

# Postgraduate Certificate

## Design and Creation of 2D Fantastic Creatures



## Postgraduate Certificate

### Design and Creation of 2D Fantastic Creatures

Course Modality: **Online**

Duration: **6 weeks**

Certificate: **TECH Technological University**

Official N° of Hours: **150 h.**

Website: [www.techtute.com/videogames/postgraduate-certificate/design-creation-2D-fantastic-creatures](http://www.techtute.com/videogames/postgraduate-certificate/design-creation-2D-fantastic-creatures)

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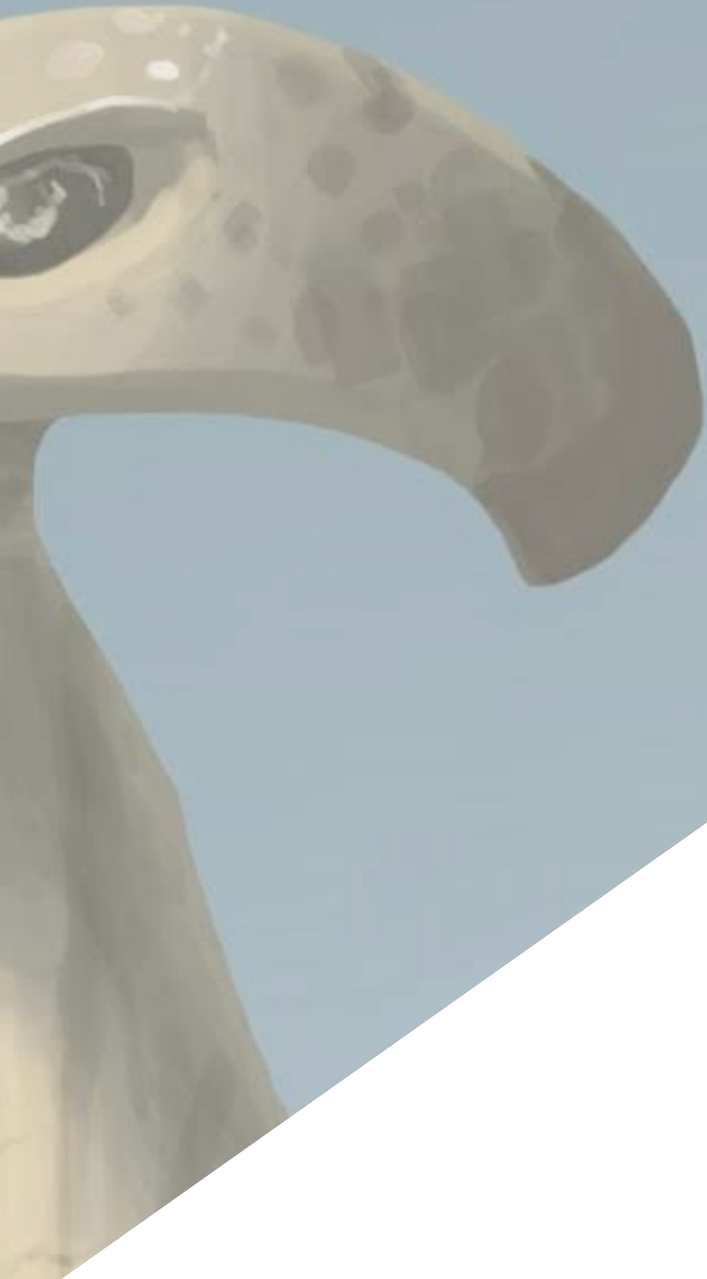
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# 01

# Introduction

The design of fantastic creatures for video games is a process in which it is important to take into account the different points that make these characters something magical that we cannot see in the real world. That is why it is important to pay special attention to the different issues raised by the topics of this program where the keys to optimal creative results are given. In addition, this program has a cutting-edge methodology that will make the training appropriate to the final objectives.





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*Magical powers, gods from other worlds, etc. learn the characteristics of each character thanks to a curriculum developed around the design of fantastic characters”*

In the creation of fantastic elements or characters for video games it is important to know and follow a series of guidelines for a good progress and excellent results. Imagination is also important, but there are other aspects that can always be polished or perfected, such as, for example, the geometric shapes that are necessary in the elaboration of a character or the use of a suitable design folder. In the case of fantastic characters, the history and peculiarities of each one also help to create a meaningful and recognizable character for the audience.

This program offers the student a wide range of topics, where mythological figures such as dragons or gods and other creatures of famous legends such as hybrids will be developed. Its construction together with its expressions or poses are points to work on in the syllabus proposed by a carefully selected teaching staff. Individuals from the world of video games that aim to push the student towards acquiring new skills.

TECH promotes a pioneering methodology in the world of education called *Relearning*. The objective of this program is the repetition of key concepts by the teaching staff in order to achieve a more effective and progressive adaptation of the concepts. It also has a great differentiating advantage and that is the 100% online training that allows the graduate to organize their study time in the way that best suits their obligations and needs.

