

Postgraduate Certificate

Design and Creation of Objects and Plants as 2D Characters





Postgraduate Certificate Design and Creation of Objects and Plants as 2D Characters

- » 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/design-creation-objects-plants-2d-characters

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01

Introduction

The creation and design of vegetation in general and all kinds of objects is a very important point in the process of any game designer. So much so that they can be anything from protagonists to complements of a scenario that develops the main plot. This program offers a very complete syllabus to learn how to create elements and plants. Under the guidance of great professionals, students will learn how to build them from start to finish in order to develop all their skills in their design and creation.



“

Expand your knowledge in the world of video games. Learn to design plants and objects with the resources that TECH makes available to you”

Nowadays, there are many video games that use plants or objects as protagonists or antagonists. Impossible not to remember "Fruit Ninja" in which the main objective was to cut as much fruit as possible with a saber. This example is quite useful if you try to see how far a game can go when it is composed of vegetables (fruit) and objects (the saber) as the only elements. In this course the student will focus on these two variants to develop them both with leading roles as well as with secondary roles or as decoration within the virtual world.

Taking care of the details sometimes becomes a complicated task, although undoubtedly very necessary. Careful attention to colors, shapes and details can be vital differentiators. That is why, in this program, highly qualified experts will be in charge of transmitting to the student all the concepts and skills necessary for the design and creation of high quality plants and objects.

This program is designed for those who want to complement their professional training or simply want to learn more about this field. For this purpose, TECH has developed a 100% online methodology that facilitates the student's study. Thus, you will be able to study while adapting your schedule to your workday or personal matters. Another peculiarity of this methodology is the repetition of concepts that, although it is already a known concept, in the case of TECH university it is possible to say that it has been reinvented. These concepts will no longer be repeated by the students, but by the teacher in order to ensure a complete understanding of them.

This **Postgraduate Certificate in Design and Creation of Objects and Plants as 2D Characters** 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



Design elements that complement a space in which the video game is developed. Or make those elements the protagonists"



Forget timetable restrictions. With TECH's methodology, studying won't take away from the time you need to invest in other day to day commitments"

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.

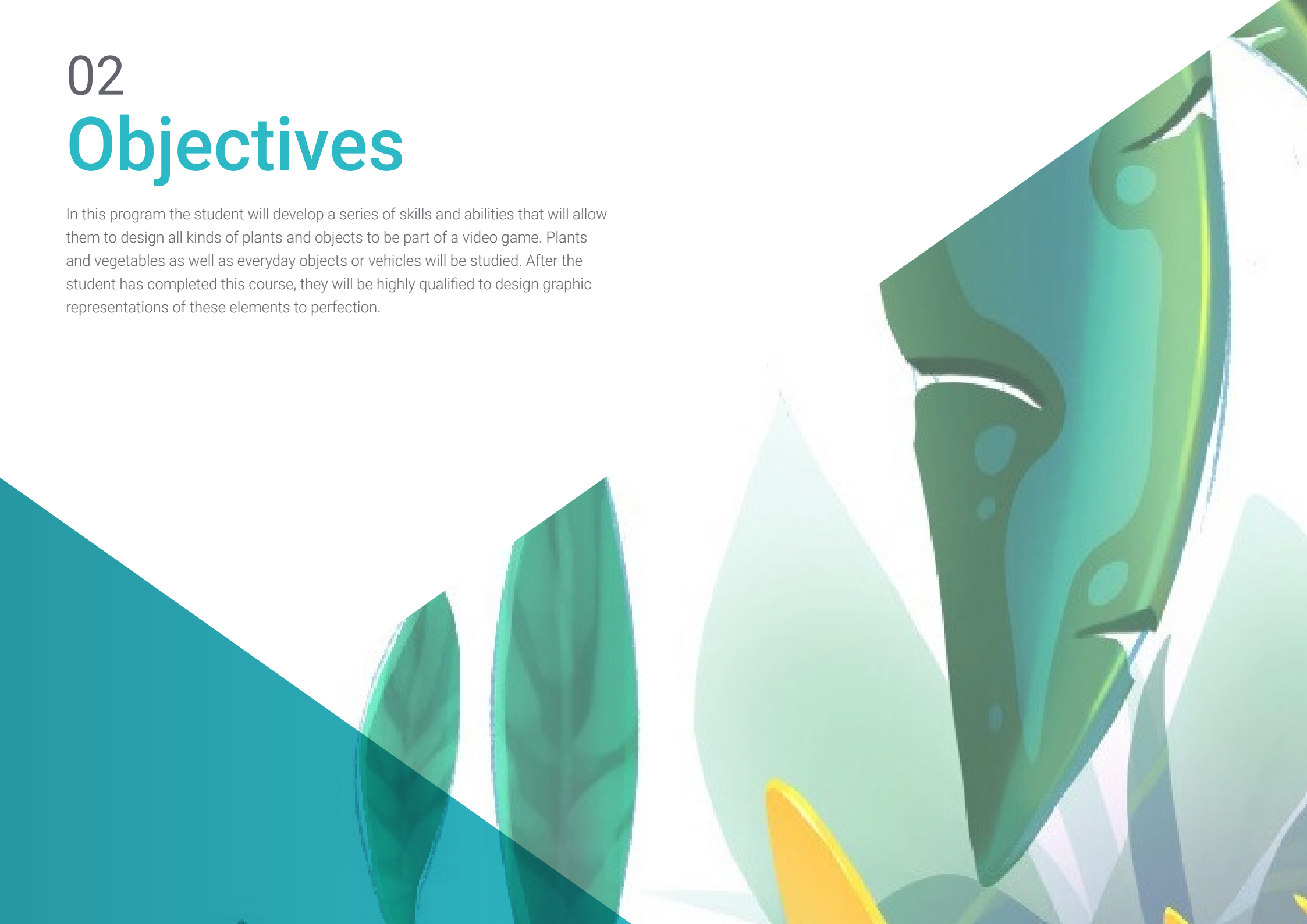
Study their expressions and constructions depending on whether you are looking to create something animated or perhaps give it a realistic touch.

