

Postgraduate Diploma Artistic Design in Video Games



Postgraduate Diploma Artistic Design in Video Games

- » Modality: online
- » Duration: 6 months
- » Certificate: TECH Global University
- » Credits: 18 ECTS
- » Schedule: at your own pace
- » Exams: online

Website: www.techtute.com/us/videogames/postgraduate-diploma/postgraduate-diploma-artistic-design-video-games

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01

Introduction

The raison d'être of video games goes beyond entertainment, they are a form of communication where millions of people in the world come together; they are a contemporary cultural demonstration and a form of artistic expression per se. Their design and style are fundamental to stand out, where every detail counts to make the stories unique and memorable. Behind every videogame there is a creator, a professional. Expressing your creativity with the right tools in the world of video game artistic design requires the best education. This program will allow students to learn the artistic procedures necessary to advance their career, with the use of specific illustration and design software, to the next level.



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Propel your career to the next level by developing your creativity in all phases of video game artistic design”

With this Postgraduate Diploma in Artistic Design in Video Games the student will learn to efficiently use the tools and technology implemented in the market, knowing the differences between Photoshop, Clip Studio Paint and Procreate.

They will determine their own style, thanks to learning the different types of sketches and the use of materials with which an artist works nowadays. In addition to professionally designing characters and *Props*, as well as digitizing traditional media.

The Artistic Design of the Video Game will provide greater or lesser success to the work, so to be a differentiating professional education in the improvement of their lines and techniques is essential. This degree will allow you to learn from the ideation, using the psychology of color and its correct implementation according to the objective of the piece, to the design of the artistic show, the *Pitch Deck* and a clean finish.

Quality content elaborated by expert teachers in Concept Art and design allow a comfortable study experience for the student, participating actively in their learning process and making this experience an important step in their personal transformation.

This **Postgraduate Diploma in Artistic Design in Video Games** contains the most complete and up-to-date program on the market. Its most notable features are:

- ◆ The development of case studies presented by experts in Art for Video Games
- ◆ The graphic, schematic and eminently practical contents of the book provide theoretical and practical information on those disciplines that are essential for professional practice
- ◆ Practical exercises where self-assessment can be used to improve learning
- ◆ Its special emphasis on innovative methodologies in Advanced Practice Nursing
- ◆ 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



Specialize as an artist in the video game industry and learn how to use the most widely used programs such as Krita, Aseprite and Photoshop"

“

Learn how to efficiently use today's most widely implemented design software”

