

Postgraduate Certificate

Motion Graphics for Video Games





Postgraduate Certificate Motion Graphics for Video Games

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

Website: www.techtitute.com/us/videogames/postgraduate-certificate/motion-graphics-video-games

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01

Introduction

In the design process of a video game there are numerous sets of development phases from its conception to its launch. In some of these phases, the intervention of experts in the creation of Motion Graphics for Video Games is needed to incorporate these elements into the game. Therefore, this task can become critical, as very specific subject matter skills are needed in order to achieve the objectives adequately. This program offers its students the best knowledge in motion graphics design with the objective of enabling them to succeed in the video game industry immediately.





“After Effects is a fundamental tool for adding motion graphics to video games. Specialize with this program and become an essential part of your company”

There are so many visual elements of different nature in each video game that it is very difficult for players and users to know how many specialists have been involved and contributed their talent. One of these elements is motion graphics, which are usually created by specific software that should be perfectly understood in order to master its use and extract all that it has to offer.

Therefore, the case of the After Effects program is very important because it is one of the most standardized tools in the video game industry to create this type of graphics. For this reason, TECH offers its students the possibility of specializing in the subject with this Postgraduate Certificate in Motion Graphics for Video Games, so that they have greater possibilities of access to large companies in the sector.

This program is completely online, and its contents have been designed by great specialists in this area, guaranteeing that students will enjoy the best possible education to access the best job opportunities.

This **Postgraduate Certificate in Motion Graphics for Video Games** contains the most complete and up-to-date academic program on the market. Its most notable features are:

- ◆ Practical cases presented by experts in Video Game Design
- ◆ The graphic, schematic, and practical contents provide students with in-depth and complex information on the creation of motion graphics
- ◆ Practical exercises where self-assessment can be used to improve learning
- ◆ Its special focus on innovative methodologies for motion graphics
- ◆ 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



Motion graphics are a fundamental part of video games. Study this course and become an expert in this field"

“Companies need specialists in motion graphic design. Complete this Postgraduate Certificate and gain access to the industry as you have always wanted to”

The teaching staff of this program includes professionals from the industry, who contribute the experience of their work to this program, in addition to recognized specialists from reference 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.

Achieve all your goals thanks to this innovative educational program.

The quickest path to success in the world of video games is through specialization.



02 Objectives

The main objective of this Postgraduate Certificate in Motion Graphics for Video Games is to provide students with the best knowledge for the design of this type of visual elements that is so important in video games. Therefore, once students complete this program, they will be able to design and create all kinds of motion graphics applied to video games of different genres and styles. This will open the doors for them to the biggest companies in the industry.





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You have big goals and TECH will help you to achieve them”

