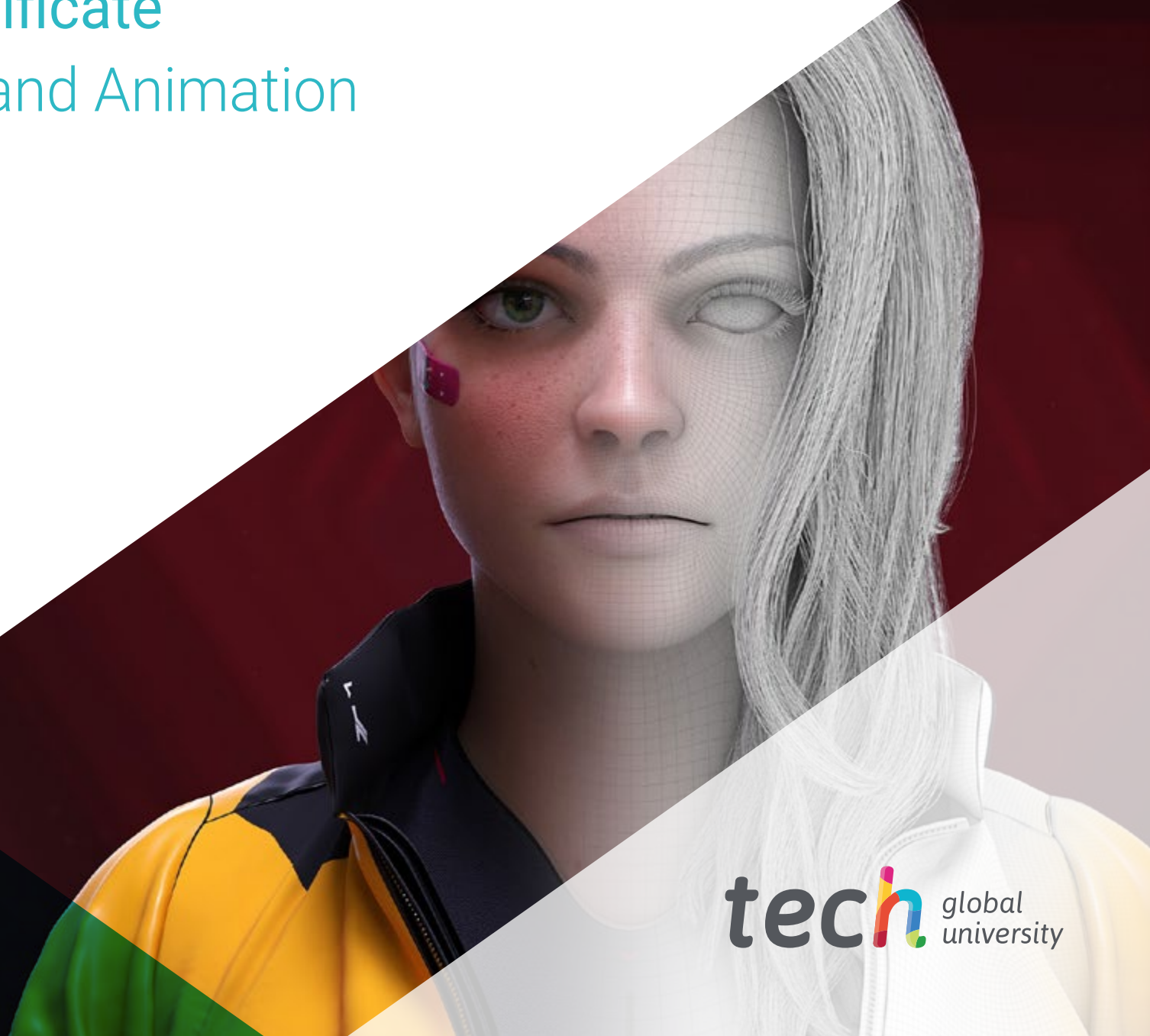


Postgraduate Certificate Character Design and Animation





Postgraduate Certificate Character Design and Animation

- » 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/character-design-animation

Index

01

Introduction

p. 4

02

Objectives

p. 8

03

Structure and Content

p. 12

04

Methodology

p. 16

05

Certificate

p. 24

01

Introduction

Video games are composed of a series of elements that determine their success when they are launched to the market. Therefore, the genre to which they belong, the quality of their graphics and music, as well as their gameplay, are some of the characteristics that can make them a commercial triumph. However, there is another fundamental aspect: the characters. Good character design can turn a video game into a best seller, so it is a central issue when starting a project. This program offers students all the knowledge to specialize in Video Game Character Design and Animation in such a way that they can become great experts within the industry.





