

# Postgraduate Certificate Graphics



## Postgraduate Certificate Graphics

- » Modality: online
- » Duration: 6 weeks
- » Certificate: TECH Technological University
- » Dedication: 16h/week
- » Schedule: at your own pace
- » Exams: online

Website: [www.techtitute.com/in/videogames/postgraduate-certificate/graphics](http://www.techtitute.com/in/videogames/postgraduate-certificate/graphics)

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# 01

# Introduction

The creation of graphics is one of the basic tasks in the design of a video game. Mastering this type of skill is essential in certain phases of game development, so every company needs specialists in the field who can handle the software dedicated to this task and therefore meet its objectives. This program offers students all the knowledge required to specialize in the design of various types of graphics, learning everything about the computer programs used to carry them out.



“

*Design high-end graphics applied to video games and get great opportunities in this industry”*

Video games are made up of a large number of visual elements, both moving and fixed. Some of them are modeled directly using 2D or 3D design techniques that are then integrated into the game. But there are other components that are created with other types of tools. This is the case for non-motion graphic projects, which can be created with specialized software such as Illustrator.

Illustrator is a very popular computer program used to create all kinds of designs for a wide variety of environments, from journalistic publications to photographic compositions for advertising purposes. The world of video games also benefits from this type of applications and can take advantage of all its features to incorporate them into their projects.

Therefore, this Postgraduate Certificate in Graphics offers its students the opportunity to specialize in this field, so that they can work in the video game industry making designs of all kinds with the standardized software of the sector.

This program consists of one module and is taught entirely online, ensuring that students can combine their studies with their professional life.

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

- ◆ Practical cases presented by experts in Video Game Design
- ◆ The graphic, schematic, and practical contents with which they are created, provide scientific and practical information on the graphic design applied to video games
- ◆ Practical exercises where self-assessment can be used to improve learning
- ◆ Special emphasis on innovative methodologies
- ◆ 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



*The video game industry needs specialists in graphics composition, and this could be your opportunity to triumph in the sector”*

“*With this Postgraduate Certificate you will acquire all the necessary skills to make all kinds of designs for video games”*

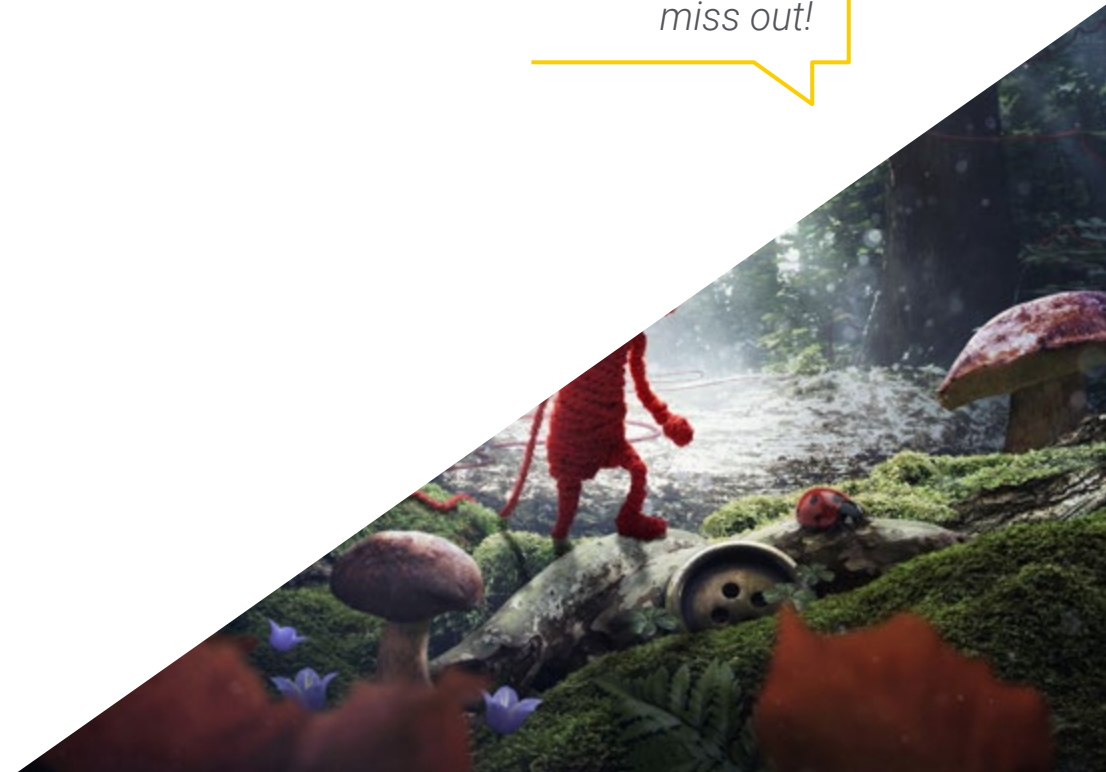
*Know the most used software in the video game industry thanks to this program.*

