

Postgraduate Certificate Pre-Production in 2D Animation



Postgraduate Certificate Pre-Production in 2D Animation

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

Website: www.techtute.com/us/videogames/postgraduate-certificate/pre-production-2d-animation

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01

Introduction

The Narrative Value of Color in 2D Animations for video games is of utmost importance, as it is an essential element in visual narrative. In addition to this, it can effectively convey information, emotions and atmosphere. For example, warm colors such as red and yellow can convey joy and happiness, while cool colors such as blue can evoke calm or melancholy. On the other hand, the colors of the settings can reflect the personality of the places in the game. One example is that a futuristic city may be dominated by metallic or neon tones. Aware of its relevance, TECH has developed a 100% online program that will delve into the particularities of color scripting in 2D Animation.





“

Study from the comfort of your home and update your knowledge online with TECH Global University, the biggest online university in the world”

Pre-production in 2D animation is a key procedure that allows video game developers to plan and organize all aspects of their projects. This includes the story, the characters, the scenery, the level design and the game mechanics. In this sense, solid planning is essential to ensure that the video game is executed efficiently and within budget. Likewise, during this phase, potential problems can be identified and resolved before they become costly obstacles during production. This saves both time and resources by avoiding major changes in later stages of development.

In this context, TECH has implemented a Postgraduate Certificate that will delve into the Pre-Production stage in 2D Animation. The academic itinerary will delve into Animation Management, focusing on important aspects such as style, vision and responsibilities. Likewise, the syllabus will address online production and workflow.

In this regard, students will acquire basic notions of the Shotgun program, in order to assign tasks or monitor development activities. On the other hand, the teaching materials will focus on the recording of final voices and digital audio editing.

As for the methodology of the Postgraduate Certificate, the program is based on a 100% online methodology, thereby providing greater flexibility and convenience to the students. This allows students to balance their studies with the rest of their daily responsibilities. It is worth highlighting the use of the Relearning teaching system, of which TECH is a pioneer. This focuses on the repetition of key concepts to consolidate knowledge, facilitating solid and lasting learning, and avoiding the extra effort that memorization would entail. In this sense, the only thing that the specialist will need to enter the Virtual Campus will be an electronic device with an Internet connection.

This **Postgraduate Certificate in Pre-Production in 2D Animation** contains the most complete and up-to-date scientific program on the market. The most important features of the program include:

- ♦ The development of case studies presented by experts in 2D Animation
- ♦ The graphic, schematic and practical contents of the book provide theoretical and practical information on those disciplines that are essential for professional practice
- ♦ Practical exercises where the self-assessment process can be carried out to improve learning
- ♦ Its 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



You will learn more about the Layout to create attractive and challenging experiences for players"

“

You will design locations that stand out for their high degree of realism”