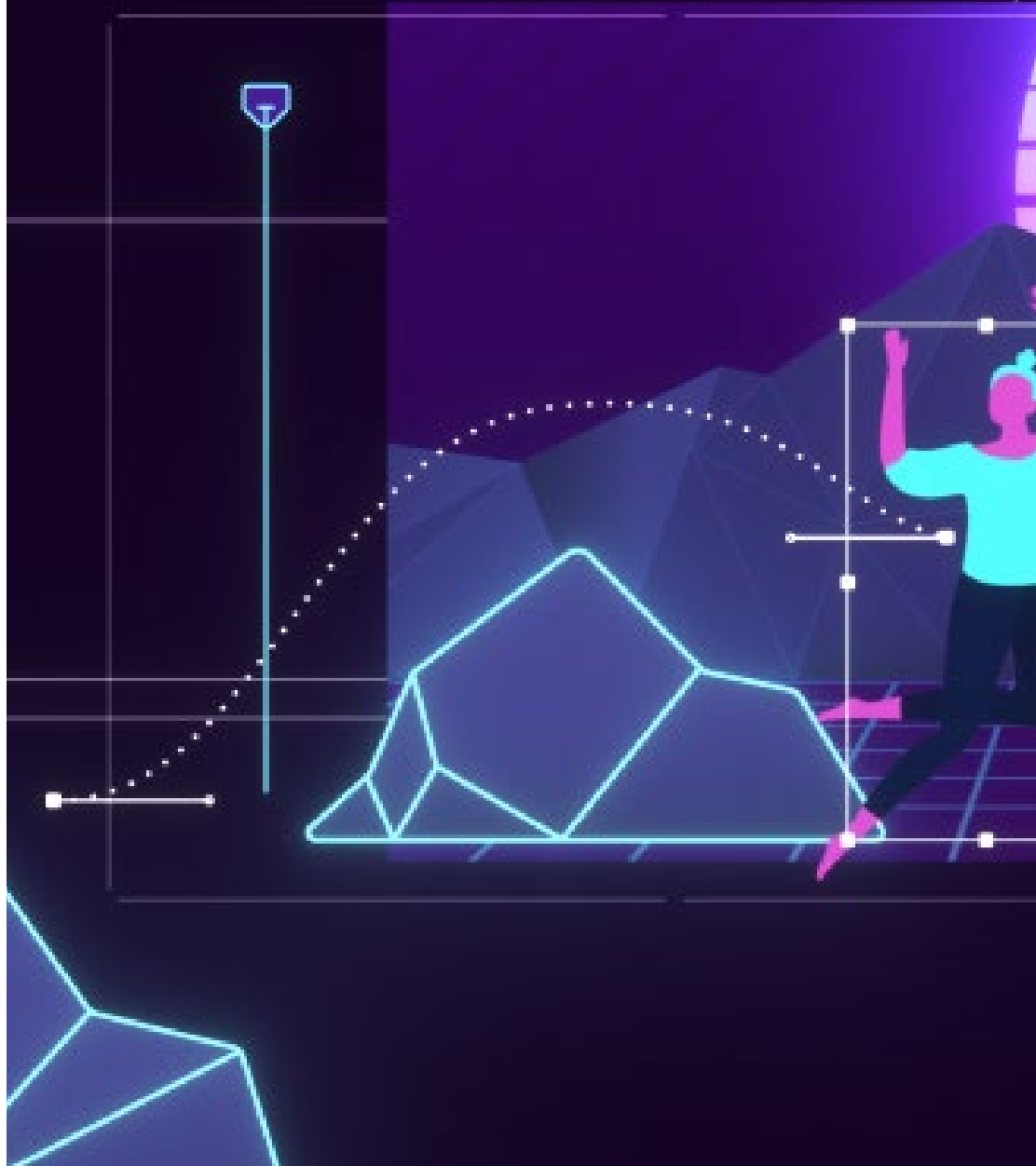


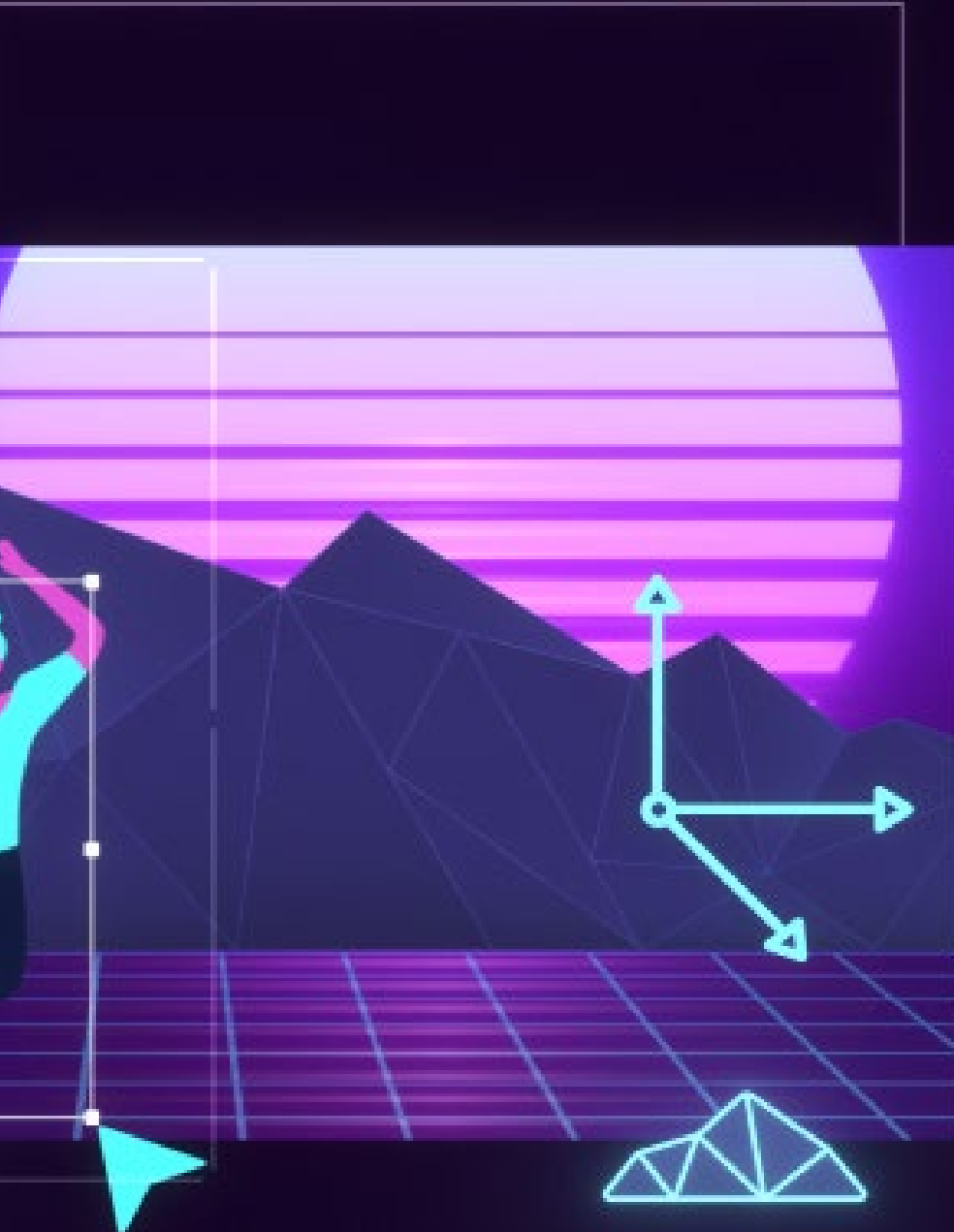
General Objectives

- ◆ Obtain a general mastery of the After Effects program
- ◆ Understand the elements that make up motion graphics
- ◆ Acquire skills in the use of different tools used for motion design
- ◆ Know how to import and export files correctly

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Don't wait any longer and enroll. Know that you will achieve success thanks to this Postgraduate Certificate”