*Your opportunity to triumph in the world of video games is here. Don't miss out!*

The program's teaching staff includes professionals from the sector who contribute their work experience to this 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 learning 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.



# 02 Objectives

The main objective of this program is to enable students to acquire all the necessary skills to create all types of graphics and designs applied to video games, using the appropriate computer tools. Therefore, at the end of this Postgraduate Certificate in Graphics, students will be able to carry out all kinds of visual tasks in video game companies of various profiles. For this reason, this program is the best opportunity for professionals in the sector to progress and make a significant change in their working lives.





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*Your goal of belonging to a big company in the video game industry has never been closer. Enroll and achieve your goal now”*

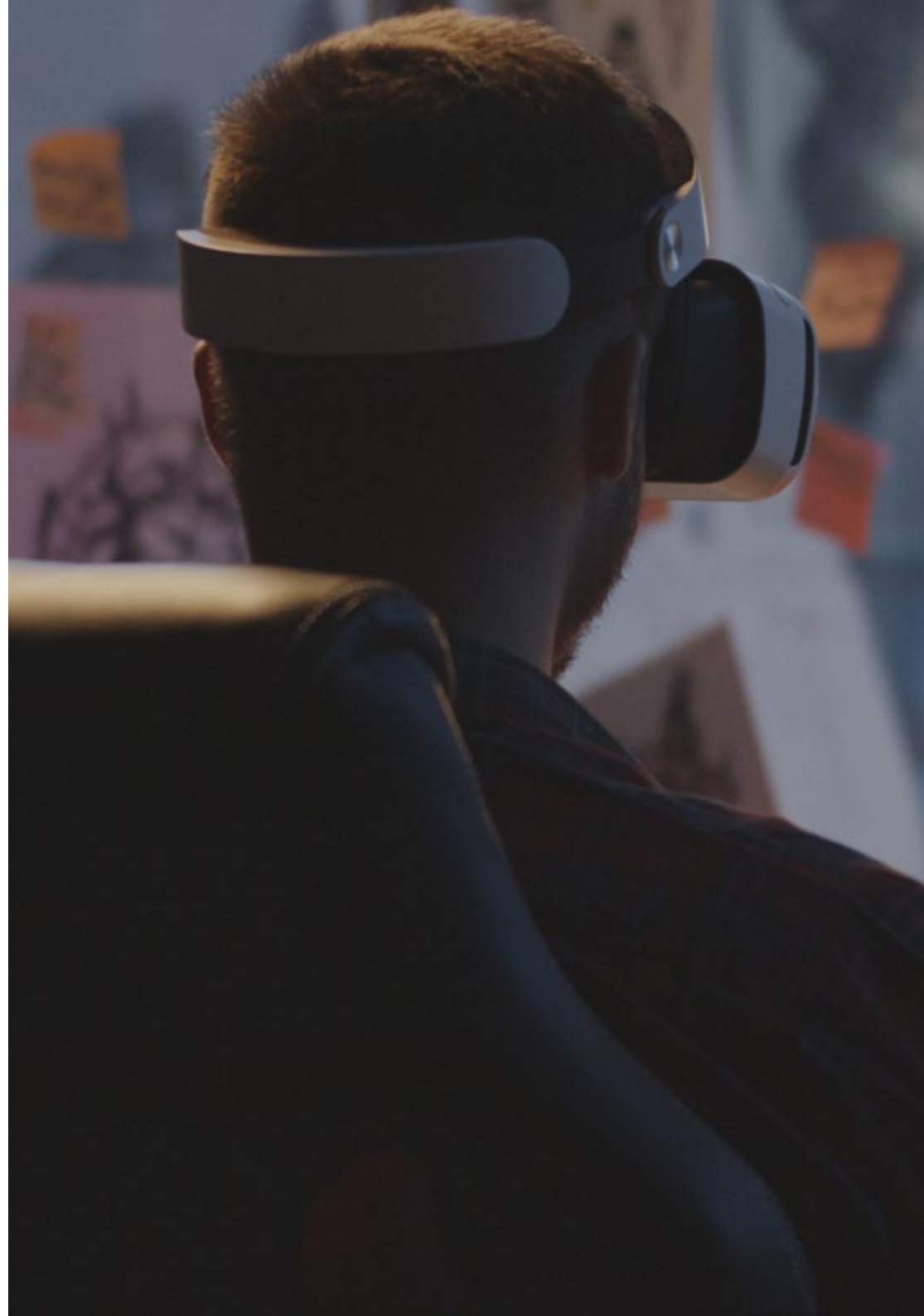


## General Objectives

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- ◆ Understand what makes a good graphics design applied to video games
- ◆ Master the Illustrator design software
- ◆ Be able to apply the best design solutions in each case
- ◆ Understand how to integrate graphics into video games

“*TECH will help you achieve all your goals. Finish this program and make it to the top”*





## Specific Objectives

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- ◆ Discover vector design as a production tool for graphic projects
- ◆ Correctly use the different tools in an effective and creative way
- ◆ Apply the technical knowledge acquired, demonstrating understanding of the different graphic media

