Postgraduate Diploma

Design and Creation of Characters for Video Games

tech global university

Postgraduate Diploma
Design and Creation of Characters for Video Games

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

Website: **www.techtitute.com/us/videogames-design/postgraduate-diploma/postgraduate-diploma-design-creation-characters-video-games**

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01
Introduction

In the world of character production for video games, creativity plays a fundamental role. That is why a good guide to help organize and give shape to all these ideas will make it easier to move towards a reality. In this program the student will acquire the necessary knowledge to achieve their goals. It is designed for those professionals who want to increase and improve their knowledge from zero. Thanks to its online methodology, the student will be able to organize their learning, adapting it to the schedule that best fits in with their daily life.

Character creation is a door to the idyllic world of possibilities where imagination has no limits"

Video games are growing in popularity. More and more people are dedicating part of their time to paying all kinds of video games. Characters such as Lara Croft and Cloud Strife have become, throughout the years, authentic icons in the world of digital games. Through different analyses and techniques, we have been able to create better graphics which imitate, more and more precisely, real life beings or objects. This has increased the number of new video games that are released each day on the market. Many of them are new and others improving on ones that already exist.

Creating a character forms part of a creative process in which different factors are involved. Their physical aspect, how they move and the poses they use are only some of the topics that form part of the creation process of a designer. As a consequence, many companies in the sector demand qualified people to develop their product. Designers and creators are a key piece. The characters in a video game are, for the most part, the public face and therefore what the player will associate with the game.

There aren't many educational opportunities currently available in this relatively new field. For this reason, TECH has decided to offer this type of program, which offers a learning opportunity for the creation and design of characters from scratch. Thanks to the *Relearning* methodology, it is possible to find a very profitable combination of high teaching standards, high academic demands and state of the art educational technology.

This Postgraduate Diploma in Design and Creation of Characters for Video Games will guide the student to discover the types of characters that exist. At the same time, they will explore their construction through the anatomy or the definition of their style. A special feature of this program is that it takes place completely online, making it easier for the student to combine their studying with their other personal and professional commitments.

This **Postgraduate Diploma in Design and Creation of Characters for Video Games** contains the most complete and innovative program on the market. Its key characteristics are as follows:

- Practical cases presented by experts in the creation of 2D fantasy and horror characters
- The graphic, schematic, and eminently practical contents with which they are created, provide practical information on the disciplines that are essential for professional practice
- Practical exercises where self assessment can be used to improve learning
- Special emphasis on innovative methodologies
- Theoretical lessons, questions for experts and individual reflection work
- Content that is accessible from any fixed or portable device with an Internet connection

Create 2D and 3D characters of all kinds with the most avant garde techniques thanks to a 100% online program that is compatible with other professional and personal activities"

" *Thanks to this Postgraduate Diploma, you will acquire the necessary skills to create new characters; from the production of aspects as specific as hair to the facial features themselves, among others"*

Learn how to unleash your imagination and create new characters for video games.

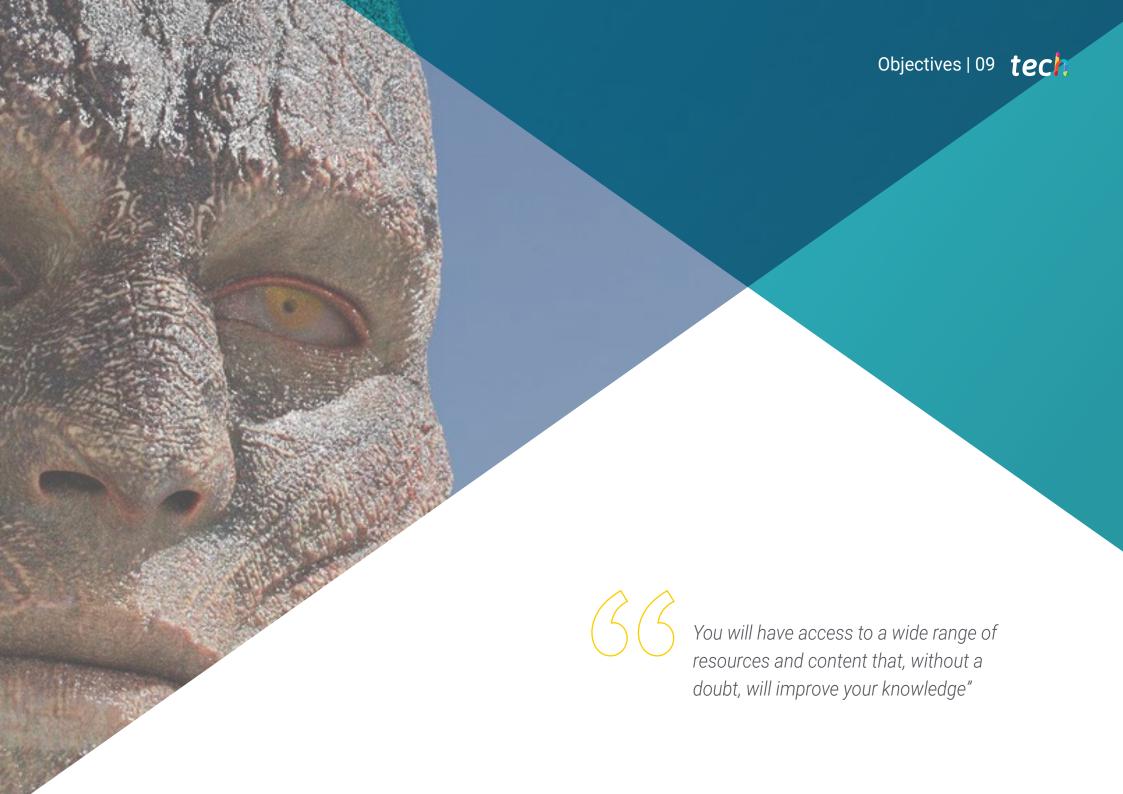*Your character could be the next Sonic.*

