Postgraduate Certificate

Design and Creation of 2D Props, Vehicles and Accessories

tech technological university

![tech technological university logo]

Postgraduate Certificate
Design and Creation of 2D Props, Vehicles and Accessories

Course Modality: **Online**

Duration: **6 weeks**

Certificate: **TECH Technological University**

Official Nº of Hours: **150 h.**

Website: **www.techtitute.com/videogames/postgraduate-certificate/design-creation-2D-props-vehicles-accessories**

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01
Introduction

The design of props, vehicles and accessories for a video game is an essential part of the development and creation of a video game. This will mean that characters can carry out more complex actions at the same time as interacting with elements in the main or secondary plot. With this program, the student will complement their learning and will be able to represent different objects in a fictitious space. In order to do so, they will have the support of teaching staff who are very experienced in the field and will have access to all the teaching material they need to perfect their knowledge of the concepts and the skills presented in this program.

Get involved in this totally online modality with a multimedia education system, adapted to the latest digital innovations in education"

All video games have characters that are the central axis of a plot. There are also different elements that, although they are in the background, are important for the development of video game itself. For example, if the main character finds a car and drives it, they are able to move to a different place and this change the situation. The scenarios where video games take place are becoming more and more original and with them more and more elements are included to give a greater sense of fullness.

This program is an incentive for any professional who wants to deepen their training in design and character creation for video games. With this course you will learn the different techniques and skills to include different elements that, together with you characters, create the perfect puzzle. And it is all these small elements that give meaning to the video game, because without them, the stories that unfold would be incomplete. How to design a weapon for "Call of Duty", a car for racing games or simply the decoration of an "Animal Crossing" living room are some of the things you will learn in this program which is so necessary to create an environment that does not lack detail.

This Postgraduate Certificate in Design and Creation of 2D Props, Vehicles and Accessories is taught by great professionals who will help the students to perfect their skills. TECH's 100% online methodology together with its innovative multimedia education will ensure that the learning process is enriching whilst also being interesting and motivational. In this way, this program is the perfect complement for any individual who wants to improve or develop their skills in the design and creation of elements in video games.

This **Postgraduate Certificate in Design and Creation of 2D Props, Vehicles and Accessories** 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

We have everything you need to learn the keys to designing different props, vehicles and and accessories"

Expand your knowledge without worrying about time restraints. You can combine your studies with your working and personal life with our 100% online methodology"

What would a video game be without the elements that make up its surroundings? Create and design objects that give life to the story of each character.

You will have the help of the best teaching staff, as well as all the teaching material in a digital multimedia format.