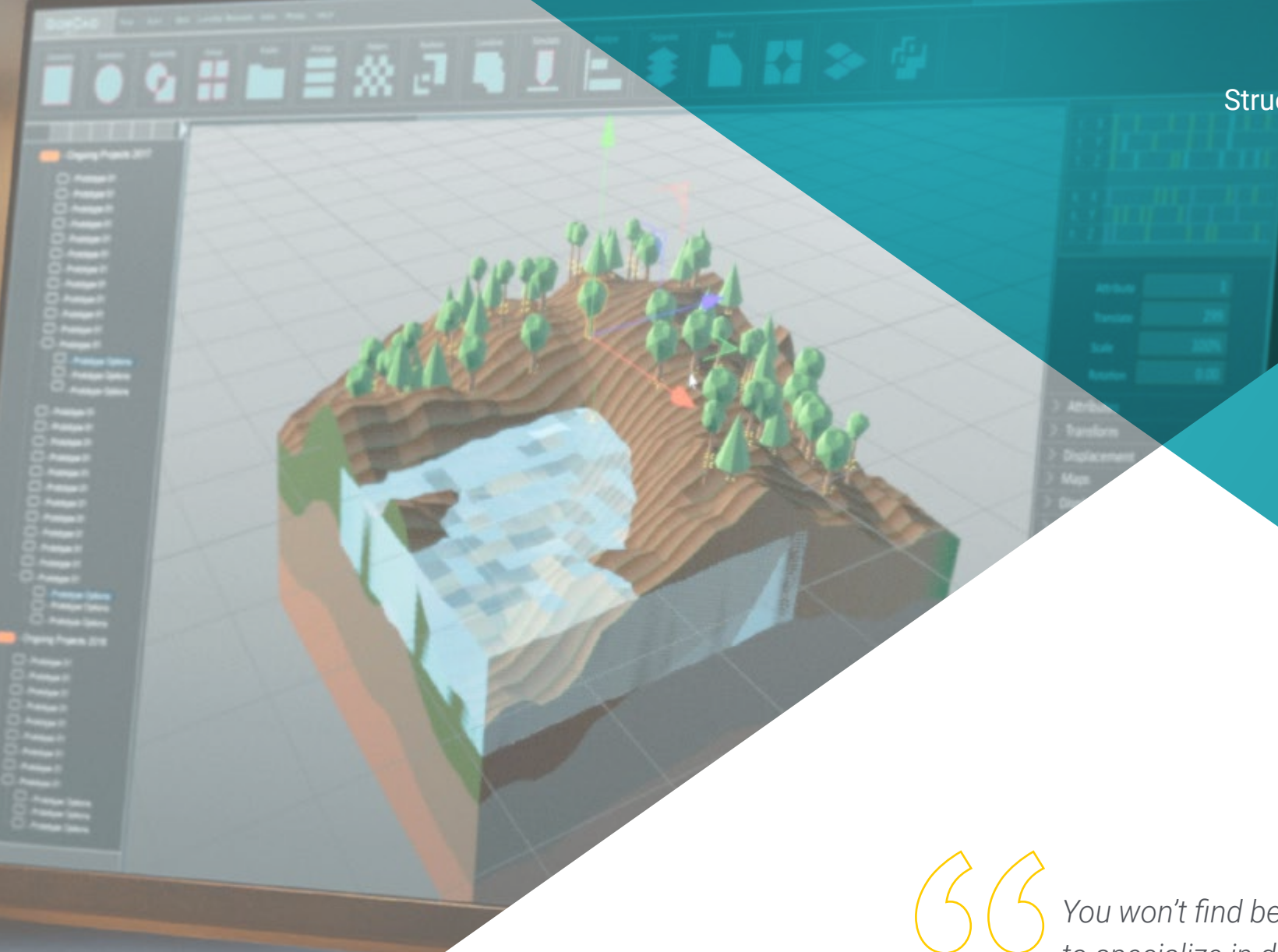


03

# Structure and Content

This Postgraduate Certificate has been designed by the best specialists in the subject matter. This guarantees that students access the best knowledge so that they are able to become experts in the video game industry, becoming highly valued professionals in their field. In this way, students will gain all the skills required to progress in this sector and to gain a foothold in one of the major companies in the world of video games.





“You won't find better content to specialize in design applied to video games”

## Module 1. Graph

- 1.1. Introduction to the Illustrator Environment
  - 1.1.1. Illustrator Environment
  - 1.1.2. Documentation Preparation
  - 1.1.3. Adapting the Document to the Needs
  - 1.1.4. Tools Box
- 1.2. Drawing with Illustrator
  - 1.2.1. Drawing with Basic Geometric Shapes
  - 1.2.2. Guide Rulers and Grid
  - 1.2.3. Tracing and Bézier Curves
  - 1.2.4. Other Operations
- 1.3. Operations with Objects
  - 1.3.1. Visualization Tools
  - 1.3.2. Operations with Objects
  - 1.3.3. Types of Selection
  - 1.3.4. Illustration Isolation
- 1.4. Working with Color
  - 1.4.1. Sample Panel
  - 1.4.2. Color Samples
  - 1.4.3. Gradient Samples
  - 1.4.4. Gradient Mesh Tool
- 1.5. Working with Text
  - 1.5.1. Character and Paragraph Formatting
  - 1.5.2. Operations with Text
  - 1.5.3. Working with Text and Graphics
  - 1.5.4. Other Operations with Text
- 1.6. Brushes and Pattern Samples
  - 1.6.1. Types of Brushes
  - 1.6.2. Operations with Brushes
  - 1.6.3. Brush Libraries
  - 1.6.4. Other Operations with Brushes