Carnivorous plants, flowers, fruits, etc. The plant world has endless possibilities. Choose what you want to design.



02 Objectives

In this program the student will develop a series of skills and abilities that will allow them to design all kinds of plants and objects to be part of a video game. Plants and vegetables as well as everyday objects or vehicles will be studied. After the student has completed this course, they will be highly qualified to design graphic representations of these elements to perfection.



“

Imagine designing plants or objects that take on a life of their own. With this program, you can do it”



General Objectives

- ◆ Create all types of vehicles and objects for 2D animation
- ◆ Create characters based on all types of vegetables
- ◆ Know how to structure, create and build characters

“

The objectives of this program will make you able to give life to any object or plant and give it a personality that will not leave anyone indifferent”





Specific Objectives

- ◆ Convert the vegetable world into animated drawings, giving them personality
- ◆ Analyze all the variants to create characters designed on all types of geometries
- ◆ Adapt variants to the design of vegetable characters



03

Course Management

At TECH, we have a highly qualified teaching staff. That is why this program works with great professionals in the sector. Personalities from the world of design who have created works of great importance in the sector. All of them are qualified to guide the student on the design and creation of objects and plants in the world of video games.





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*Learn something new every day
and let yourself be guided by
great professionals. Give your
objects and plants the magic
touch that they need to shine”*

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

Mr. Custodio, Nacho

- ◆ Freelance Animator with 20 years experience
- ◆ Collaborator as an animator in short films such as Another way to fly, Kuri and Cazatalentos; Cut out series such as Forrito and Four and half friends, 3d series such as Nivis and feature films like Arrugas



04

Structure and Content

In this program it is possible to find all the necessary content to create and design new characters from objects and plants. The possibilities are endless so it will be very easy to find which personality fits what, but what is really important is to learn how to represent them in the most correct way possible. What will be its construction or what poses will it adopt are some of the questions that the student will solve during this Postgraduate Certificate course.





“

*Give objects and plants
personality by following a
comprehensive syllabus”*

Module 1. Objects and Plants as Characters

- 1.1. Flowers
 - 1.1.1. Examples:
 - 1.1.2. Construction
 - 1.1.3. Poses and Expressions
- 1.2. Vegetables
 - 1.2.1. Examples:
 - 1.2.2. Construction
 - 1.2.3. Poses and Expressions
- 1.3. Fruit
 - 1.3.1. Examples:
 - 1.3.2. Construction
 - 1.3.3. Poses and Expressions
- 1.4. Carnivorous Plants
 - 1.4.1. Examples:
 - 1.4.2. Construction
 - 1.4.3. Poses and Expressions
- 1.5. Trees
 - 1.5.1. Types
 - 1.5.2. Construction
 - 1.5.3. Poses and Expressions
- 1.6. Shrubs
 - 1.6.1. Types
 - 1.6.2. Construction
 - 1.6.3. Poses and Expressions





- 1.7. Objects
 - 1.7.1. Examples:
 - 1.7.2. Personality
 - 1.7.3. Types
- 1.8. Household Appliances
 - 1.8.1. Types
 - 1.8.2. Construction
 - 1.8.3. Poses and Expressions
- 1.9. Vehicles
 - 1.9.1. Types
 - 1.9.2. Construction
 - 1.9.3. Poses and Expressions
- 1.10. Other Objects
 - 1.10.1. Types
 - 1.10.2. Construction
 - 1.10.3. Poses and Expressions

“ A clear and concise structure are the bases for a solid learning experience. With this program you will learn everything you need to know with very comprehensive content”

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 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 Objects and Plants as 2D Characters 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 Design and Creation of Objects and Plants as 2D Characters** 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 Design and Creation of Objects and Plants as 2D Characters**

Modality: **online**

Duration: **6 weeks**

Accreditation: **6 ECTS**



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



Postgraduate Certificate Design and Creation of Objects and Plants as 2D Characters

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

Postgraduate Certificate

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