

Postgraduate Certificate Drawing for Video Games





Postgraduate Certificate Drawing for Video Games

Course Modality: **Online**

Duration: **6 weeks**

Certificate: **TECH Technological University**

Official N° of Hours: **150 h.**

Website: www.techtute.com/pk/videogames/postgraduate-certificate/drawing-video-games

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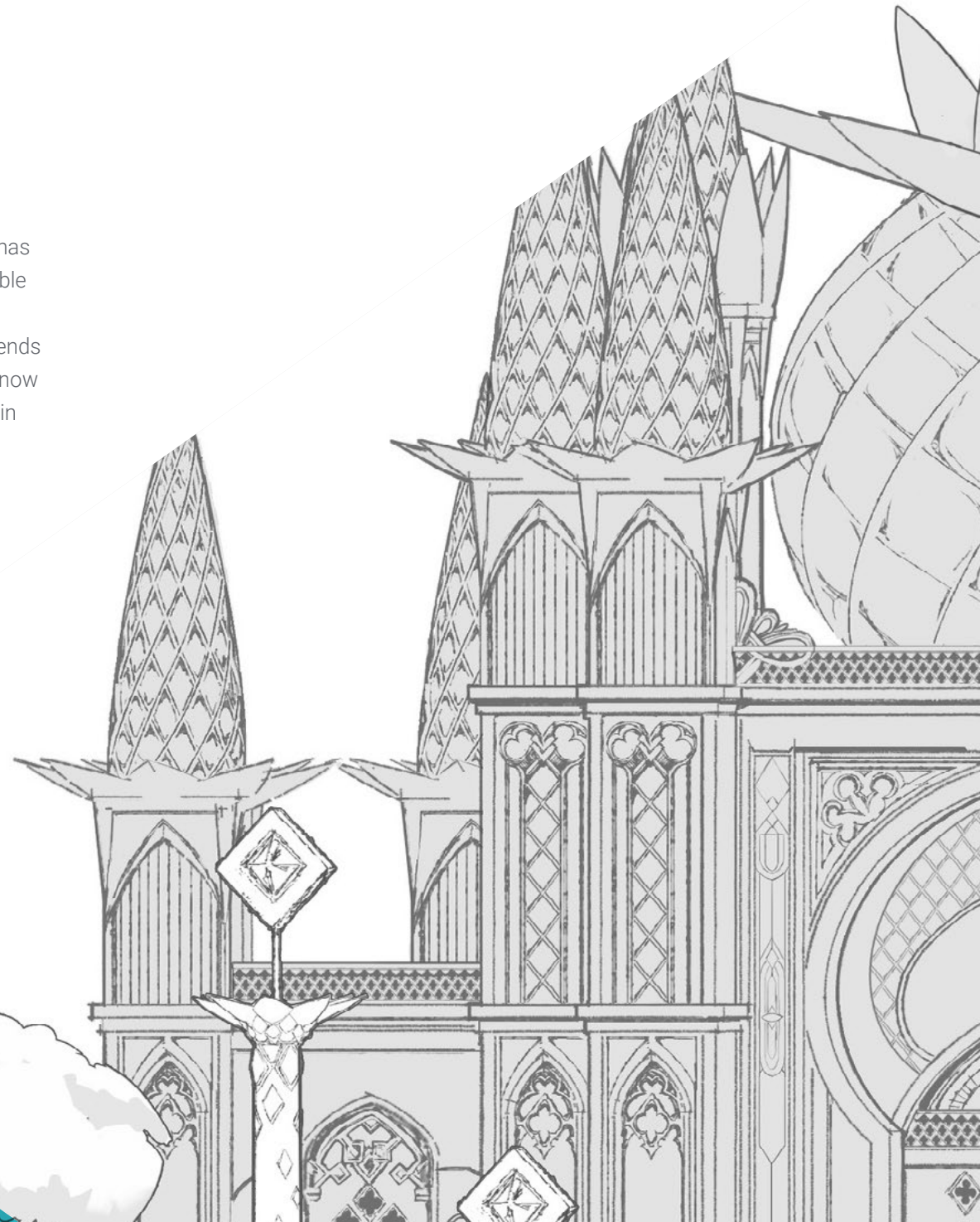
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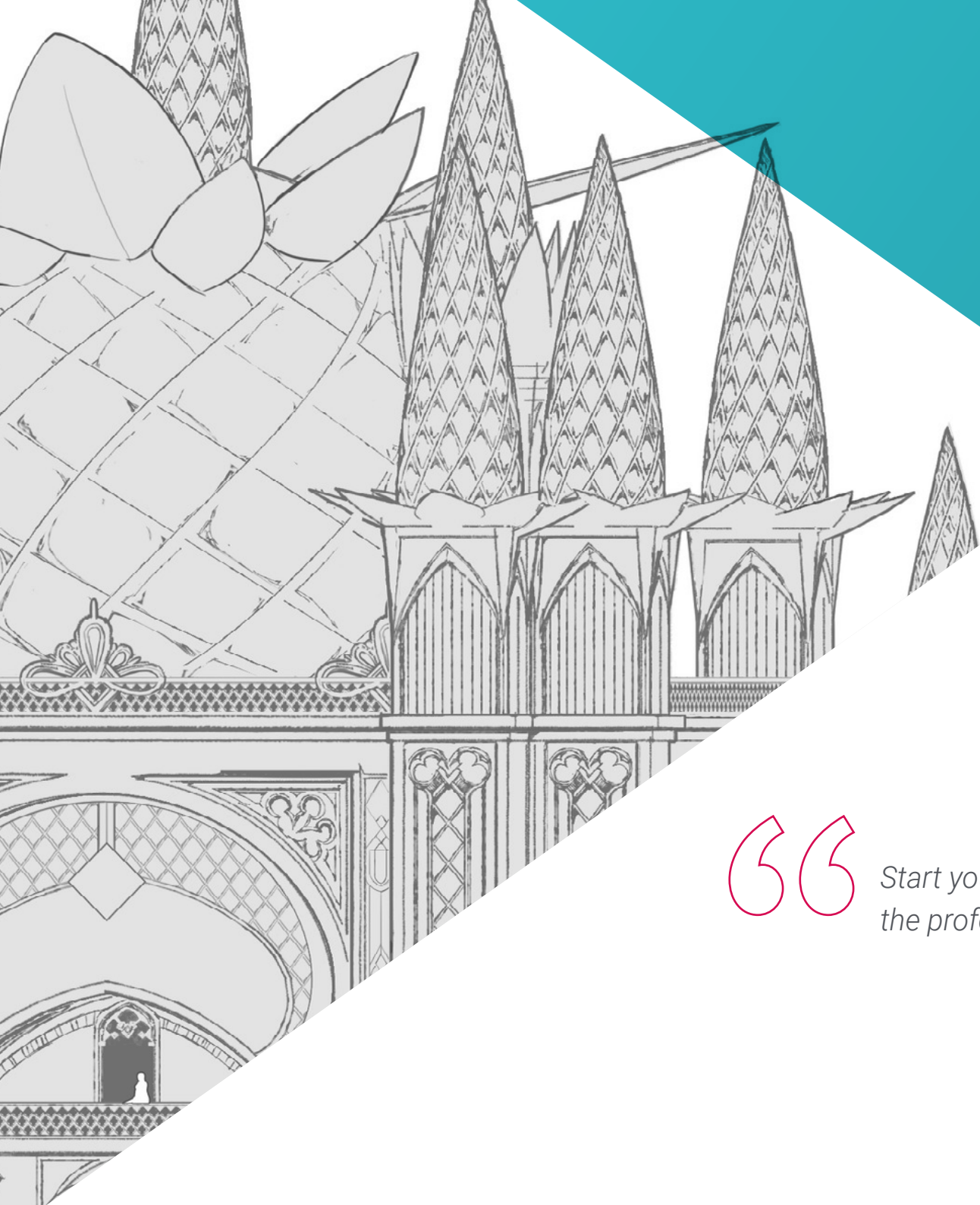
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01