This **Postgraduate Certificate in Design and Creation of 2D Fantastic Creatures** 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



*This course is taught by professionals who will teach you all the important concepts for the design of fantasy characters using the Relearning methodology"*



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*If you want to train or improve your skills, TECH offers you an online learning method so you can do it from home or from any place with internet access”*

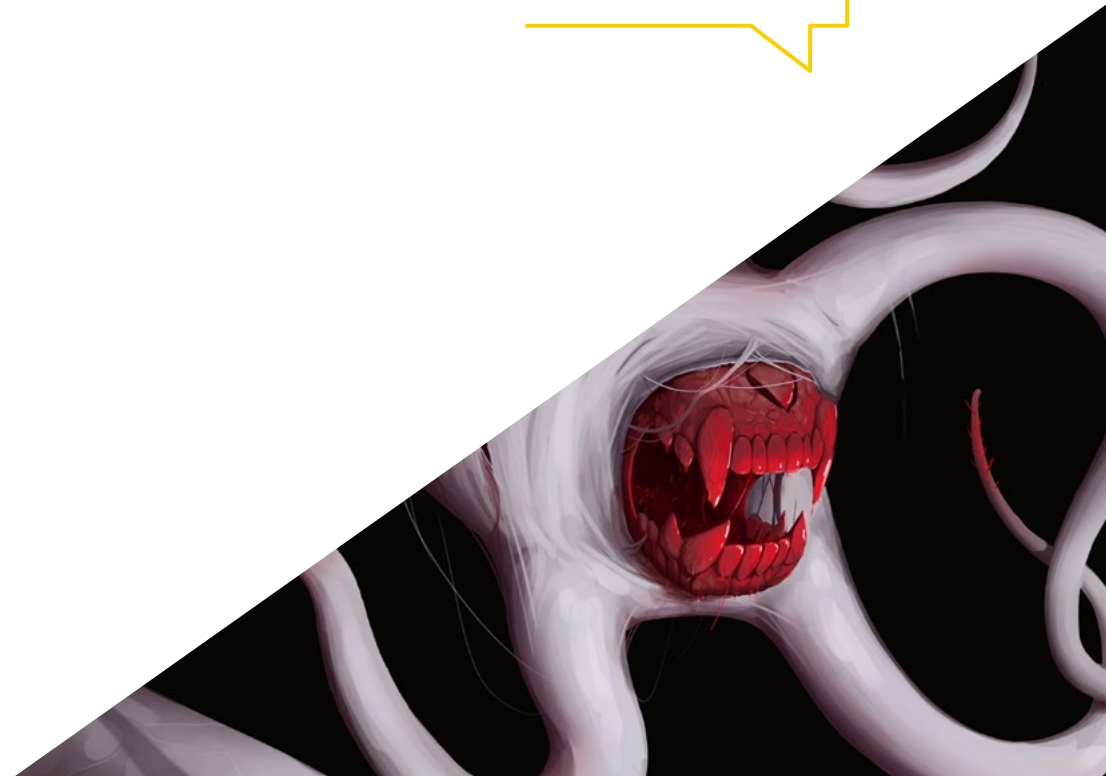
The program's teaching staff includes professionals from the sector who contribute their work experience to this training program, as well as renowned specialists from leading societies and prestigious universities.

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

*Be the creator of fantastic characters that are totally innovative.*

*We have a concise and practical syllabus for you to learn everything you need to complete your specialization as a designer of fantastic character for video games.*



# 02 Objectives

This Postgraduate Certificate will provide the student with specific knowledge about the creation of fantastic creatures of all kinds. In addition, they will learn how to compose it from scratch and how to add the non-real elements that make it different from normal characters. Through the different kinds of fictitious creatures, we will establish a basis that will serve as a guide.







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*Succeed in creating never-before-seen fantastic creatures that will be remembered for eternity”*



## General Objectives

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- ◆ Encourage the necessary documentation and reference taking needed to do the job correctly
- ◆ Know how to structure, create and build characters
- ◆ Acquire the necessary skills for the creation of fantasy characters



*Through the content of this Postgraduate Certificate, you will acquire the knowledge necessary to design all kinds of characters from the animal kingdom”*







## Specific Objectives

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- ◆ Deepen understanding of the different types of fantastic creatures
- ◆ Correctly differentiate between flying, aquatic and/or subterranean creatures
- ◆ Know the classes of demonic beings, giants, mythical creatures and hybrids that exist
- ◆ Assertively represent gods and demigods

# 03

# Course Management

From the beginning of the program, the student will be guided by expert designers and content creators for video games. Thanks to their extensive experience, they have a variety of works that have served as inspiration for many people. With them, the student will learn and develop the concepts and skills necessary to design creatures that are far from real.