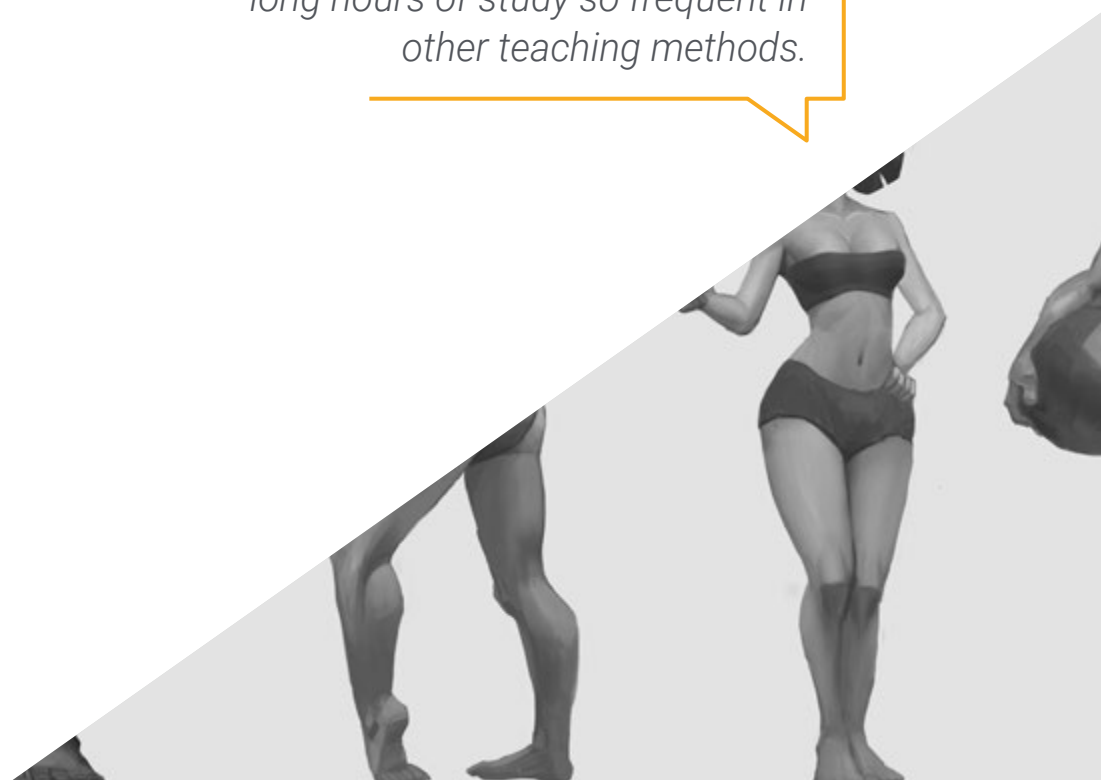
The program’s teaching staff includes professionals from the industry who contribute their work experience to this program, as well as renowned specialists from leading societies and prestigious universities.

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 education programmed to prepare for 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 course. For this purpose, students will be assisted by an innovative interactive video system created by renowned and experienced experts.

You will address advanced communication techniques with the creative and production teams.

The Relearning system applied by TECH in its programs reduces the long hours of study so frequent in other teaching methods.



02 Objectives

After completing this Postgraduate Certificate, professionals will be proficient in the creation of detailed storyboards. In order to do this, they will implement narrative and visual principles aimed at effectively planning the animation sequence. Likewise, graduates will use animation preview techniques to assess the feasibility and visual impact of ideas before the full production phase. The experts will also integrate efficiently.





“

TECH's goal will be to qualify you as a highly skilled and creative professional, who can contribute significantly to the animation and entertainment industry”



General Objectives

- ♦ Master the visual language of 2D animation
- ♦ Apply the fundamental principles of 2D animation to create compelling and engaging sequences
- ♦ Research and apply trends and technological advances in 2D animation, keeping abreast of innovations and adapting practices to industry standards
- ♦ Encourage creativity and originality in the generation of concepts, characters and plots, promoting innovation and differentiation in animated projects
- ♦ Specialize in specific areas of animation, adapting skills to different styles and genres
- ♦ Master the pre-production phases to plan and conceptualize animated projects effectively
- ♦ Implement post-production techniques and marketing strategies to optimize the diffusion and impact of animated productions
- ♦ Analyze and evaluate own and others' work, identifying areas for improvement and applying adjustments to optimize the final quality of animations





Specific Objectives

- ◆ Master the creation of detailed storyboards and storyboards, applying narrative and visual principles to effectively plan animation sequencing
- ◆ Utilize previsualization animation techniques to assess the feasibility and visual impact of ideas prior to the full production phase
- ◆ Research and analyze relevant visual references, artistic styles and trends to inspire and enrich the pre-production process
- ◆ Efficiently integrate storyboarding with conceptual and visual elements, ensuring complete and detailed planning of animated sequences



An academic institution that adapts to you and designs a program that will allow you to balance your daily activities with a quality program"

03

Course Management

The basic premise of TECH is to offer educational excellence. For this reason, this educational program relies on a teaching staff made up of outstanding specialists in the field of Pre-production in 2D Animation. These professionals are currently active in internationally renowned institutions. Therefore, they keep up to date with the latest advances in this field of specialization and use the most modern technologies in their daily procedures. Consequently, students are guaranteed to receive a world-class education.





