

# Postgraduate Certificate

## Color in 2D Character Design





## Postgraduate Certificate Color in 2D Character Design

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

Website: [www.techtitute.com/us/videogames/postgraduate-certificate/color-2D-character-design](http://www.techtitute.com/us/videogames/postgraduate-certificate/color-2D-character-design)

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Certificate

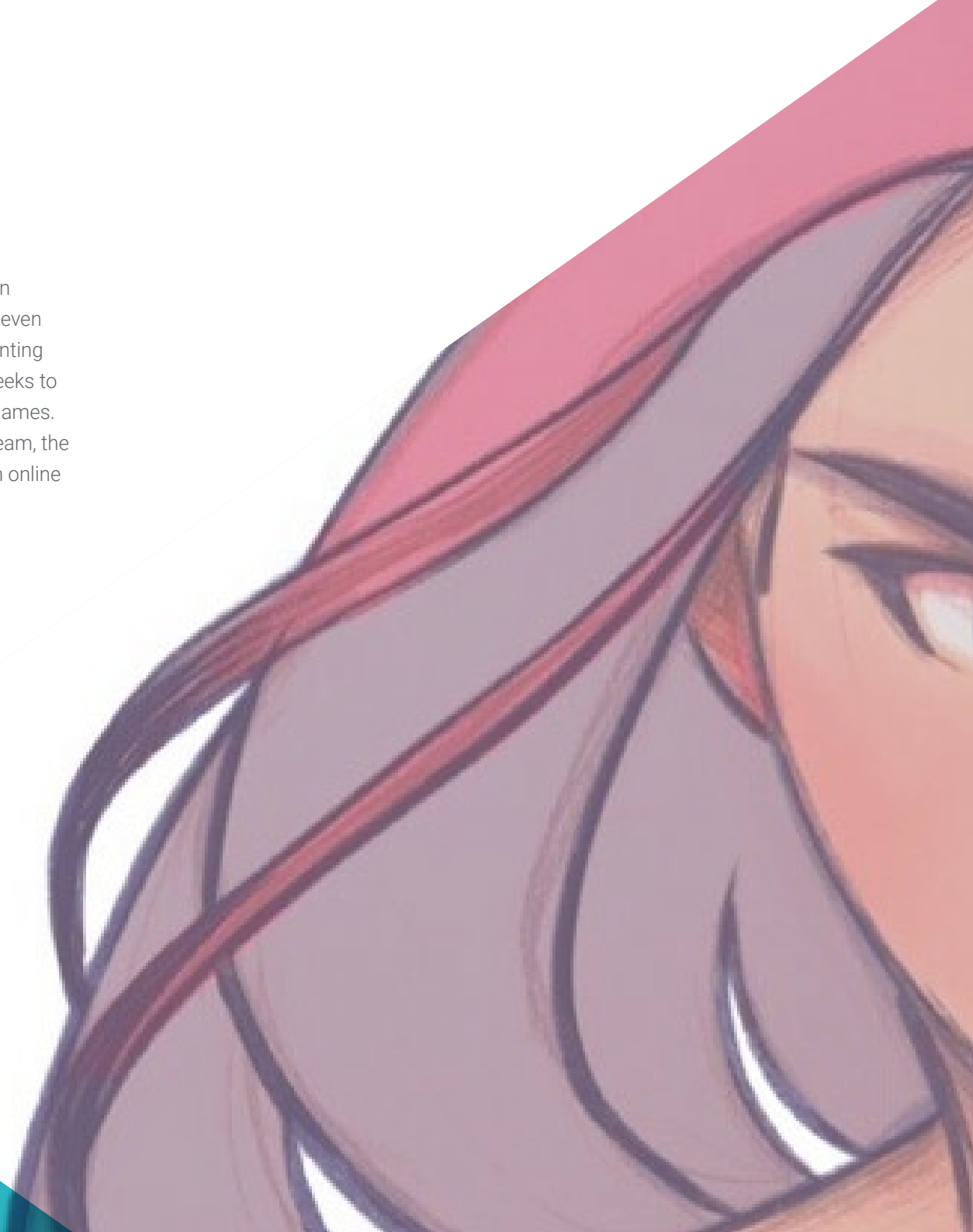
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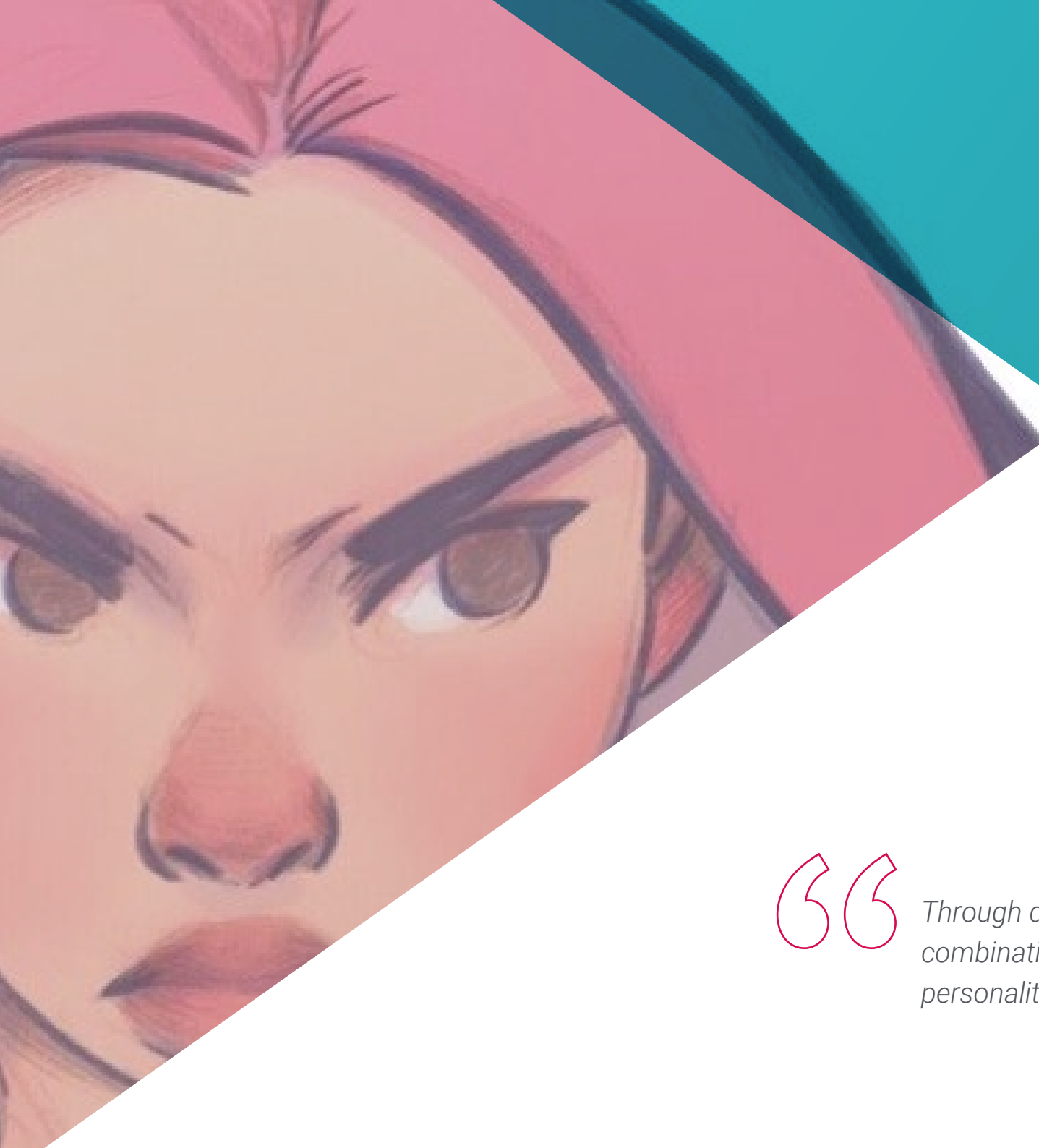
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# 01