The program's teaching staff includes professionals from the 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 training programmed to train 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 during the academic year. For this purpose, the student will be assisted by an innovative interactive video system created by renowned and experienced experts.

02
Objectives

The characters are an indispensable part of a video game and that is why it is so important to develop them will skill and competence. This Postgraduate Diploma is designed to reinforce and nurture all the knowledge and skills of the students related to the design and creation of video game characters. With this program, TECH aims to provide students with an up to date and modern syllabus with the direct support of a team of professionals.

You will have access to a wide range of resources and content that, without a doubt, will improve your knowledge"

General Objectives

- Encourage the necessary documentation and reference taking needed to do the job correctly
- Know how to structure, create and build characters
- Gain deeper knowledge in the development of model portfolios needed in the animation industry
- Create all types of vehicles and objects for use in any of the 2D and 3D animation disciplines
- Exhaustively develop characters specifically for 2D and 3D video games

" *You will be able to match the professional quality of the largest video game projects after completing this degree"*

Specific Objectives

Module 1. Videogames and Characters
- Create characters for video games
- Analyze the different types of video games
- Know the public that it is directed at

Module 2. Characters
- Study the different styles and cultures that exist
- Learn to develop characters through time
- Apply knowledge to the different formats
- Know the different techniques applied to specific characters
- Know the most current styles

Module 3. Character Building
- Create characters from start to finish
- Apply all the anatomical forms possible
- Work lines of action, axis and positions
- Design the different parts of a character through a drawing base

03
Course Management

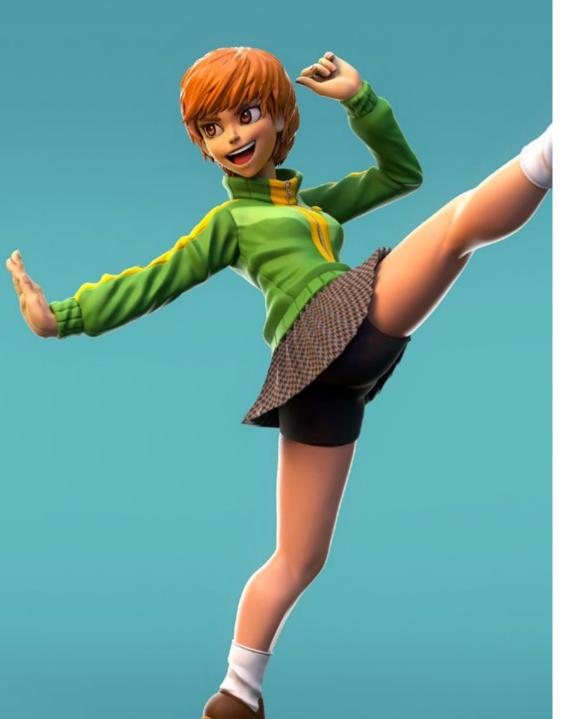In this Postgraduate Diploma, you will find the greatest professionals from the field of video games. Thanks to their teaching, the students will not only acquire general and specific knowledge, but also *tips* based on the experience of the teaching staff who will help the student to develop. This is a guarantee of learning that will reward you with the perfect skills for the workplace.