Introduction

Did you know that over the last few years the interactive entertainment industry generated more revenue than the movie or sports industry? The video game market has been unstoppable, and experts point to even greater growth. But before all this is visible and reaches the game consoles, it passes through the hands of artists and creatives who are increasingly in demand by game developers. Keeping up to date with new trends in *Gaming* will be a determining factor for the professional in this important sector. Know in depth the drawing and its discipline to obtain professional finishes is possible within the development of this learning program aimed at lovers of art for video games.





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Start your way into video game design with the professional drawing program"

Creating video games requires training and inventiveness. Each new work begins with an idea that is usually captured on paper, which is called a sketch, a reality that has transcended with the number of applications and specialized design software that have emerged. Now the tools implemented have evolved and if we are talking about designs for virtual environments, the procedures are becoming more and more technical.

With the Postgraduate Certificate in Drawing for Videogames the student will take advantage of the use of traditional and digital materials, which will allow the transfer of the sketch to the new *Responsive* formats. You will develop lines and geometric shapes for 3D environments, learn how to simplify shapes and apply shading while maintaining a balance between ideas and the final result.

This program has been designed for people who want to take their inspiration to the next level, where drawing becomes a professional tool. That is why with TECH Technological University's study methodology, more and more people are benefiting from training in a safe and personalized environment through agile and effective learning processes.

TECH offers a complete online educational program that brings together practical and theoretical content downloadable on any type of device, designed by experts in art for video games; with a digital campus consisting of forums, meeting rooms, digital libraries, chats and Streaming platforms, aimed at anyone who has a passion and taste for professional drawing.

This **Postgraduate Certificate in Drawing for Video Games** contains the most complete and up-to-date program on the market. The most important features include:

- ◆ Case studies presented by experts in videogame design
- ◆ The graphic and schematic content of the system provides practical information on those disciplines that are essential for professional practice
- ◆ The process of self-assessment to improve learning through practical exercises
- ◆ Its special emphasis on the multiple facets that make up a video game development project
- ◆ 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



Bringing the best video game scripts to life is possible with this Postgraduate Certificate"

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In only 6 weeks you will learn to differentiate and apply shading techniques, line art, perspective, handling and presentation of the sketch with interactive and online contents"

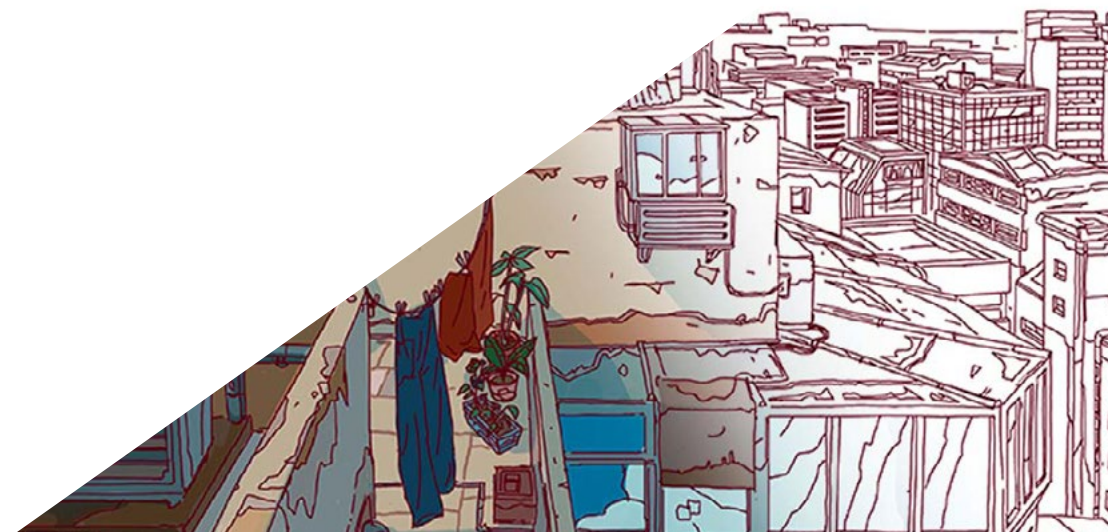
The program's teaching staff includes professionals from sector who contribute their work experience to this training program, as well as renowned specialists from leading societies and prestigious universities.

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 specialization 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 how to give perspective to your ideas and create the next viral video game with this Postgraduate Certificate in Drawing for Video Games.

Transform yourself from an amateur gamer to a professional video game artist.



02 Objectives

The Postgraduate Certificate in Drawing for Video Games has as its main objective to give the student the tools to be able to capture their ideas both on paper and digital, learning the latest techniques and procedures for shading, perspective, care of lines and geometric shapes, to present a clean sketch and create works with a unique style that make each of their work a remarkable project, providing the opportunity to enter the video game industry professionally.