# Introduction

The use of colors in character design is something very important to work on in order to obtain a good final result. Through aspects such as light, contrasts or even psychology applied to colors, it is possible to provide personality while representing an emotional state. Aware of the importance of these aspects, this program seeks to complete the student's training in the design of characters for different video games. Thanks to a very complete syllabus, together with a highly qualified teaching team, the student will acquire all the knowledge and skills necessary for this task with an online methodology.





“

*Through different chromatic combinations, you can give a unique personality to your creations"*

For the design and subsequent final creation of a character to be correct, it is important to know how to apply colors, as well as to take into account other aspects such as, for example, light. Colors convey emotions and sometimes even help the player to place themselves in very specific sensations. The application of colors in a design is, in many occasions, definitive for a good result. Which chromatic range to use or how to work with lights and shadows are some of the questions that will be solved through this academic program.

With a highly qualified teaching staff, this program has all the tools for the student to adopt the necessary concepts and techniques. Thanks to them, you will be able to improve your skills in the creation of characters for video games and, consequently, the final result.

At TECH, we offer a 100% online methodology. This allows students to organize their study time and combine it easily with other personal or work activities. Another quite remarkable feature of this program is Relearning, a study technique endorsed by professionals, which consists of the repetition of key concepts by the teacher.

This **Postgraduate Certificate in Color in 2D**

**Character Design** contains the most complete and up-to-date program on the market.

The most important features include:

- ◆ Practical cases so that learning is carried out in a more direct way
- ◆ Specialized content on development and animation in video games
- ◆ 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



*Get ready to perfect your characters through professional use of color"*

“

*This Postgraduate Certificate will be the definitive guide that will determine different aspects of your skills"*

*Bring life to your creations through different coloring techniques.*

*Expand your knowledge in this area from anywhere with internet access thanks to the online methodology that characterizes us.*

The program's teaching staff includes professionals from the 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 training programmed to train 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 academic year. For this purpose, the student will be assisted by an innovative interactive video system created by renowned and experienced experts.



# 02 Objectives

Through this course, students will develop different skills that will improve their knowledge in the area of 2D character design. Following a clear and concise structure, where all the most important points to highlight on this subject are found, the teachers have executed a very complete syllabus. Aspects such as chromatic relations and lighting, among others, will be worked on.







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*Apply the different techniques you will learn in this program, and play with colors depending on the mood you want to represent in your characters”*



## General Objective

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- ◆ Master the art of adding color to characters created

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*By following the objectives of the program, you will achieve yours. Perfecting your skills in the art of character design for video games is just one step away”*





## Specific Objectives

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- ◆ Learn how to apply light, ambience and shadows
- ◆ Work with color and its combinations
- ◆ Apply color to characters depending on their personality or moods

03

# Course Management

To teach this program, we have professionals from the world of video games who have developed a very complete and balanced syllabus. Thanks to them, the student will learn all the concepts related to the use of colors for character creation processes.