“

You will have access to a syllabus designed by a renowned teaching staff, which will guarantee you a successful learning process”

Management



Dr. Larrauri, Julián

- ♦ Executive Producer at Capitán Araña
- ♦ Managing Producer at Arcadia Motion Pictures
- ♦ Head of Production, Director and Writer at B-Water
- ♦ Executive Producer, Production Manager and Head of Development at Ilion Animation Studios
- ♦ Production Manager at Imira Entertainment
- ♦ Ph.D. in Humanities from the Rey Juan Carlos University
- ♦ Master's Degree in Executive Production of Films and Series by Audiovisual Business School
- ♦ Master's Degree in Communication and Advertising Management by ESIC
- ♦ Degree in Audiovisual Communication from Complutense University of Madrid
- ♦ Nominated as "Best Production Director" at the Goya Awards for "Mortadelo y Filemón contra Jimmy el Cachondo"

Professors

Mr. Valle Casas, Carlos

- ♦ Audiovisual Director and Independent Producer
- ♦ Specialist in Film and TV Editing and Post-production from the Séptima Ars School
- ♦ Degree in Fine Arts from the University of Castilla La Mancha
- ♦ Production member of the animated feature film Robot Dreams produced by Arcadia Motion Pictures



“ Take this opportunity to learn about the latest advances in this field in order to apply it to your daily practice”

04

Structure and Content

This Postgraduate Certificate will provide graduates with a comprehensive overview of Pre-Production in 2D Animation. Designed by experts in the field, the syllabus will delve into the creation of a script breakdown, using planning software. In line with this, the syllabus will thoroughly analyze the design of props and their respective model sheets. In addition, the teaching materials will highlight the narrative value of color, so that students evoke a wide range of emotions in the players (from joy to fear).