- 1.7. Coloring Images. Vectorization and Coloring Designs
  - 1.7.1. Filling Controls
  - 1.7.2. Tracing Color
  - 1.7.3. Color and Tracing Combination
  - 1.7.4. Vectorization
  - 1.7.5. Other Operations
- 1.8. Filters and Effects
  - 1.8.1. About the Effects
  - 1.8.2. Application of Effects
  - 1.8.3. Raster Effects
  - 1.8.4. Raster Options
  - 1.8.5. Application of Effects to Bitmap Images
  - 1.8.6. Improving Performance of the Effects
  - 1.8.7. Modification or Elimination of an Effect
- 1.9. 3D Effects
  - 1.9.1. Creation of 3D Objects
  - 1.9.2. Definition of Options
  - 1.9.3. Adding a Customized Bevel Path
  - 1.9.4. Rotation of an Object
  - 1.9.5. Assigning Illustrations to a 3D Object
- 1.10. Packaging
  - 1.10.1. Export
  - 1.10.2. Importing
  - 1.10.3. Practical Application of Illustrator in Video Games
  - 1.10.4. Video Game Analysis

04

# 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.



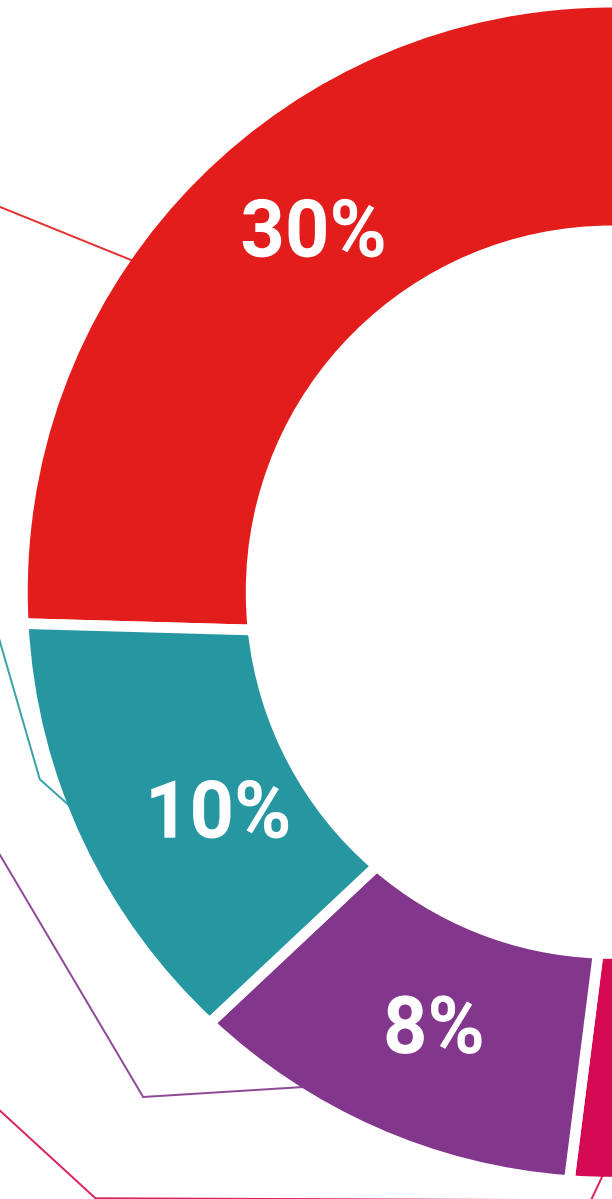
### Practising Skills and Abilities

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.



05

# Certificate

The Postgraduate Certificate in Graphics 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 Graphics** 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 Graphics**

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  
virtual classroom



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