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

Within the video game sector it's very important to look after the details. Everything counts and more in a sector that is continuosly changing. This program has everything you need to complement professional training in character design for digital games. The student will learn to design inanimate objects such as props, vehicles oraccessories in general that accompany the character during all, or at least some parts, of their adventure.
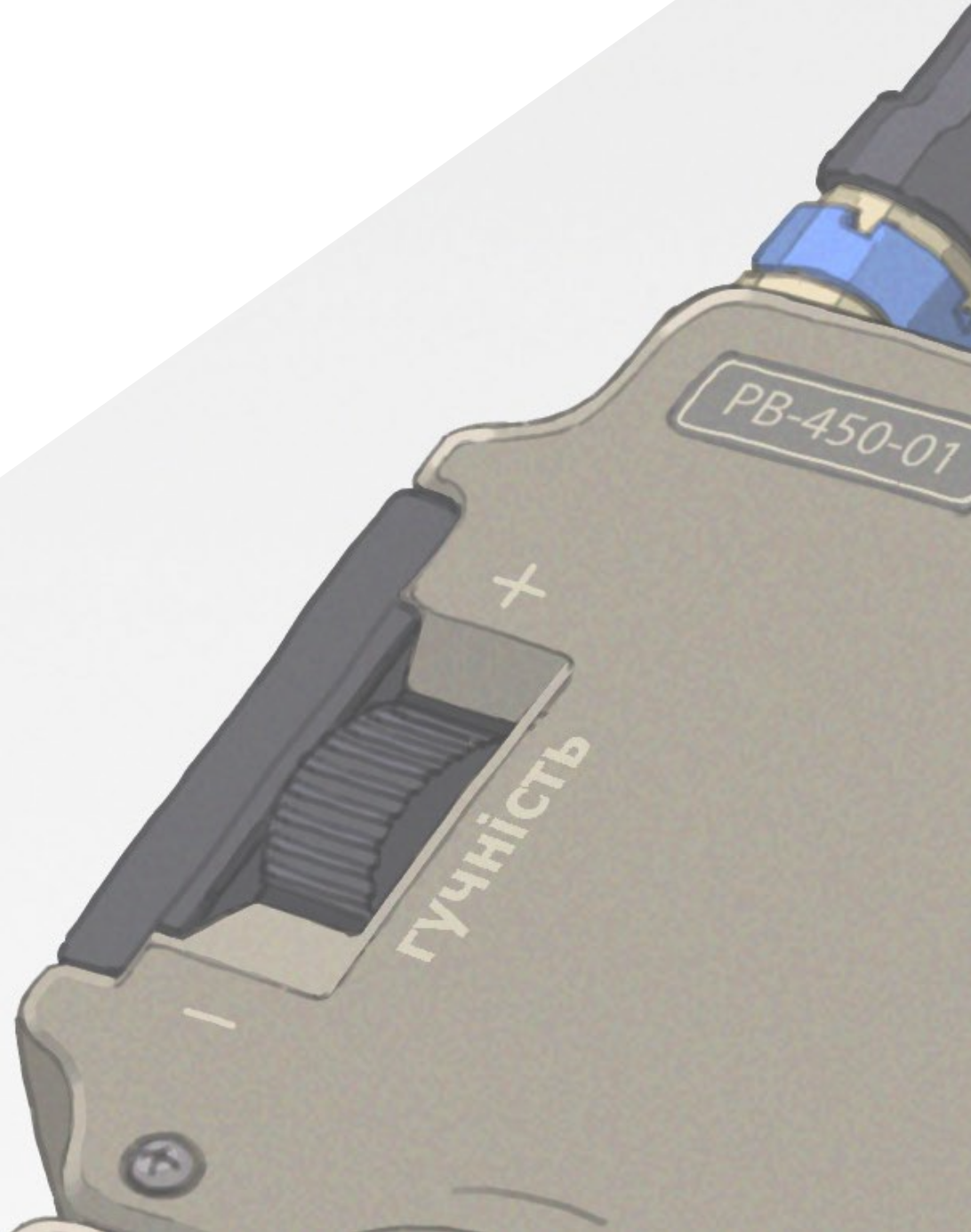
Achieve your objectives by perfecting all the details and this gain access to the most prestigious video game companies"

General Objective

- Create all types of vehicles and objects for use in any of the 2D and 3D animation disciplines

"The objects, without being characters as such, are indispensable elements in any production"

Specific Objectives

◆ Design vehicles and accessories for the interrelation with other characters

◆ Understand the importance of the textures of color and other important elements for the design

03
Course Management

To make the most out of the content of this Postgraduate Certificate, it is important to have the support of great professionals. In the case of TECH, we have the best experts on the subject matter. Individuals from the professional sector who, thanks to their professional experience, will lead the student towards success in this program. In this way, they will provide students with everything they need to learn and perfect their technique in the design and creation of props, vehicle and all the other elements found in a video game.

"Our teaching staff is made up of experts in the subject who will help you to design an ideal environment for your characters"

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 will focus on the learning the design process of visual elements which accompany the characters in a video game such as a vehicle, a table or a book. Through the resources selected by the teaching personnel, the students will acquire the necessary skills to be able to create a real environment where their characters can interact and make use of those objects at the same time as developing the story.

Both TECH and the teaching staff select the best material so that you can get the most out of this Postgraduate Certificate"

Module 1. Props. Vehicles and Accessories

Learn to design all kinds of elements so that the final result of your work is worthy of a professional"

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.

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.