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With TECH's study methodology it is possible to achieve your goals, get ready to be the best Concept Art"



General Objectives

- ◆ Learn the most effective professional drawing techniques and procedures such as line art, shading, media inking, perspective and shape simplification
- ◆ Know the discipline in the digital artist's work to maintain health and ergonomics
- ◆ Carry out practical work applying the techniques learned thanks to the interactive methodology of the course
- ◆ Acquire skills to make efficient use of resources and materials appropriate to each creation





Specific Objectives

- ◆ Know the main materials with which an artist works
- ◆ Learn how to make digital versus traditional sketches
- ◆ Study the simplification of complex geometric shapes
- ◆ Improve Line Drawing

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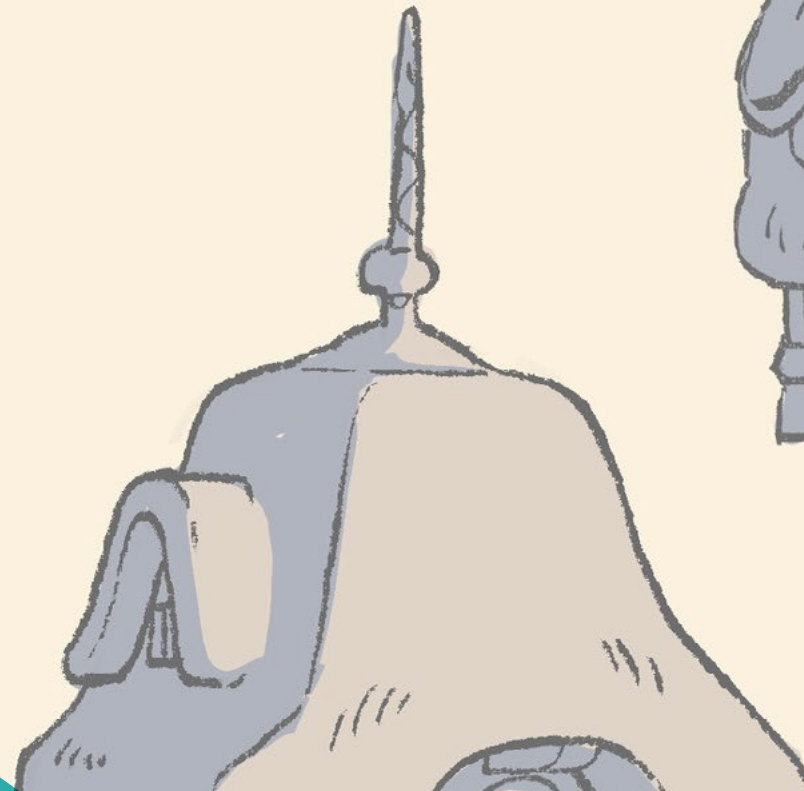
*You will improve your line drawing
to become a true professional”*

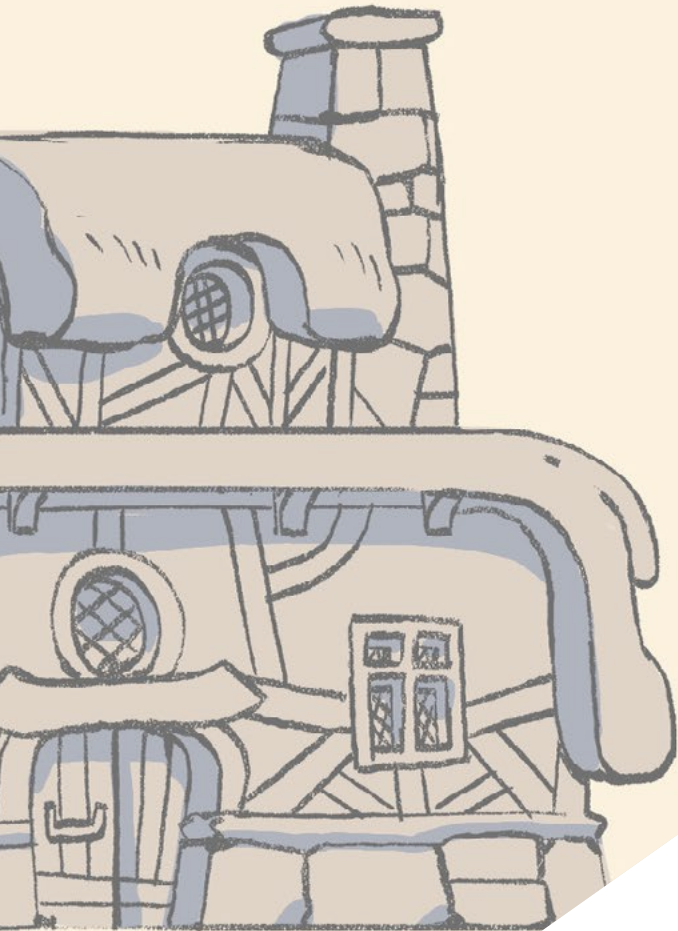


03

Course Management

The teaching staff that has developed the Postgraduate Certificate in Drawing for Video Games is widely trained with knowledge and experience that will allow the student to start his career in the world of drawing in a professional manner, through a syllabus designed to provide the necessary tools to the student so that he can safely profile the current labor market. Ensuring quality education with the endorsement of TECH, the largest digital university in the world.