“

Without good characters, video games would not be successful. Specialize now and become a highly solicited professional in the industry”

When thinking about a successful video game, there are many issues that come to the fans' minds: the soundtrack, the gameplay, the scenarios, its innovations within a certain genre or its graphics. Another of these elements that can make a game very memorable are the characters.

Good character design and animation is fundamental to ensure that a video game stands out in the market.

However, specific knowledge in this area is necessary to be able to create attractive and well-animated designs. In addition, the industry is demanding more and more professionals who are qualified to be able to carry out these tasks. For that reason, specializing in this field is the best path to access this growing industry.

This Postgraduate Certificate in Character Design and Animation provides students with all the knowledge and skills necessary to become experts in Character Design and Animation for video games, so that they can work in the best companies in the industry and launch the most famous games of the present and future.

This **Postgraduate Certificate in Character Design and Animation** contains the most complete and up-to-date educational program on the market. Its most notable features are:

- ◆ Practical cases presented by experts in the video game industry
- ◆ Its graphic, schematic and practical contents, with which they are created, provide scientific and practical information on Character Design and Animation
- ◆ Practical exercises where self-assessment can be used to improve learning
- ◆ Special emphasis on innovative methodologies in Video Game Character Design
- ◆ 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



The video game industry needs qualified professionals who can contribute to launching the most successful games of the future”

“*Character design is fundamental for the success of a video game*”

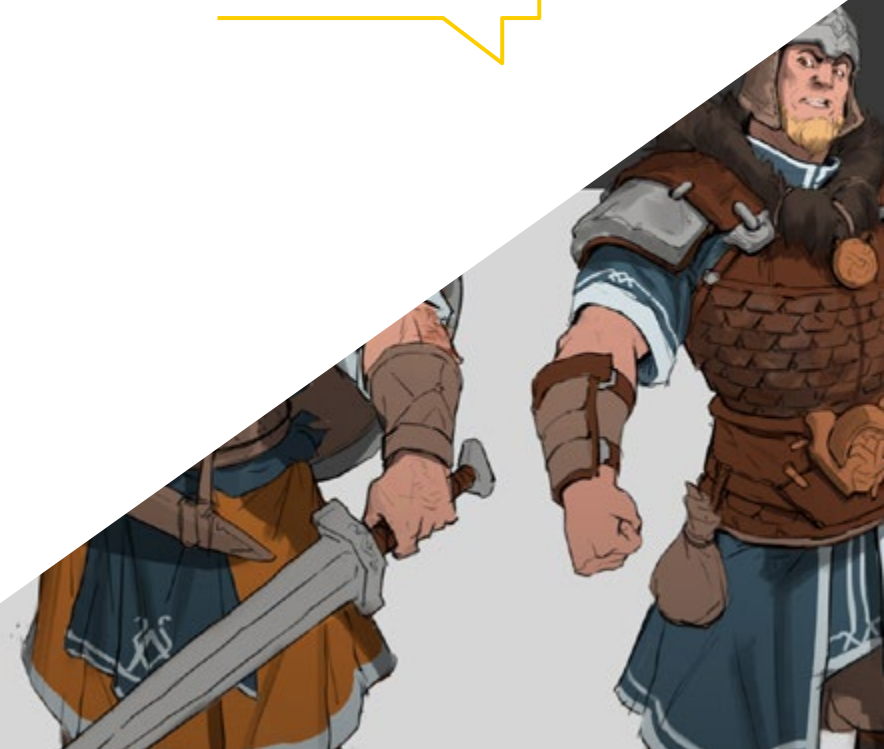
The teaching staff of this program includes professionals from the industry, who contribute the experience of their work to this program, in addition to recognized specialists from reference societies and prestigious universities.