Specific Objectives

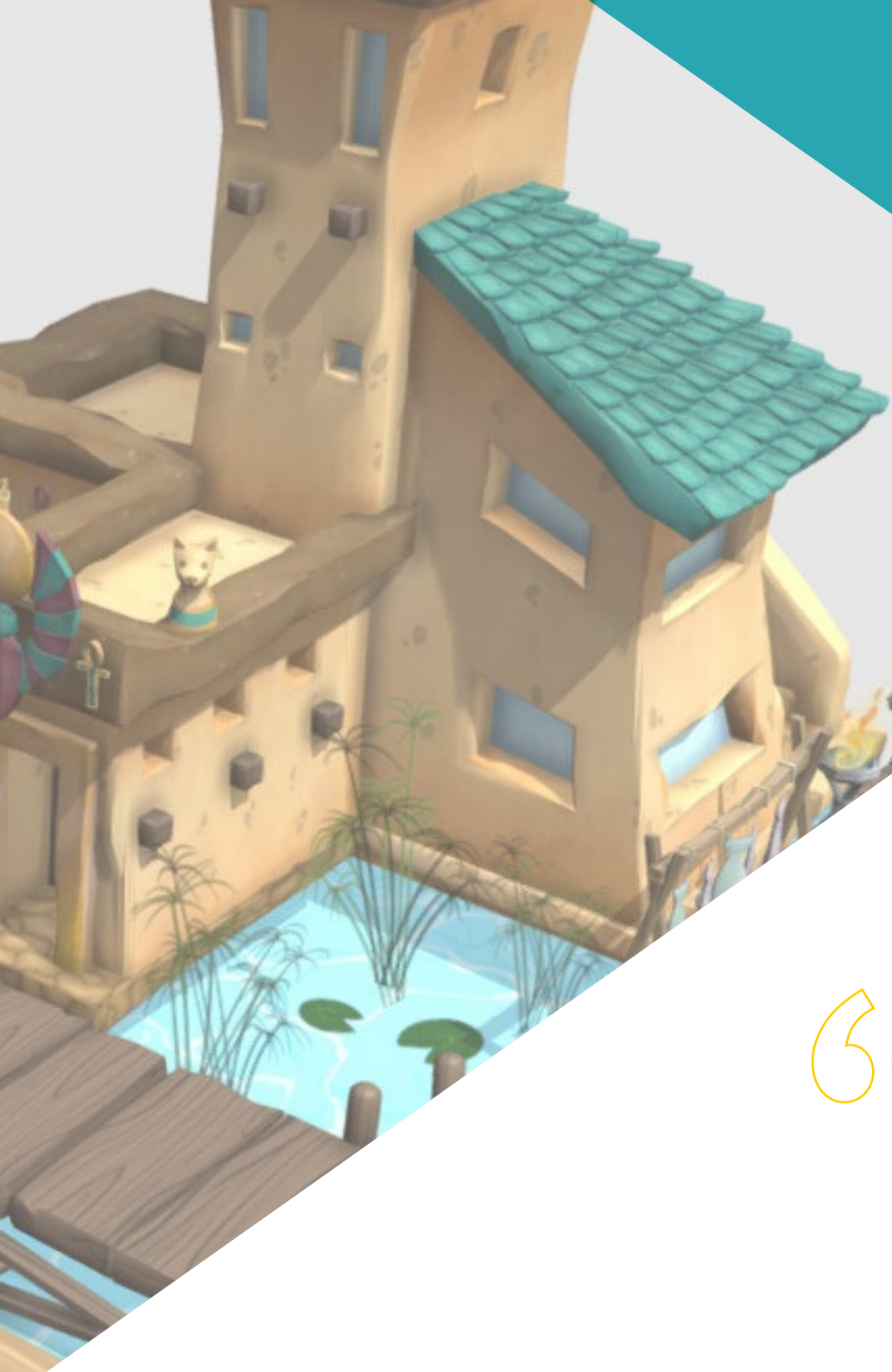
- ◆ Perform digital post-production tasks with multilayer digital composition and digital video editing software
- ◆ Translate an idea from its initial conception through preparatory drawings and make use of tools, filters and effects in the production of graphic originals
- ◆ Act effectively as a member of a creative team, meeting objectives of complex tasks
- ◆ Develop a wide variety of ideas to contribute to the creative team

03

Structure and Content

This Postgraduate Certificate in Motion Graphics for Video Games has been designed by the best experts in the field, so that students can apply its contents directly in their careers. This program is structured into 1 module, subdivided into 10 topics, through which students will learn everything they need to become experts in the field and be sought-after professionals in the industry.