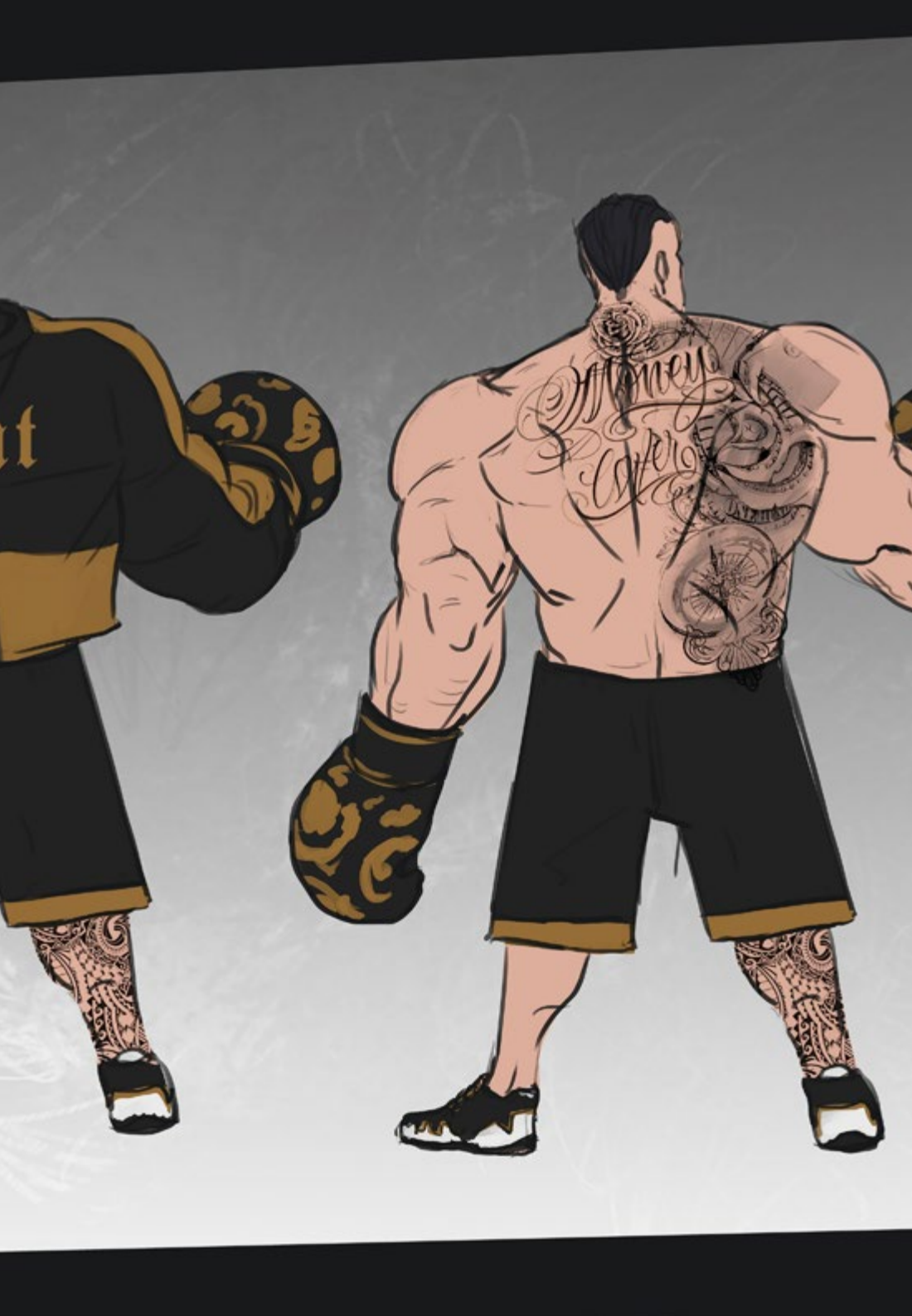
“

A high-intensity program that will allow you to advance quickly and efficiently in your learning"

Module 1. Pre-Production

- 1.1. Animation Management
 - 1.1.1. Style and Vision
 - 1.1.2. Responsibilities, Proactivity, Willingness and Delegation
 - 1.1.3. Communication with Creative and Production Teams
- 1.2. Script Breakdown
 - 1.2.1. Planning Software
 - 1.2.2. Identification of Animation Resources (Assets)
 - 1.2.3. Creating a Script Breakdown
- 1.3. Online Production and Workflow
 - 1.3.1. Online Production
 - 1.3.2. Workflow
 - 1.3.3. Introduction to the Shotgun Software
- 1.4. Conceptual Art
 - 1.4.1. From Script to Concept Art
 - 1.4.2. Visual Style
 - 1.4.3. Working with the Director and References
- 1.5. Location Design
 - 1.5.1. Structure and Narrative Needs of a Location
 - 1.5.2. The Out-Of-Frame Location, Atmospheres and Color
 - 1.5.3. Concept Art and Location Design for Final Project
- 1.6. Props Design and Model Sheets
 - 1.6.1. Practical Needs of Props Design
 - 1.6.2. Vehicles and Practicables
 - 1.6.3. Props Design for Final Project
- 1.7. Color Script
 - 1.7.1. The Narrative Value of Color
 - 1.7.2. Color Keys
 - 1.7.3. Color Script for Final Project





- 1.8. Interpretation of Storyboard
 - 1.8.1. Interpretation of Storyboard
 - 1.8.2. Layout Design
 - 1.8.3. *Final* Layout for Final Project
- 1.9. Recording of Final Voices
 - 1.9.1. Direction of Voice Actors
 - 1.9.2. Digital Audio Editing
 - 1.9.3. Voice Over Position for Final Project
- 1.10. Test Animation and Pilot
 - 1.10.1. Pencil Test
 - 1.10.2. Integration with Locations and Color
 - 1.10.3. Pilot Adjustments and Corrections

“

This university program will allow you to meet your professional aspirations in just 6 weeks. Enroll now!”

05

Study Methodology

TECH is the world's first university to combine the **case study** methodology with **Relearning**, a 100% online learning system based on guided repetition.

This disruptive pedagogical strategy has been conceived to offer professionals the opportunity to update their knowledge and develop their skills in an intensive and rigorous way. A learning model that places students at the center of the educational process giving them the leading role, adapting to their needs and leaving aside more conventional methodologies.