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

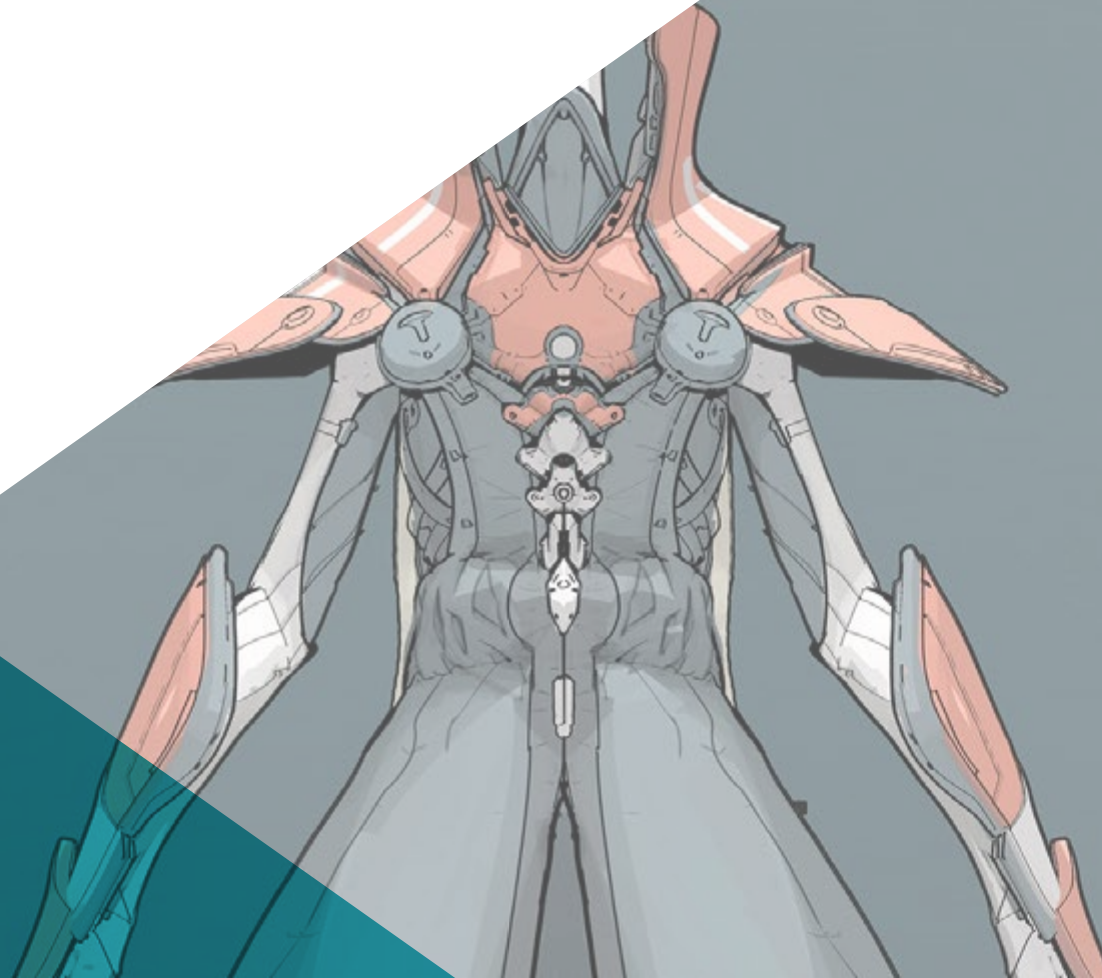
Learn the best techniques in Character Animation and work with the main companies of the industry.

Without good characters, video games wouldn't be successful.



02 Objectives

The main objective of this Postgraduate Certificate in Character Design and Animation is to offer students the best knowledge in Character Design and Animation for video games so that they can access important professional positions in this industry. Therefore, students will enjoy the best content in this program, so that, upon completion, large companies will want to count on them to develop the next successful games in the sector.



HELMET



“

Your objective is to work for the big companies of the industry and this Postgraduate Certificate will help you to achieve it”



General Objectives

- ◆ Gain in-depth knowledge in the importance of Character Design and Animation
- ◆ Gain basic knowledge of video game design applied to character creation
- ◆ Know the demand of the video game industry in terms of character design
- ◆ Observe the difference between 2D and 3D models applied to characters





Specific Objectives

- ◆ Apply the principles of character creation
- ◆ Learn the basic concepts of animation
- ◆ Know the applications of modeling and Character Animation in the context of video games
- ◆ Define character skeletons and use them to control their movement