“

*With a good command of  
this field, you will have great  
advantages over other designers”*

## Management



### Mr. Quilez Jordán, Francisco Manuel

- Background designer and assistant on the Goya award winning short film "Pollo".
- Background designer, storyboarder, animator and assistant on projects such as "A Midsummer Night's Dream", "The Spirit of the Forest", "Wrinkles" and "Phineas and Ferb"
- Intercalator and designer at 12 Pingüinos with projects such as "Las Tres Mellizas" or "Juanito Jones"

## Professors

### Mr. Sirgo González, Manuel

- ♦ Manager and director of the production company 12 Pingüinos SL
- ♦ Manager and director of the production company Cazatalentos SL
- ♦ Academic Member of the Academy of Motion Picture Arts and Sciences of Spain
- ♦ Professor at the Complutense University of Madrid, in the Faculty of Fine Arts, of the course Experimental Drawing and 2D Animation



I



II



III



IV

# 04

## Structure and Content

Within this course the student will have access to a large repository where they will have access to up-to-date material on the use of color in 2D characters. TECH, assures its students quality materials that guarantee a complete and quality learning experience. All this includes a clear structure where the most important and indispensable aspects of the specialization will be worked on.







“

*With a syllabus that includes everything you need, you will complete your learning to become an expert in the area”*

## Module 1. Color

- 1.1. Color Bases
  - 1.1.1. Primary, Secondary and Tertiary Colors
  - 1.1.2. Digital Color and the Problem of Color in Different Screens and Displays
  - 1.1.3. Color and Pigmentation
- 1.2. Color Theory
  - 1.2.1. The Color Wheel and its Scales
  - 1.2.2. CMYK and RGB
  - 1.2.3. Hexadecimal Pantone
- 1.3. Light Theory
  - 1.3.1. Light and its Effects
  - 1.3.2. Schemes in Animated Cinema
  - 1.3.3. Physical Qualities of Color
- 1.4. Chromatic Relationships
  - 1.4.1. Temperature
  - 1.4.2. Contrast, Balance
  - 1.4.3. Perception. Synesthesia
- 1.5. Contrasts and Harmonies
  - 1.5.1. Visual Weight of Color
  - 1.5.2. Color and Music
  - 1.5.3. Harmonies and Equivalents
- 1.6. Psychology, Symbolism and Metaphor of Color
  - 1.6.1. Emotional and Symbolic Color
  - 1.6.2. The Meaning of Color in Different Cultures
  - 1.6.3. Goethe's Theory of Color





- 1.7. The Color of Narration
  - 1.7.1. Color Analysis in Different Narrations
  - 1.7.2. Color Script
  - 1.7.3. Project
- 1.8. Color of Characters in the Background
  - 1.8.1. Ambience
  - 1.8.2. Contrasts
  - 1.8.3. Color Palettes
- 1.9. Digital Application
  - 1.9.1. Layers
  - 1.9.2. Filters
  - 1.9.3. Texture.
- 1.10. Lighting
  - 1.10.1. Light
  - 1.10.2. Shade
  - 1.10.3. Brightness

“

*This Postgraduate Certificate owes, in part, its success to a clear and concise content structure that lacks no detail"*

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.