“The best content to specialize in After Effects”

Module 1. Motion Graphics

- 1.1. Introduction to After Effects
 - 1.1.1. What is After Effects and What is it For? Illustrative Examples
 - 1.1.2. Project and Interface Settings
 - 1.1.3. Compositing Settings, Brushes and Windows
 - 1.1.4. Definition of Workflow: Creation of a Basic Project
 - 1.1.5. Preliminary Video Issues
 - 1.1.6. Depth of Color, Screen Formats, Audio and Video Compression
- 1.2. Basic Notions of After Effects
 - 1.2.1. Importing
 - 1.2.2. Basic Tools. Layer Types and Options
 - 1.2.3. Transformation Properties and Coordinate Origin
 - 1.2.4. Basic Exporting H.264
- 1.3. Brushes and 3D Space
 - 1.3.1. Brush Panels and Paint Effect
 - 1.3.2. Eraser, Cloning Brush, Rotoscoping Brush
 - 1.3.3. Activating the 3D Space. Views for Working in 3D
 - 1.3.4. Material and Transformation Properties
 - 1.3.5. Lights and Cameras. Camera Control
 - 1.3.6. Unified Camera Tool. Personalized View
 - 1.3.7. 3D Text: Extracting Text. Raytracing
 - 1.3.8. Vanishing Point and Camera Projection
- 1.4. Text and Transparencies
 - 1.4.1. Text Tool
 - 1.4.2. Layer Styles
 - 1.4.3. Animators, Ranges and Selectors
 - 1.4.4. Pre-established Text Animation Settings
 - 1.4.5. Alpha Channel: Mates Alpha and Preservation of Transparencies
 - 1.4.6. Transfer Control Panel: Track Mate, Fusion Modes, Maintain Underlying Transparency
 - 1.4.7. Luminance Inlays
- 1.5. Shape Masks and Layers
 - 1.5.1. Creation Tools and Mask Editing
 - 1.5.2. Shape Layers
 - 1.5.3. Convert Text and Graphics to Shape Layers or Masks
 - 1.5.4. Masks as Trajectories
 - 1.5.5. Effects that Work with Masks: Stroke, Squiggle, Scribble
- 1.6. Animation
 - 1.6.1. Keyframes. Types
 - 1.6.2. Trajectories
 - 1.6.3. Curve Graphic
 - 1.6.4. Converting Audio into Keyframes
 - 1.6.5. Parental and Precompositions
 - 1.6.6. Alternative Animation Techniques: Loops, Layer Sequencing, Free Transformation Tool, Motion Sketch, Slider
 - 1.6.7. Time Remapping
- 1.7. Effects and Chrome
 - 1.7.1. Application of Effects
 - 1.7.2. Example of Effects
 - 1.7.3. Color Correction
 - 1.7.4. Key Chrome: Keylight
- 1.8. Stabilized
 - 1.8.1. Classic Stabilizer
 - 1.8.2. Deformation Stabilizer
 - 1.8.3. Tracking Options
 - 1.8.4. Position, Rotation and Scale Stabilization



- 1.9. Tracking and Expressions
 - 1.9.1. Position and Rotation Tracking. Perspective
 - 1.9.2. Tracing with Solids, Adjustment Layers and Null Objects
 - 1.9.3. 3DTrack. Embedding Logos, Text or Images in 3D Space
 - 1.9.4. Mocha AE
 - 1.9.5. Expressions: Time
 - 1.9.6. Expressions: Loop Out
 - 1.9.7. Expressions: Wiggle
- 1.10. Export
 - 1.10.1. Exportation Settings: Most Common Formats and Codecs for Editing and Viewing I
 - 1.10.2. Exportation Settings: Most Common Formats and Codecs for Editing and Viewing II
 - 1.10.3. Exportation Settings: Most Common Formats and Codecs for Editing and Viewing III
 - 1.10.4. Saved and Completed Projects: Collect Files and Backup

“*There is no program more complete for mastering the technique of motion graphics design*”

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.



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.



05 Certificate

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



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

This program will allow you to obtain your **Postgraduate Certificate in Motion Graphics for Video Games** 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 Motion Graphics for Video Games**

Modality: **online**

Duration: **6 weeks**

Accreditation: **6 ECTS**



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



Postgraduate Certificate Motion Graphics for Video Games

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

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