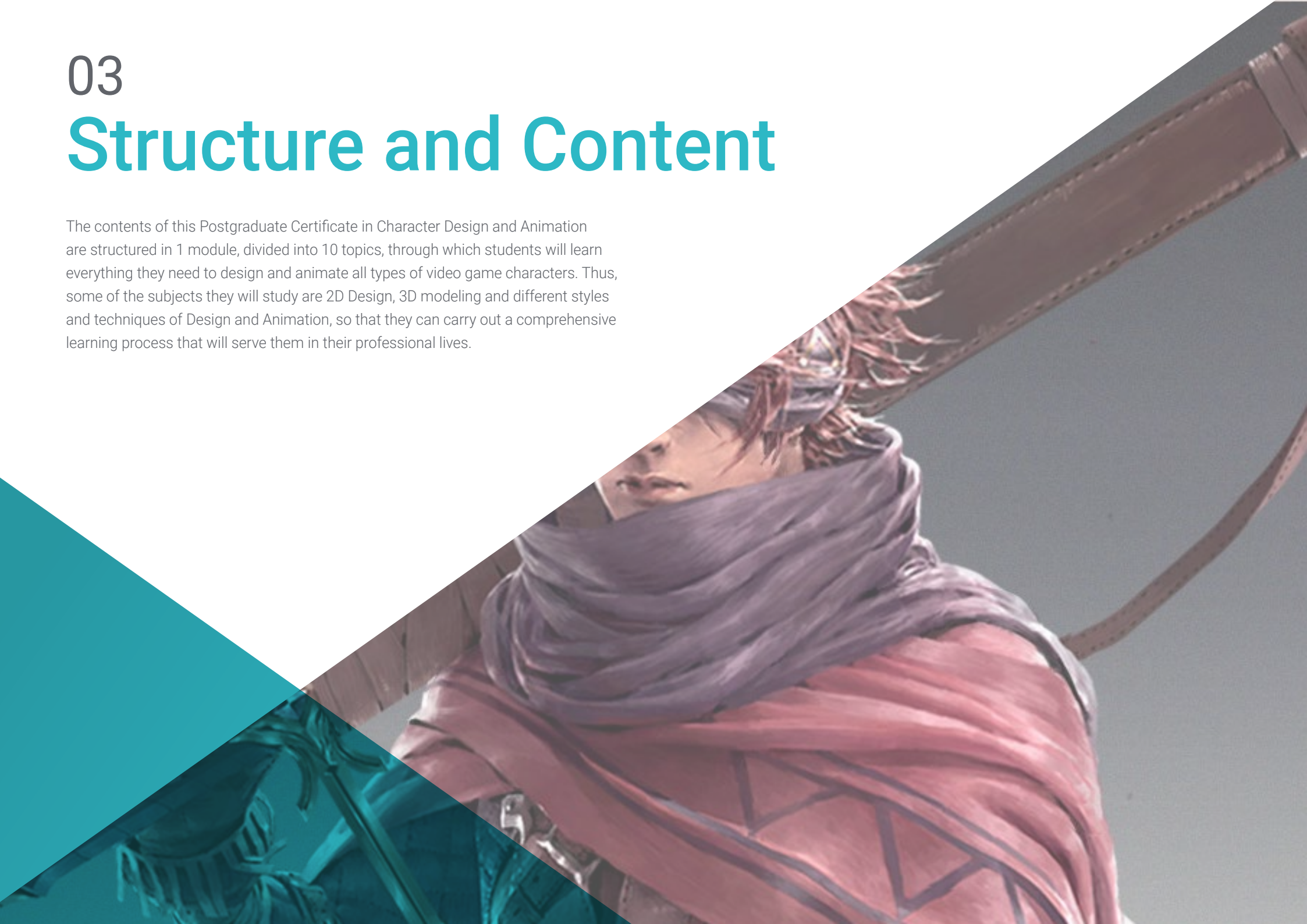


Design the best characters for the best video games of the future”

03

Structure and Content

The contents of this Postgraduate Certificate in Character Design and Animation are structured in 1 module, divided into 10 topics, through which students will learn everything they need to design and animate all types of video game characters. Thus, some of the subjects they will study are 2D Design, 3D modeling and different styles and techniques of Design and Animation, so that they can carry out a comprehensive learning process that will serve them in their professional lives.





“

The best content for the most ambitious professionals”

Module 1. Character Design and Animation

- 1.1. Why is the Aesthetic and Design of Characters in Video Games so Important?
 - 1.1.1. Design with Personality
 - 1.1.2. Sources of Inspiration. Referencing is not Plagiarizing
 - 1.1.3. Filter Reality
 - 1.1.4. Adopt a Personal Style
- 1.2. 2D Phase: Software or Hand Drawing Alternatives
 - 1.2.1. Quick Sketch
 - 1.2.2. Cleanup
 - 1.2.3. Color
 - 1.2.4. Introduction
- 1.3. Phase 2D: Part I
 - 1.3.1. Archetypes
 - 1.3.2. Personality
 - 1.3.3. Style
 - 1.3.4. Basic Geometrics
 - 1.3.5. Proportions and Anatomy
 - 1.3.6. Teamwork
- 1.4. Phase 2D: Part II
 - 1.4.1. Color Palettes
 - 1.4.2. Lighting and Contrast
 - 1.4.3. Level of Detail
 - 1.4.4. Adaptation to the 2D Pipeline
- 1.5. 3D Phase: Modeling: 3D Concepts and Pipeline
 - 1.5.1. Modeling Adapted to the Production
 - 1.5.2. Modeling for an Audiovisual Project
 - 1.5.3. Modeling for an Interactive Project
 - 1.5.4. 3D Pipeline: Phases