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TECH will prepare you to face new challenges in uncertain environments and achieve success in your career”

The student: the priority of all TECH programs

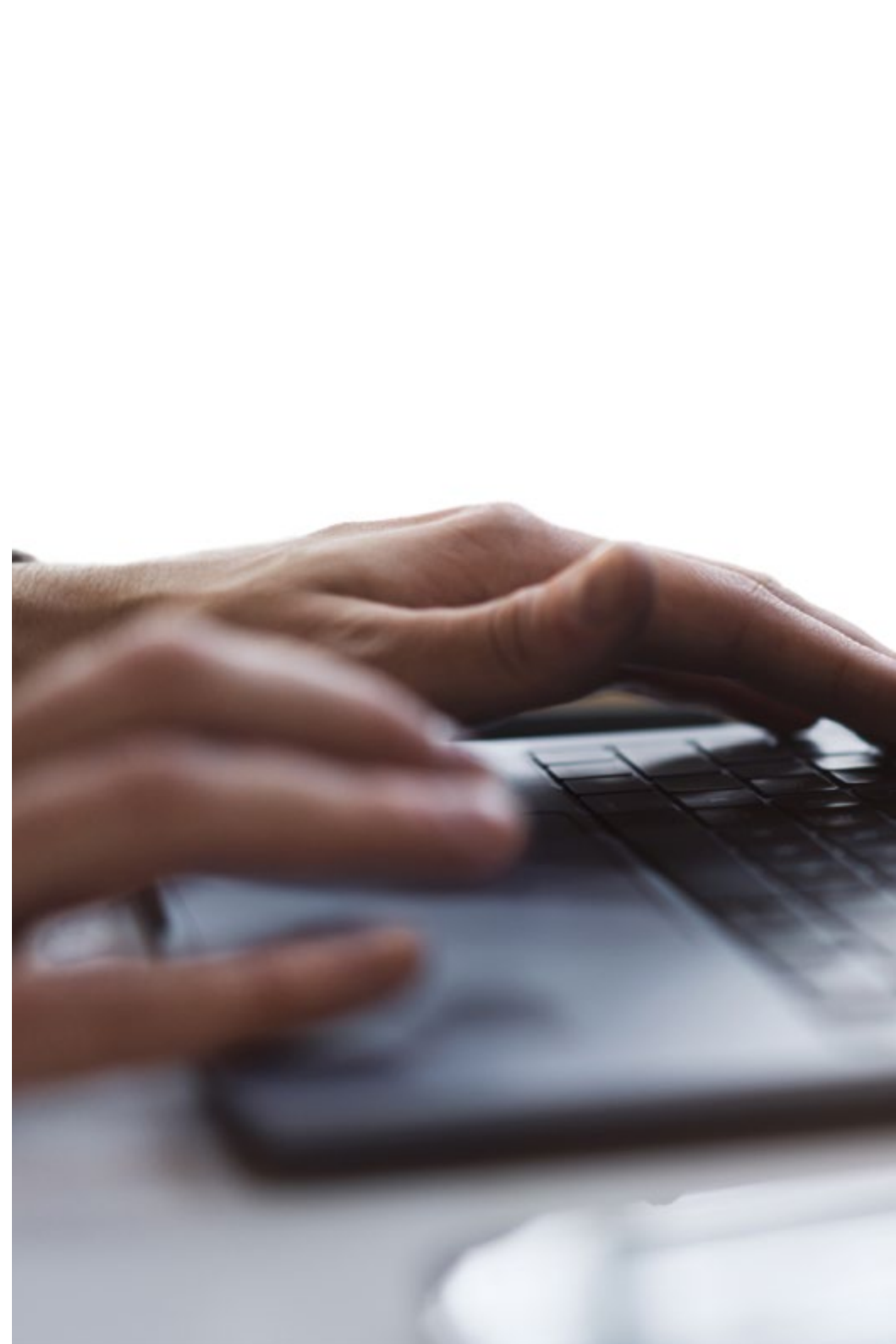
In TECH's study methodology, the student is the main protagonist.

The teaching tools of each program have been selected taking into account the demands of time, availability and academic rigor that, today, not only students demand but also the most competitive positions in the market.

With TECH's asynchronous educational model, it is students who choose the time they dedicate to study, how they decide to establish their routines, and all this from the comfort of the electronic device of their choice. The student will not have to participate in live classes, which in many cases they will not be able to attend. The learning activities will be done when it is convenient for them. They can always decide when and from where they want to study.