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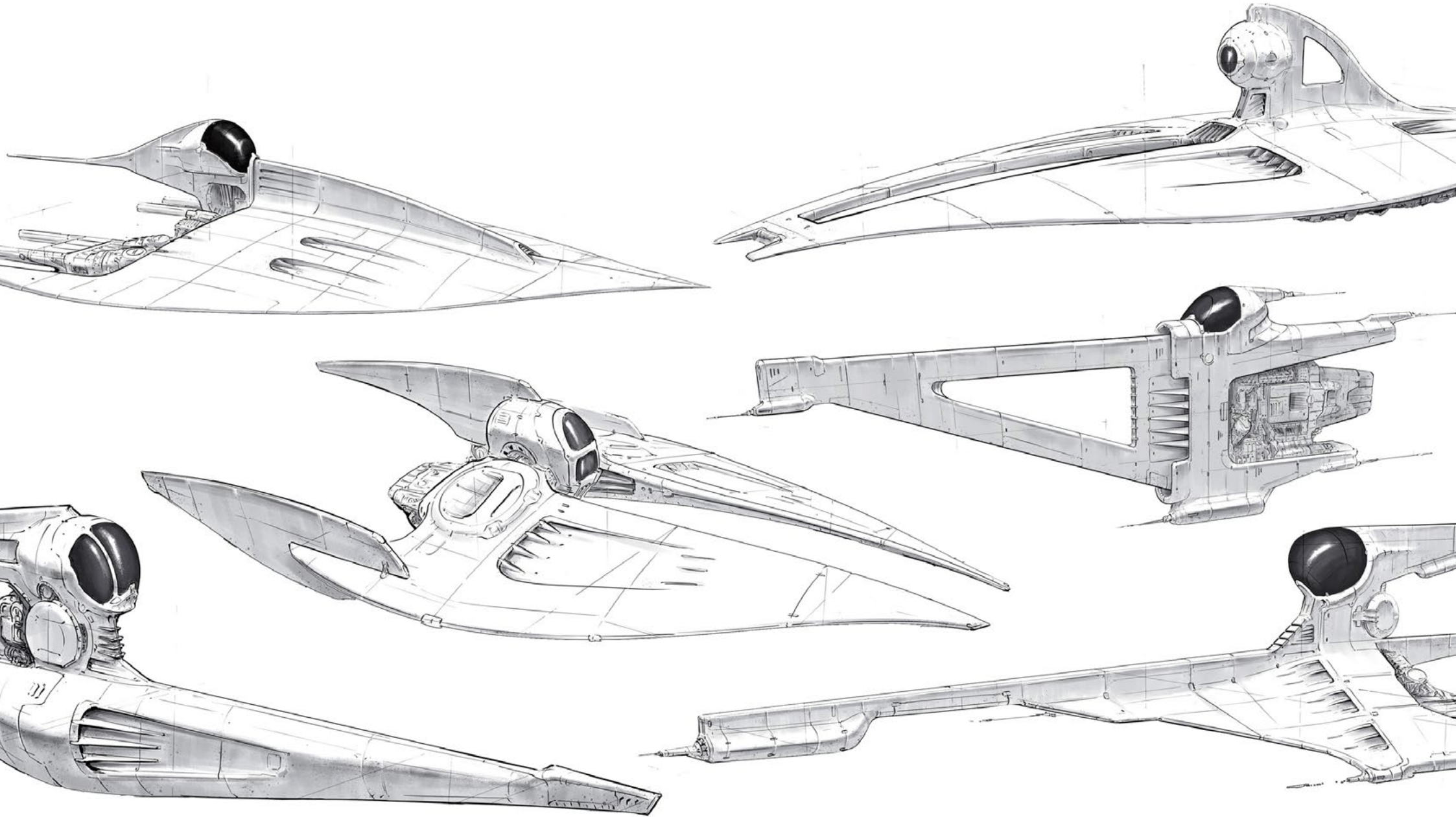
The TECH learning experience will provide you with the comfort and dynamism you need to train in today's world, accompanied by experts at all times"

Management



Mr. Mikel Alaez, Jon

- Conceptual artist for characters in English Coach Podcast
- Conceptual Artist in Master D
- Graduated in Art at the University of Fine Arts UPV
- Concept Art and Digital Illustration in Master D Rendr

