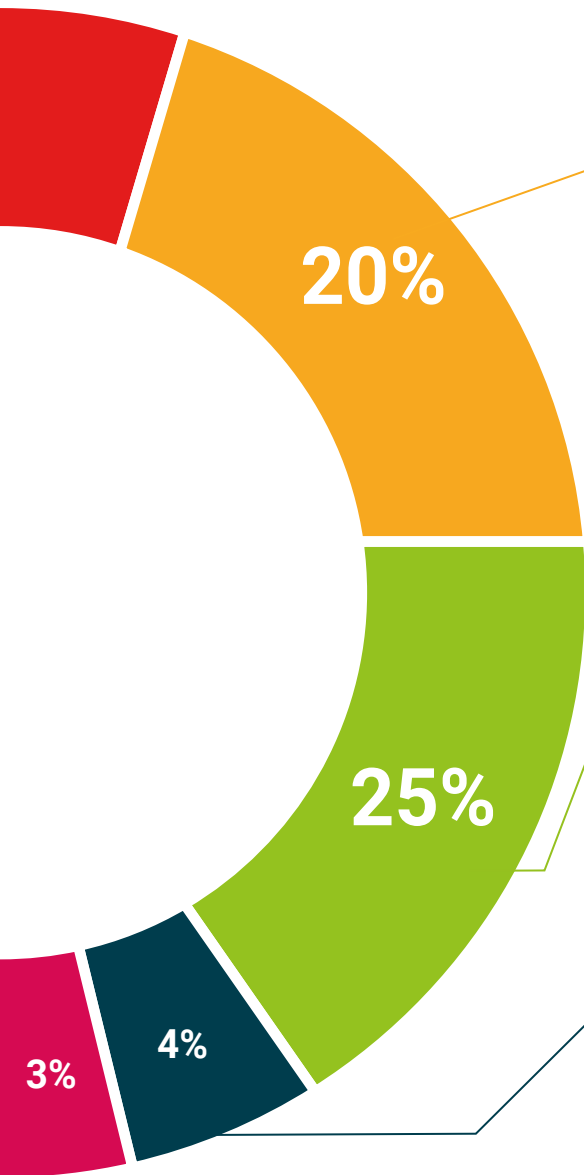
Case Studies

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.

06
Certificate

The Postgraduate Certificate in Artistic Volumes in Video Games 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 Artistic Volumes in Video Games 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 Artistic Volumes in Video Games**

Official Number of Hours: **150 h.**

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Awards the following
CERTIFICATE
to

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

POSTGRADUATE CERTIFICATE
in
Artistic Volumes in Video Games

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

This qualification must always be accompanied by the university degree issued by the competent authority to practice professionally in each country. Unique TECH Code: AFWORD23S   techtitute.com/certificates

*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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