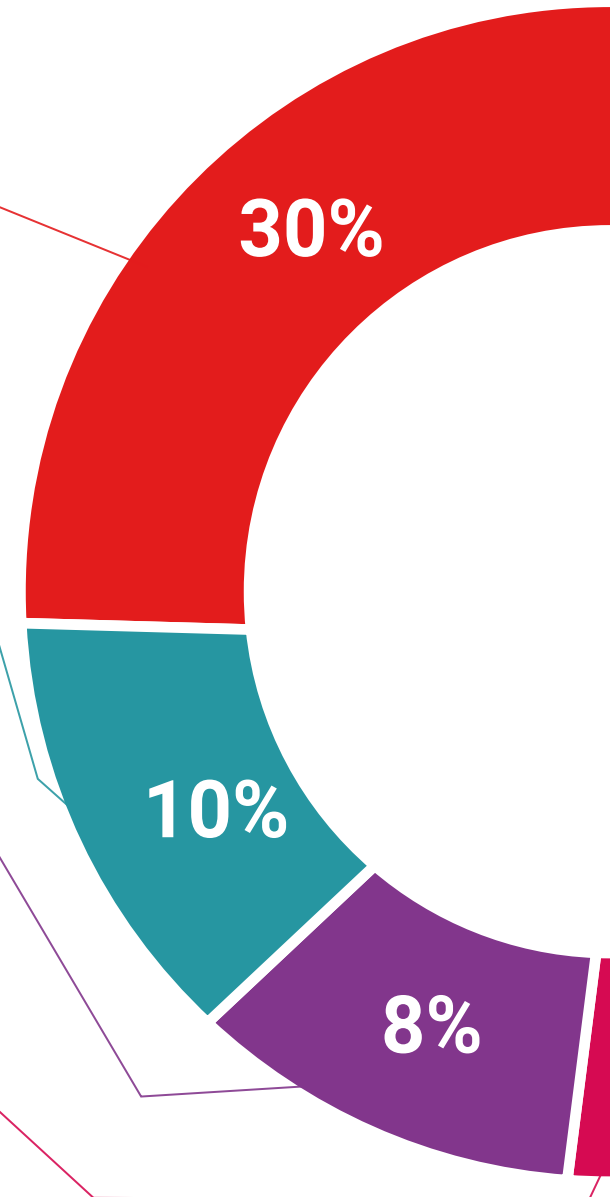
### Practising Skills and Abilities

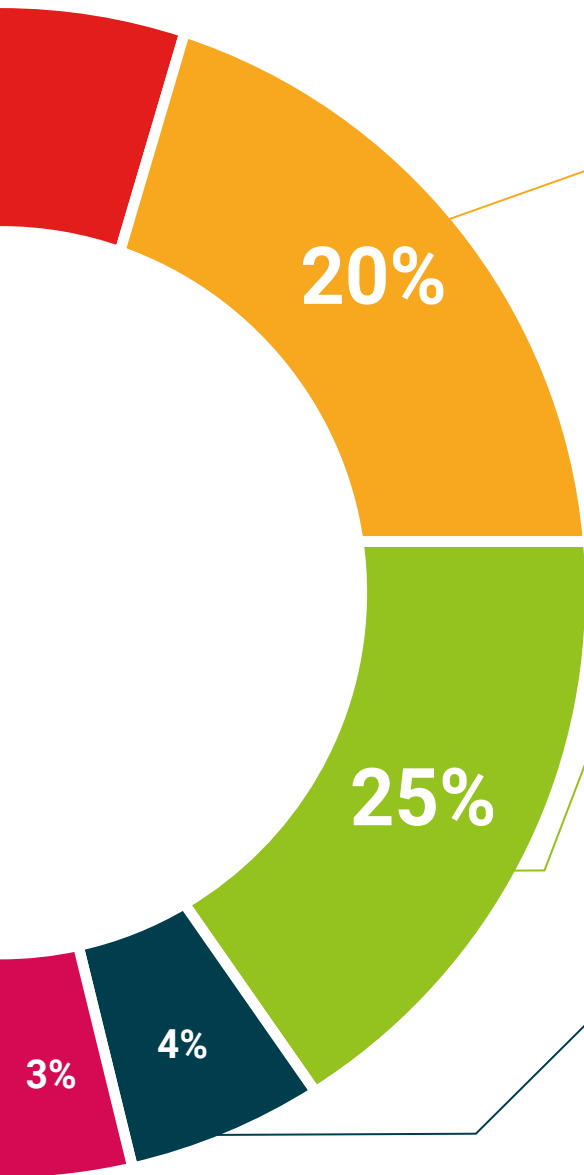
They will carry out activities to develop specific competencies and skills in each thematic area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization we live in.



### 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 Color in 2D Character Design guarantees, in addition to the most rigorous and up-to-date training, access to a Postgraduate Certificate issued by TECH Global University.



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*Successfully complete this training program and receive your university certificate without travel or laborious paperwork"*

This program will allow you to obtain your **Postgraduate Certificate in Color in 2D Character Design** 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 Color in 2D Character Design**

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



## Postgraduate Certificate Color in 2D Character Design

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

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