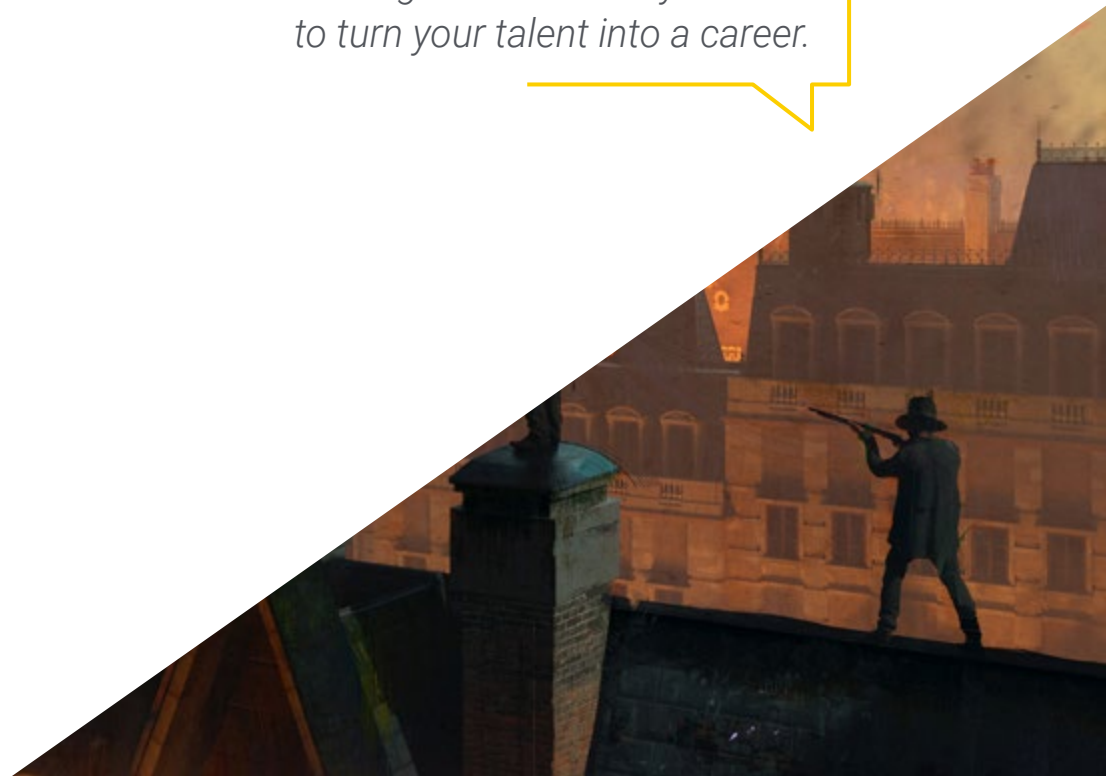
Turn your professional portfolio into a real showcase with a Shape Design that stands out in different scenarios.

You will get all the tools you need to turn your talent into a career.

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.



02 Objectives

This Postgraduate Diploma in Artistic Design in Video Games has been created with the aim of providing students with the necessary skills to study the key aspects of design in depth. You will develop skills that will make you a versatile, up to date and unique professional, guiding you towards excellence in a growing and constantly updated industry. TECH establishes a series of general and specific objectives for the satisfaction of the future graduate, shaping their creativity from the initial sketch to the final presentation of the work in an adequate manner.





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*Presenting a play takes effort and work,
TECH's goal is for you to reach your goal
and develop your talent"*



General Objectives

- ◆ Become a unique artist in the world of video game art
- ◆ Manage in an efficient and innovative way the different techniques applied in design
- ◆ Unify elements of art history with new technologies
- ◆ Be able to use the variables of professional drawing for video games
- ◆ Optimize results by learning innovative methodologies applied in this program
- ◆ Achieve differentiating knowledge for each project

“With your effort and the methodology implemented in TECH you will be able to update your portfolio at the same time”





Specific Objectives

Module 1. Professional Drawing

- ◆ 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

Module 2. Programs in the Industry

- ◆ Study the different programs currently used in the industry in depth
- ◆ Know the differences between Photoshop, Clip Studio Paint and Procreate
- ◆ Master the Photoshop interface and tools
- ◆ Learn to digitize traditional media professionally

Module 3. Design in Video Games

- ◆ Devise artistic concepts for video game design
- ◆ Learn how to professionally design characters and *Props*
- ◆ Know the basics of clothing and set design
- ◆ Analyze the work in order to know how to clean it and present it in an appropriate way

03

Course Management

In order to develop a certification according to the demands of the video game industry, TECH has specialized professionals so that the student acquires cutting-edge knowledge in each of its programs. That is why the Postgraduate Diploma in Artistic Design in Video Games will offer the best tools and knowledge for students to develop all their skills, standing out in an increasingly competitive world.





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If you are focusing your professional career in the world of video games, at TECH you will find the ideal program to advance to the next level"

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

Implementing the most innovative methodology in the academic panorama, TECH Global University offers the program in Artistic Design in Video Games, consisting of 3 modules that will allow you to understand from the planning, choice and use of materials, programs and appropriate systems to the development of the final product. The way in which the different units of this program are presented facilitates their study and understanding, so that at the end the student will have the necessary tools to meet the standards of the professional artistic designer.