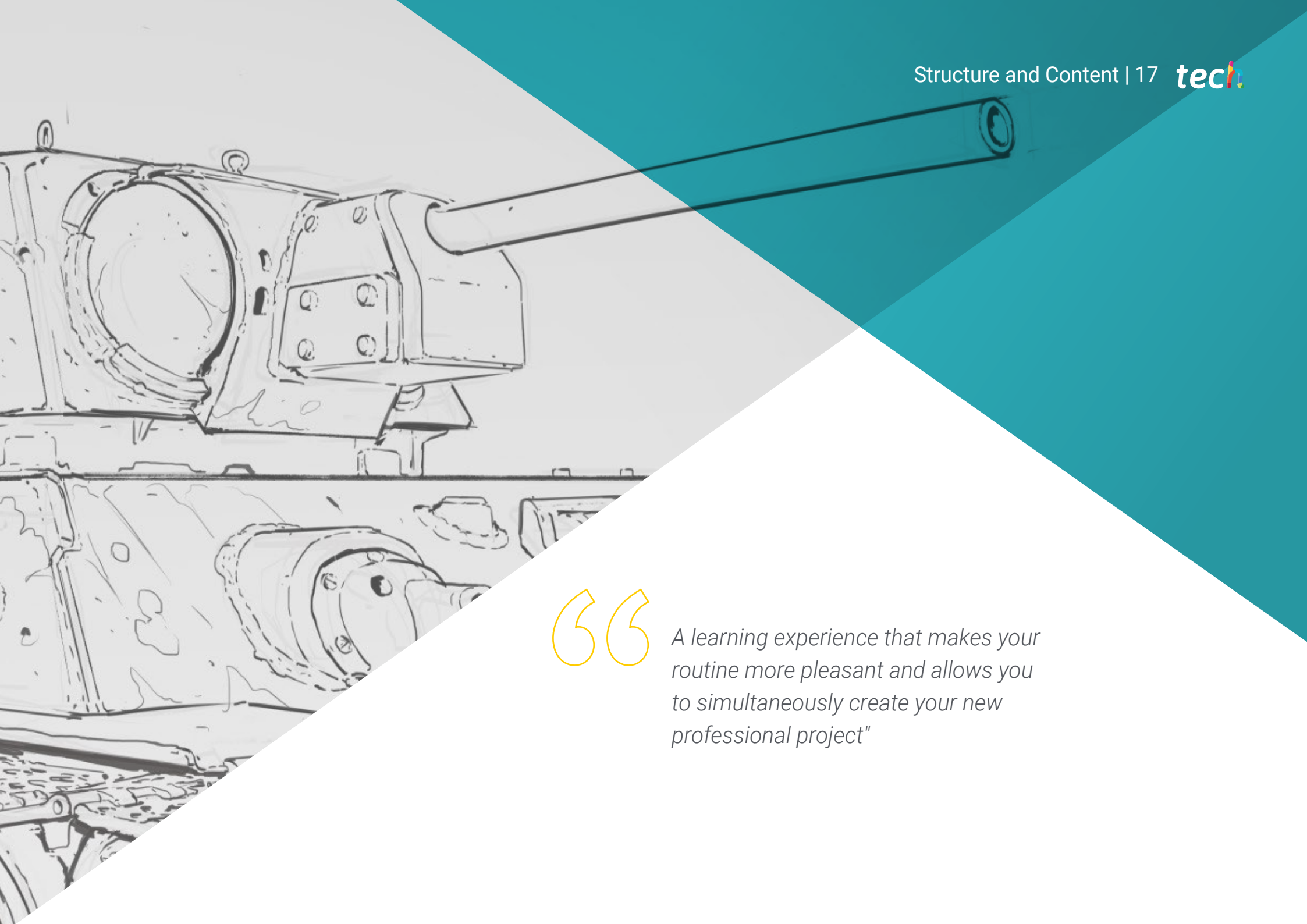


04

Structure and Content

The structure of this TECH Postgraduate Certificate in Drawing for Video Games is designed to provide students with the necessary knowledge to take their first steps as professional illustrators in the interactive entertainment sector. In this way, the learning experience will be developed by facing real situations in order to promote effective decision making in your projects. All this led by expert teachers who characterize the content according to different formats distributing it during the learning process following the online and specific methodology of TECH.