“

*Learn not only concepts, but also from the experiences transmitted by the teaching staff. They will be of great use to you in your career”*

## 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







# 04

# Structure and Content

This Postgraduate Certificate has a complete module in which the student will learn everything necessary in the design and creation of fantastic characters such as dragons or gods. The main objective is none other than to instruct the student through the different fantastic creatures, their characteristics and their development in the video game.







“

*Learn the different technical characteristics of fantastic creatures”*

## Module 1. Fantastic Creatures

- 1.1. Dragons and Hydras
  - 1.1.1. Examples:
  - 1.1.2. Construction
  - 1.1.3. Poses and Expressions
- 1.2. Giants
  - 1.2.1. Examples:
  - 1.2.2. Construction
  - 1.2.3. Poses and Expressions
- 1.3. Flyers
  - 1.3.1. Compared Anatomy
  - 1.3.2. Construction
  - 1.3.3. Poses and Expressions
- 1.4. Aquatic
  - 1.4.1. Modifications of Real Types
  - 1.4.2. Construction
  - 1.4.3. Poses and Expressions
- 1.5. Subterranean
  - 1.5.1. Geometric Shapes
  - 1.5.2. Development
  - 1.5.3. Poses and Expressions
- 1.6. Fairytale Beings
  - 1.6.1. Human Anatomy
  - 1.6.2. Construction
  - 1.6.3. Poses and Expressions





- 1.7. Hybrid
  - 1.7.1. Basics
  - 1.7.2. Design
  - 1.7.3. Poses and Expressions
- 1.8. Demon Beings
  - 1.8.1. Anatomy
  - 1.8.2. Design
  - 1.8.3. Poses and Expressions
- 1.9. Gods and Demigods
  - 1.9.1. Human Anatomy
  - 1.9.2. Construction
  - 1.9.3. Poses and Expressions
- 1.10. Other Fantasy Creatures
  - 1.10.1. Examples:
  - 1.10.2. Construction
  - 1.10.3. Poses and Expressions



*Design fantastic creatures  
for fictitious worlds in which  
anything is possible”*



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

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.



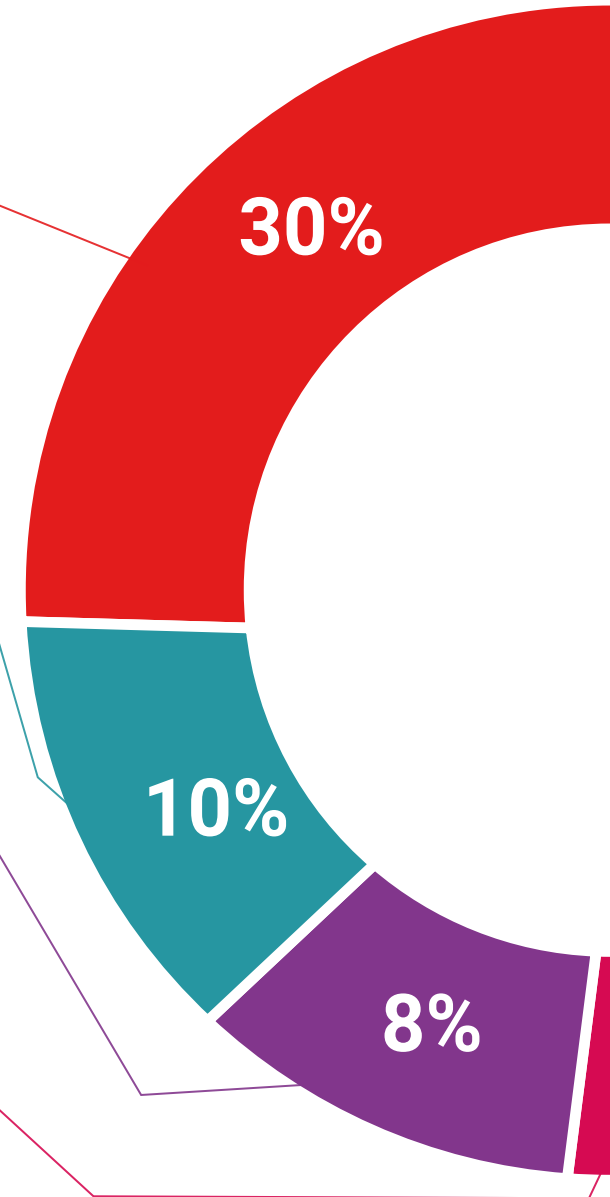
### Practising Skills and Abilities

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 Design and Creation of 2D Fantastic Creatures guarantees, in addition to the most rigorous and up-to-date training, access to a Postgraduate Certificate issued by TECH Technological University.



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*Successfully complete this program and receive your university qualification without travel or laborious paperwork”*



This **Postgraduate Certificate in Design and Creation of 2D Fantastic Creatures** 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 Design and Creation of 2D Fantastic Creatures**

Official N° of Hours: **150 h.**



\*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.

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



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