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*At TECH you will NOT have live classes
(which you might not be able to attend)”*



The most comprehensive study plans at the international level

TECH is distinguished by offering the most complete academic itineraries on the university scene. This comprehensiveness is achieved through the creation of syllabi that not only cover the essential knowledge, but also the most recent innovations in each area.

By being constantly up to date, these programs allow students to keep up with market changes and acquire the skills most valued by employers. In this way, those who complete their studies at TECH receive a comprehensive education that provides them with a notable competitive advantage to further their careers.

And what's more, they will be able to do so from any device, pc, tablet or smartphone.

“*TECH's model is asynchronous, so it allows you to study with your pc, tablet or your smartphone wherever you want, whenever you want and for as long as you want*”

Case Studies and Case Method

The case method has been the learning system most used by the world's best business schools. Developed in 1912 so that law students would not only learn the law based on theoretical content, its function was also to present them with real complex situations. In this way, they could make informed decisions and value judgments about how to resolve them. In 1924, Harvard adopted it as a standard teaching method.

With this teaching model, it is students themselves who build their professional competence through strategies such as Learning by Doing or Design Thinking, used by other renowned institutions such as Yale or Stanford.

This action-oriented method will be applied throughout the entire academic itinerary that the student undertakes with TECH. Students will be confronted with multiple real-life situations and will have to integrate knowledge, research, discuss and defend their ideas and decisions. All this with the premise of answering the question of how they would act when facing specific events of complexity in their daily work.



Relearning Methodology

At TECH, case studies are enhanced with the best 100% online teaching method: Relearning.

This method breaks with traditional teaching techniques to put the student at the center of the equation, providing the best content in different formats. In this way, it manages to review and reiterate the key concepts of each subject and learn to apply them in a real context.

In the same line, and according to multiple scientific researches, reiteration is the best way to learn. For this reason, TECH offers between 8 and 16 repetitions of each key concept within the same lesson, presented in a different way, with the objective of ensuring that the knowledge is completely consolidated during the study process.

Relearning will allow you to learn with less effort and better performance, involving you more in your specialization, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation to success.



A 100% online Virtual Campus with the best teaching resources

In order to apply its methodology effectively, TECH focuses on providing graduates with teaching materials in different formats: texts, interactive videos, illustrations and knowledge maps, among others. All of them are designed by qualified teachers who focus their work on combining real cases with the resolution of complex situations through simulation, the study of contexts applied to each professional career and learning based on repetition, through audios, presentations, animations, images, etc.

The latest scientific evidence in the field of Neuroscience points to the importance of taking into account the place and context where the content is accessed before starting a new learning process. Being able to adjust these variables in a personalized way helps people to remember and store knowledge in the hippocampus to retain it in the long term. This is a model called Neurocognitive context-dependent e-learning that is consciously applied in this university qualification.

In order to facilitate tutor-student contact as much as possible, you will have a wide range of communication possibilities, both in real time and delayed (internal messaging, telephone answering service, email contact with the technical secretary, chat and videoconferences).

Likewise, this very complete Virtual Campus will allow TECH students to organize their study schedules according to their personal availability or work obligations. In this way, they will have global control of the academic content and teaching tools, based on their fast-paced professional update.



The online study mode of this program will allow you to organize your time and learning pace, adapting it to your schedule”

The effectiveness of the method is justified by four fundamental achievements:

1. Students who follow this method not only achieve the assimilation of concepts, but also a development of their mental capacity, through exercises that assess real situations and the application of knowledge.
2. Learning is solidly translated into practical skills that allow the student to better integrate into the real world.
3. Ideas and concepts are understood more efficiently, given that the example situations are based on real-life.
4. Students like to feel that the effort they put into their studies is worthwhile. This then translates into a greater interest in learning and more time dedicated to working on the course.

The university methodology top-rated by its students

The results of this innovative teaching model can be seen in the overall satisfaction levels of TECH graduates.