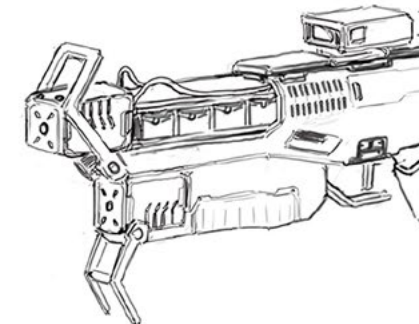
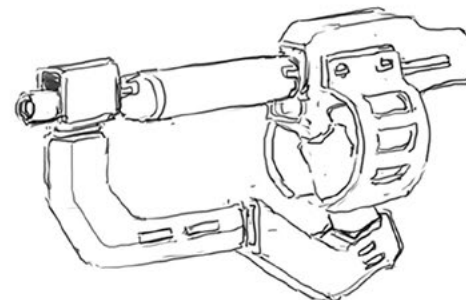
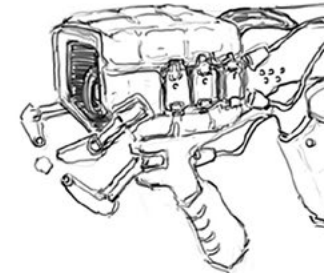
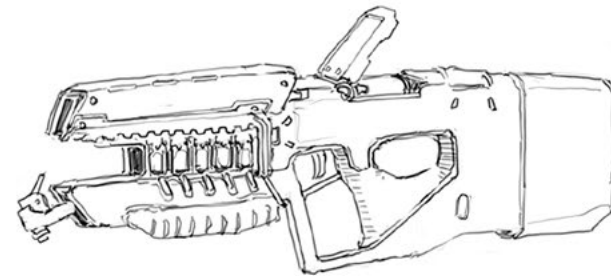
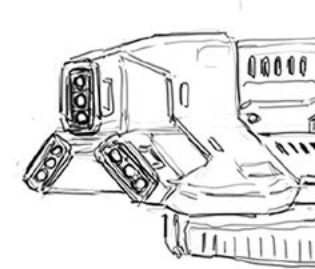
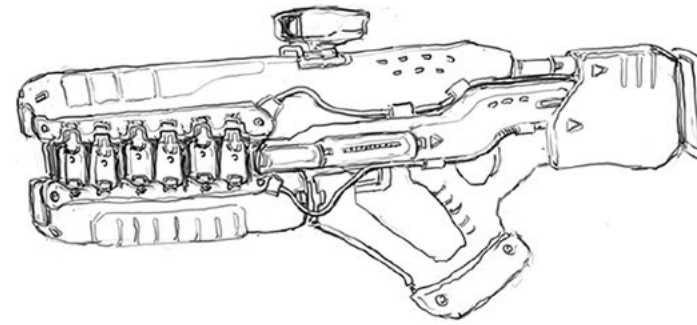