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%
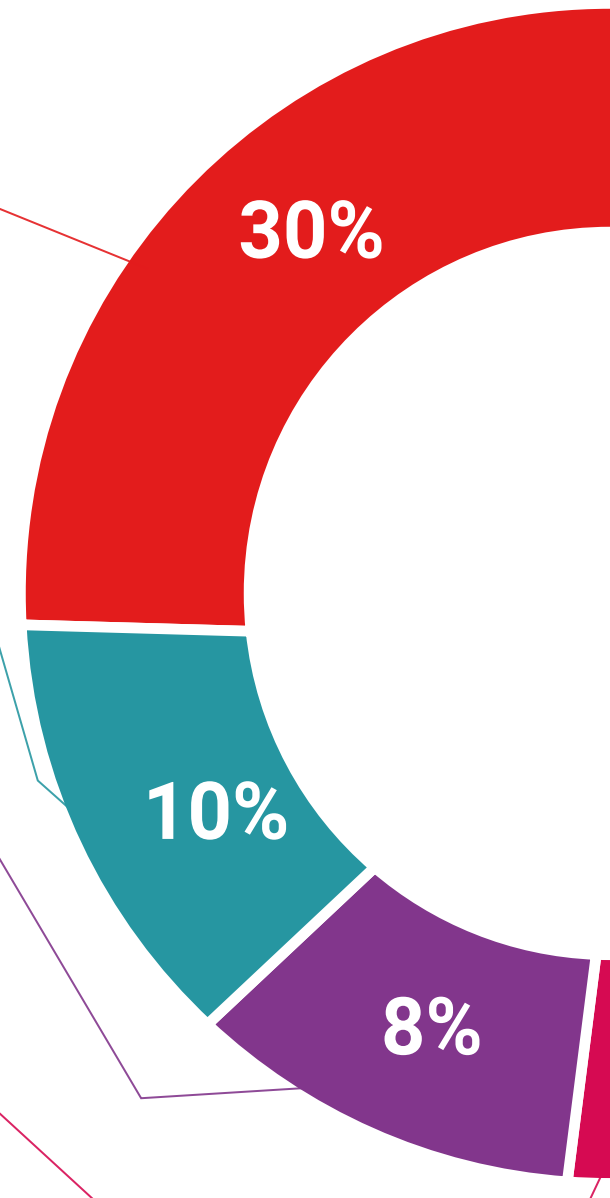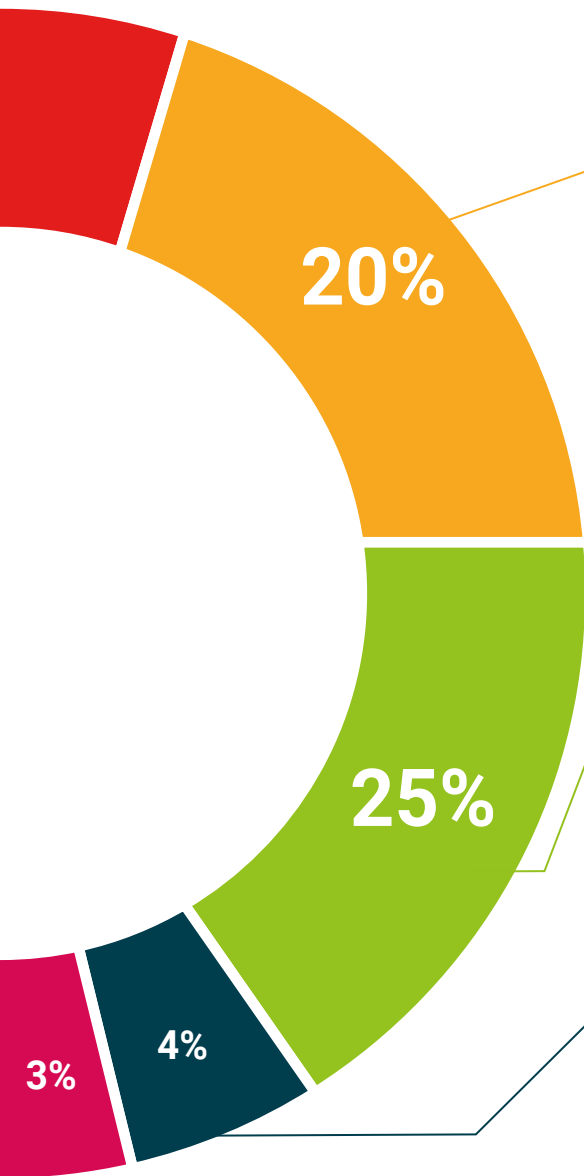
Case Studies

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 2D Props, Vehicles and Accessories guarantees, in addition to the most rigorous and up-to-date training, access to a Postgraduate Certificate issued by TECH Technological University.

Successfully complete this program and receive your university degree without travel or laborious paperwork"

This **Postgraduate Certificate in Design and Creation of 2D Props, Vehicles and Accessories** 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 Props, Vehicles and Accessories**

Official Nº 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

Design and Creation of 2D Props, Vehicles and Accessories

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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