The students' assessment of the quality of teaching, quality of materials, course structure and objectives is excellent. Not surprisingly, the institution became the best rated university by its students on the Trustpilot review platform, obtaining a 4.9 out of 5.

Access the study contents from any device with an Internet connection (computer, tablet, smartphone) thanks to the fact that TECH is at the forefront of technology and teaching.

You will be able to learn with the advantages that come with having access to simulated learning environments and the learning by observation approach, that is, Learning from an expert.



As such, the best educational materials, thoroughly prepared, will be available in this program:



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.

This content is then adapted in an audiovisual format that will create our way of working online, with the latest techniques that allow us to offer you high quality in all of the material that we provide you with.



Practicing Skills and Abilities

You will carry out activities to develop specific competencies and skills in each thematic field. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop within the framework of the globalization we live in.



Interactive Summaries

We present the contents attractively and dynamically in multimedia lessons that include audio, videos, images, diagrams, and concept maps in order to reinforce knowledge.

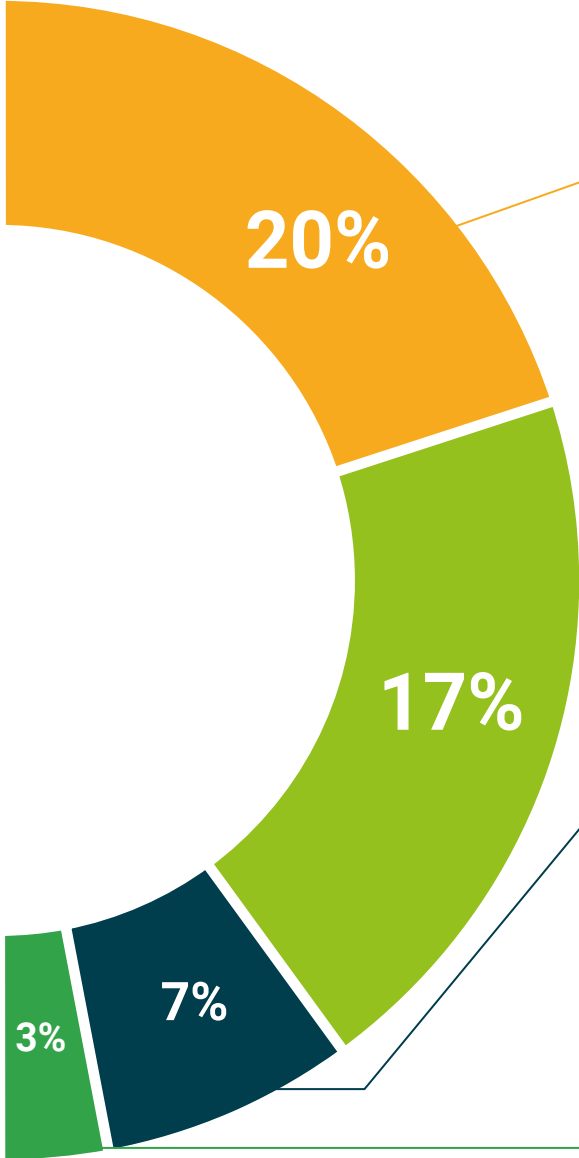
This exclusive educational system for presenting multimedia content was awarded by Microsoft as a "European Success Story".



Additional Reading

Recent articles, consensus documents, international guides... In our virtual library you will have access to everything you need to complete your education.





Case Studies

Students will complete a selection of the best case studies in the field. Cases that are presented, analyzed, and supervised by the best specialists in the world.



Testing & Retesting

We periodically assess and re-assess your knowledge throughout the program. We do this on 3 of the 4 levels of Miller's Pyramid.



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 for future difficult decisions.



Quick Action Guides

TECH offers the most relevant contents of the course in the form of worksheets or quick action guides. A synthetic, practical and effective way to help students progress in their learning.