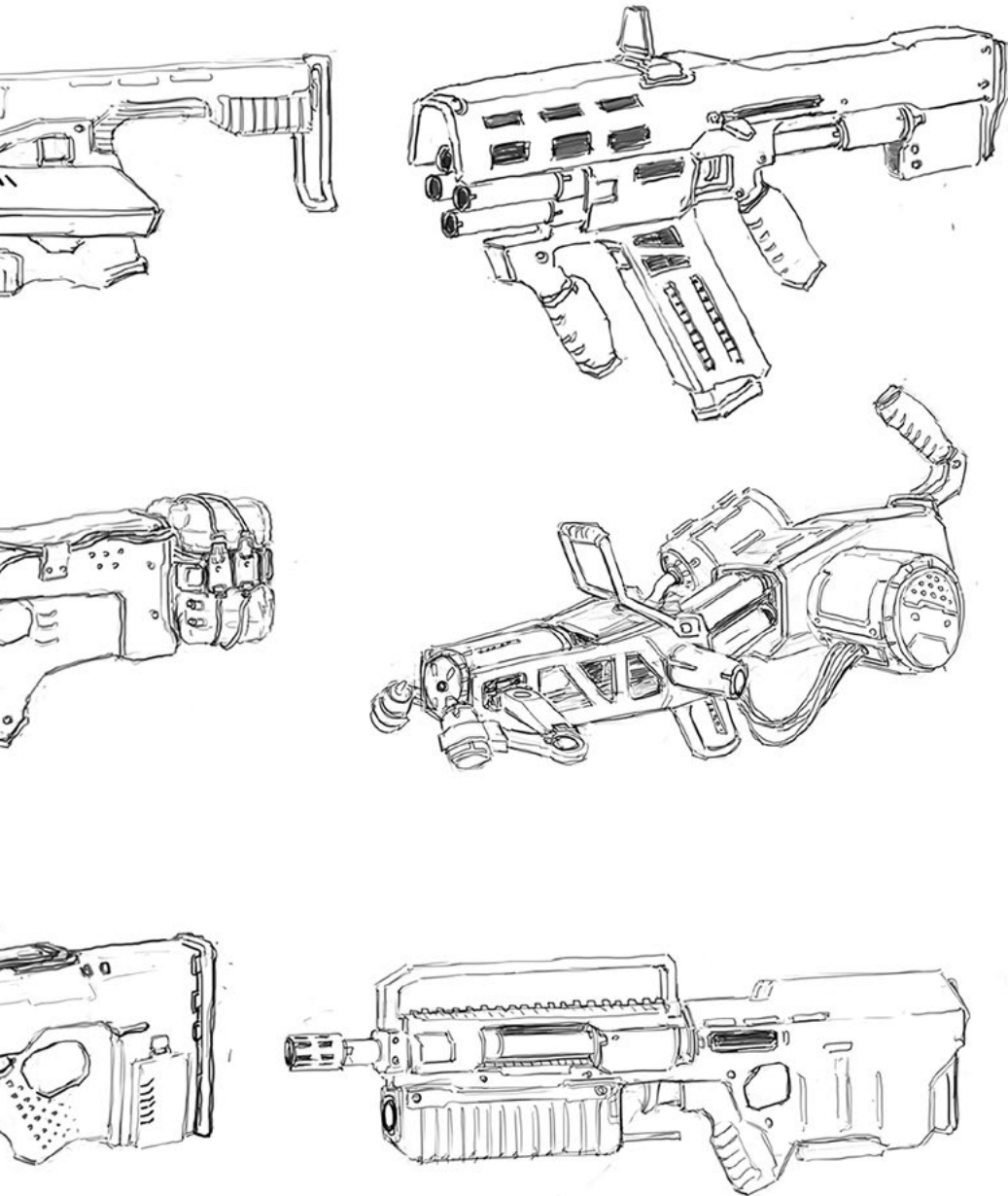
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A learning experience that makes your routine more pleasant and allows you to simultaneously create your new professional project"

Module 1. Professional Drawing

- 1.1. Materials
 - 1.1.1. Traditional
 - 1.1.2. Digital
 - 1.1.3. Environment.
- 1.2. Ergonomics and Heating
 - 1.2.1. Warm-ups
 - 1.2.2. Rest
 - 1.2.3. Health
- 1.3. Geometric Shapes
 - 1.3.1. Line
 - 1.3.2. Ellipses
 - 1.3.3. 3D Shapes
- 1.4. Perspectives
 - 1.4.1. A Vanishing Point
 - 1.4.2. Multiple Leakage Points
 - 1.4.3. Advice
- 1.5. Sketch
 - 1.5.1. Lace
 - 1.5.2. Digital vs. Traditional
 - 1.5.3. Clean
- 1.6. Line Art
 - 1.6.1. About Sketch
 - 1.6.2. Digital
 - 1.6.3. Advice
- 1.7. Shading in Drawing
 - 1.7.1. Plots
 - 1.7.2. Blurring
 - 1.7.3. Filling





- 1.8. Simplify Shapes
 - 1.8.1. Organic Shapes
 - 1.8.2. Structures
 - 1.8.3. Fusion of Simple Shapes
- 1.9. Means of Ink Filling
 - 1.9.1. Ink
 - 1.9.2. Ballpoint Pen
 - 1.9.3. Digital
- 1.10. Line Improvement
 - 1.10.1. Exercises
 - 1.10.2. Line Combing
 - 1.10.3. Practice



Empower your drawing skills and create like a true professional of the stature of Akihiko Yoshida, Chris Metzen or Tetsuya Nomura"

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 Drawing for Video Games guarantees students, in addition to the most rigorous and up-to-date education, access to a Postgraduate Certificate issued by TECH Technological University.



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Successfully complete this program and receive your university qualification without having to travel or fill out laborious paperwork"

This **Postgraduate Certificate in Drawing for Video Games** contains the most complete and up-to-date program on the market.

After passing the assessments, the student will receive their corresponding **Postgraduate Certificate** issued by **TECH Technological University** via tracked delivery*.

The certificate issued by **TECH Technological University** will express 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 Drawing for Video Games**

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 languages
virtual classroom



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