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Handling the programs used in the video game design industry is indispensable for every professional in the sector. You will learn it in this program"

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

Module 2. Programs in the Industry

- 2.1. Photoshop
 - 2.1.1. In the industry
 - 2.1.2. Basics
 - 2.1.3. Recommendations
- 2.2. Clip Studio Paint
 - 2.2.1. Differences
 - 2.2.2. What Makes It Unique?
 - 2.2.3. For Whom?
- 2.3. Procreate
 - 2.3.1. iPad
 - 2.3.2. In the industry
 - 2.3.3. Future
- 2.4. Alternative Programs
 - 2.4.1. Krita
 - 2.4.2. Aseprite
 - 2.4.3. Others
- 2.5. Photoshop Interface
 - 2.5.1. Tools
 - 2.5.2. Personalization
 - 2.5.3. Advice
- 2.6. Photoshop Layers
 - 2.6.1. Layer Styles
 - 2.6.2. Mask Layer
 - 2.6.3. Advice

- 2.7. Photoshop Brushes
 - 2.7.1. Where to Find
 - 2.7.2. Create your Own
 - 2.7.3. Use
- 2.8. Format and Dimensions
 - 2.8.1. JPG vs. PNG
 - 2.8.2. Bits
 - 2.8.3. Image Resolution
- 2.9. Color in Photoshop
 - 2.9.1. One Layer
 - 2.9.2. Multiple Layers
 - 2.9.3. Advice
- 2.10. Digitized from Traditional Media
 - 2.10.1. Scanning
 - 2.10.2. Photoshop Editing
 - 2.10.3. Erase Colors

Module 3. Design in Videogames

- 3.1. Design in Video Games
 - 3.1.1. Design and Video Games
 - 3.1.2. *Concept*
- 3.2. Ideation
 - 3.2.1. References
 - 3.2.2. Written
 - 3.2.3. Sketches
- 3.3. Iteration
 - 3.3.1. Silhouettes
 - 3.3.2. Advice
 - 3.3.3. *Shape Design*
- 3.4. Character Design
 - 3.4.1. Psychology of the Character
 - 3.4.2. Color
 - 3.4.3. Details

- 3.5. Prop Design
 - 3.5.1. Shape
 - 3.5.2. Uses
 - 3.5.3. Importance
- 3.6. Scenario Design
 - 3.6.1. Composition
 - 3.6.2. Details
 - 3.6.3. Depth
- 3.7. Clothing Design
 - 3.7.1. Reference
 - 3.7.2. Inspiration
 - 3.7.3. Originality
- 3.8. Color in Design
 - 3.8.1. Meaning
 - 3.8.2. Psychology
 - 3.8.3. Focal Points
- 3.9. Utility of the Work
 - 3.9.1. Video Game Industry
 - 3.9.2. 3D Equipment
 - 3.9.3. Project
- 3.10. Artistic "Show" Design
 - 3.10.1. *Pitch Deck*
 - 3.10.2. Finished Work
 - 3.10.3. Cleaning



Specializing in Artistic Design as a video game developer is a plus that cannot be missing in your professional profile"

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.



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 is the most widely used learning system in the best faculties in the world. 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 we face in the case method, an action-oriented learning method. Throughout the program, the studies will be presented with multiple real cases. They will have to combine all their knowledge and research, and argue and defend their 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 competencies and skills in each thematic area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization that we are experiencing.



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 Diploma in Artistic Design in Video Games guarantees students, in addition to the most rigorous and up-to-date education, access to a Postgraduate Diploma 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 Diploma in Artistic Design in 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 Diploma in Artistic Design in Video Games**

Modality: **online**

Duration: **6 months**

Accreditation: **18 ECTS**



*Apostille Convention. In the event that the student wishes to have their paper Diploma issued with an apostille, TECH Global University 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
development language
virtual classroom



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