06 Certificate

The Postgraduate Certificate in Pre-Production in 2D Animation 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 private qualification will allow you to obtain a **Postgraduate Certificate in Pre-Production in 2D Animation** 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 private qualification**, 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 Pre-Production in 2D Animation**

Modality: **online**

Duration: **6 weeks**

Accreditation: **6 ECTS**



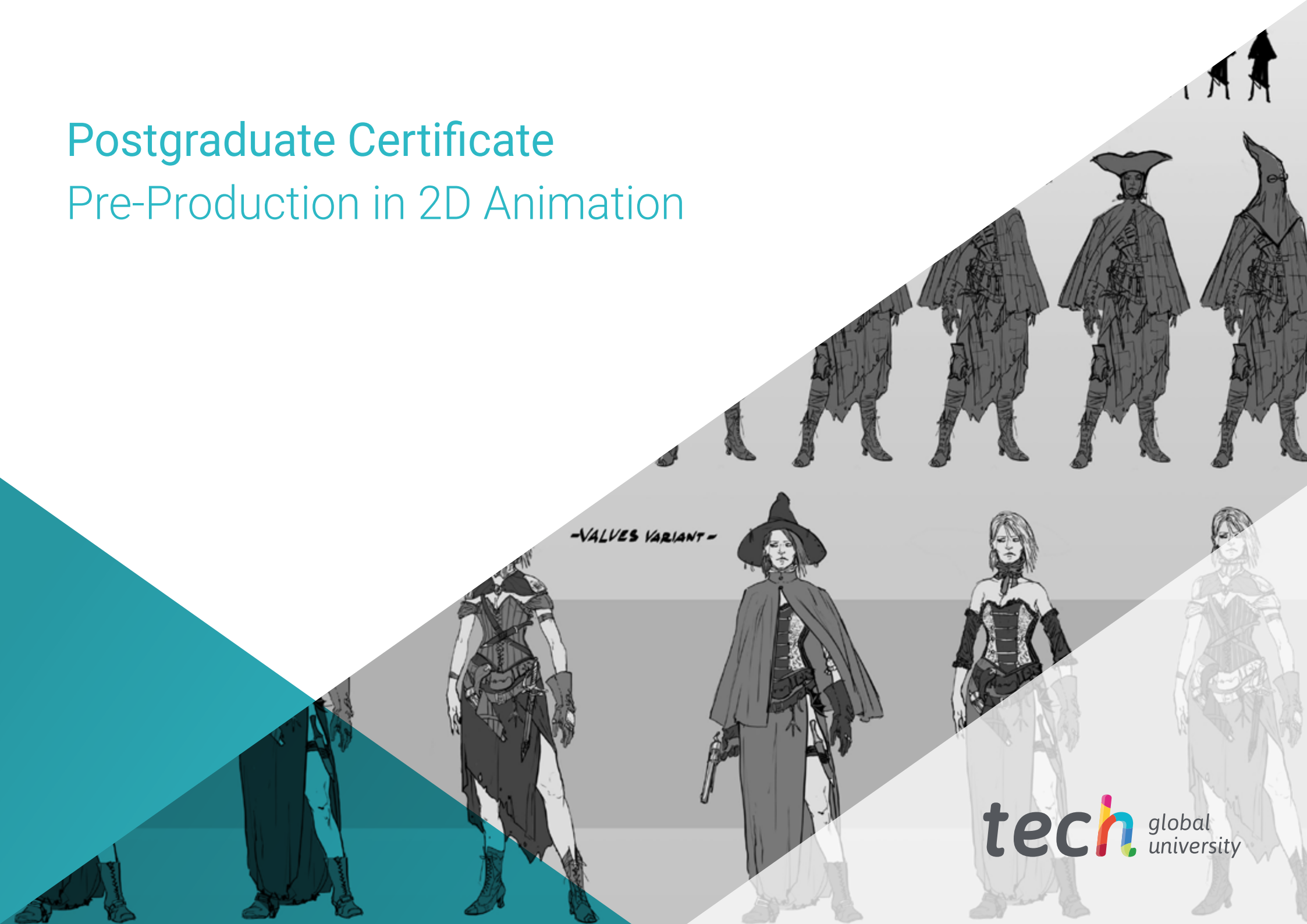
future
health confidence people
education information tutors
guarantee accreditation teaching
institutions technology learning
community commitment
personalized service innovation
knowledge present
development lang
classroom



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Postgraduate Certificate Pre-Production in 2D Animation



-VALVES VARIANT-