- 1.6. 3D Phase Modeling: Introduction to Blender
 - 1.6.1. Browsers
 - 1.6.2. Outliner and Viewport: Workbench Render
 - 1.6.3. Concept of Vertex, Edge and Face
 - 1.6.4. The Concept of Normality
 - 1.6.5. Loops
- 1.7. 3D Phase Modeling: Basic Notions of Modeling
 - 1.7.1. Extrude Tool
 - 1.7.2. Bevel Tool
 - 1.7.3. Apply Transformations
 - 1.7.4. Knife Tool
 - 1.7.5. Other Useful Tools
- 1.8. 3D Phase Modeling: Topology
 - 1.8.1. Edge Loops
 - 1.8.2. Face Loops
 - 1.8.3. Low Poly vs. High Poly
 - 1.8.4. Shape Flow
 - 1.8.5. Quads Vs. Tris
- 1.9. 3D Phase Modeling: Textures, Materials and UVs
 - 1.9.1. Introduction to Nodes in Blender
 - 1.9.2. Creation of Basic Procedural Textures
 - 1.9.3. Application of Materials
 - 1.9.4. What are UVs?
 - 1.9.5. Use of UVs
 - 1.9.6. Avoid Stretching in UVs and Optimization
- 1.10. 3D Phase Introduction to Animation
 - 1.10.1. AutoKey
 - 1.10.2. Insert Keys
 - 1.10.3. Animation Curves: Graph Editor
 - 1.10.4. Types of Interpolation

04

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.



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.



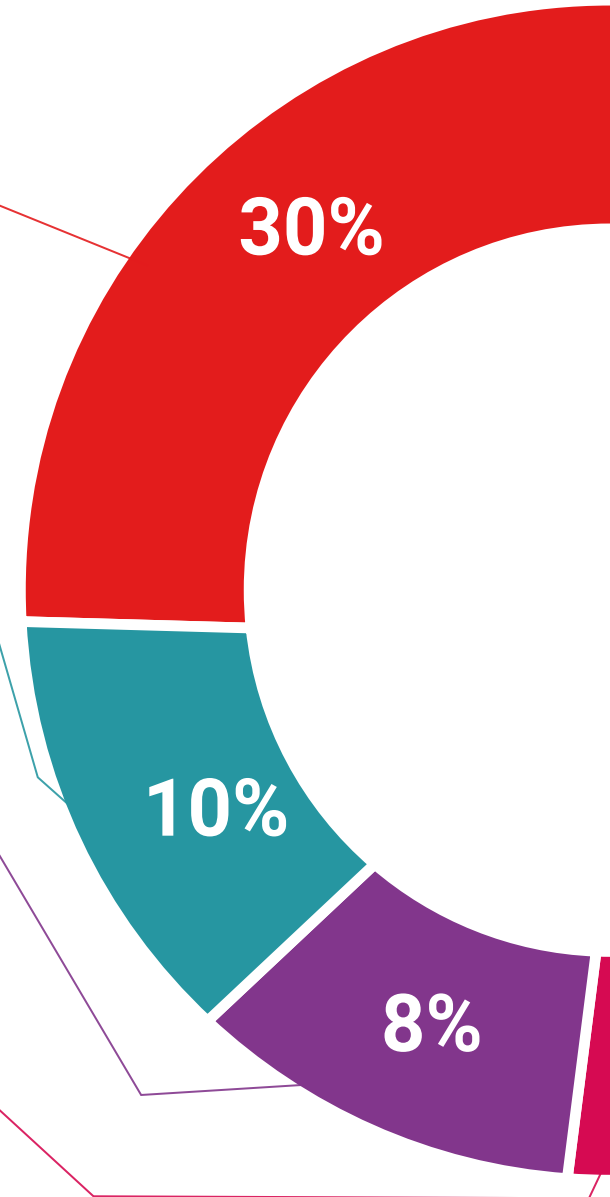
Practising Skills and Abilities

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.



05 Certificate

The Postgraduate Certificate in Character Design and 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 program will allow you to obtain your **Postgraduate Certificate in Character Design and 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** 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 Character Design and Animation**

Modality: **online**

Duration: **6 weeks**

Accreditation: **6 ECTS**



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

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



Postgraduate Certificate Character Design and Animation

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

Postgraduate Certificate

Character Design and Animation