The teaching team of this Postgraduate Diploma will bring out the best in you and help you to improve in your professional path"

Management

Mr. Quilez Jordán, Francisco Manuel

- Background designer and assistant on the Goya award winning short film "Pollo"
- Background designer, storyboarder, animator and assistant on projects such as "A Midsummer Night's Dream", "The Spirit of the Forest", "Wrinkles" and "Phineas and Ferb"
- Intercalator and designer at 12 Pingüinos with projects such as "Las Tres Mellizas" or "Juanito Jones"

Professors

Mr. Sirgo González, Manuel
- Manager and director of the production company 12 Pingüinos SL
- Manager and director of the production company Cazatalentos SL
- Academic Member of the Academy of Motion Picture Arts and Sciences of Spain
- Professor at the Complutense University of Madrid, in the Faculty of Fine Arts, of the course Experimental Drawing and 2D Animation

Dr. Delgado Sánchez, Cruz

- Production coordinator of several feature films and television series: Gulliver's Travels, The 4 Musicians of Bremen (Goya Award), Los Trotamúsicos (also screenwriter)
- PhD in Audiovisual Communication
- Professor of Production and Scriptwriting and coordinator of the Animation Specialty at ECAM (School of Cinematography and Audiovisuals of the Community of Madrid)
- Professor of the subject History of Animation Cinema at the University School of Design, Innovation and Technology (ESNE) and at U-tad
- Lecturer on topics related to animated films at several universities (CEES European University, San Pablo-CEU)
- Academic Member of the Academy of Motion Picture Arts and Sciences
- Author of five books on animation and contributor to different written media
- Collaborator on cinematographic topics in various programs of Cadena COPE

Mr. Rodríguez Tendero, Rodrigo

- Cartoon collaborations with the 12 Pingüinos Studio: Tirma, Chupachups, Parque Temático Warner, Kalise-Menorquina, Las tres mellizas, Pollo (short film winner of the Goya Award for best animated short film)
- Design and Illustration Projects in Merlin Games, Antivirus McAfee, Revista Club Megatrix, Amstel and Ikea, among many others

Structure and Content

This syllabus has been designed with the objective of learning everything necessary for a correct and advanced creation of characters of the fantasy and horror genre in the world of video games. The program offers students everything they need to obtain all the key skills for this task, as well as specialized knowledge. Thus, the 3 modules that make up this Postgraduate Diploma provide the student with all the necessary tools to develop naturally and with insight into the field.

"This syllabus is the key to a correct development in the professional environment of this very specific field"

Module 1. Videogames and Characters

1.1.   Characters and Videogames
    1.1.1.   Analysis of Characters in Videogames
    1.1.2.   *Target* of the Character
    1.1.3.   References
1.2.   Types
    1.2.1.   2D-3D
    1.2.2.   Platforms and Types
    1.2.3.   Pixelated Characters
1.3.   Methodology
    1.3.1.   Planning of Work and Types of Documents
    1.3.2.   Analytical Animation
    1.3.3.   Line Draughtsman and Shape Draughtsman
1.4.   Define a Style
    1.4.1.   References and Key Points
    1.4.2.   Light and Color: Creating an Atmosphere
    1.4.3.   Characters: Personality and Consistency
1.5.   Traditional 2D
    1.5.1.   References
    1.5.2.   Creation
    1.5.3.   *Model Sheet* Package
1.6.   *Cut Out I*
    1.6.1.   References
    1.6.2.   Methodology
    1.6.3.   Construction
1.7.   *Cut Out II*
    1.7.1.   Color
    1.7.2.   *Rig*
    1.7.3.   Libraries
1.8.   3D
    1.8.1.   References
    1.8.2.   Design
    1.8.3.   Construction
1.9.   Pixelated Characters
    1.9.1.   References and Documentation
    1.9.2.   Design
    1.9.3.   Poses
1.10.   Reference for the 3D Model
    1.10.1.   Color Palettes
    1.10.2.   Texture
    1.10.3.   Light and Shade

Module 2. Characters

2.1.   Geometric Shapes
    2.1.1.   Basic
    2.1.2.   Combination of Shapes
    2.1.3.   Axis
2.2.   Lines of Action
    2.2.1.   Curves, Horizontal and Diagonal
    2.2.2.   Simple Shapes in the Line of Action
    2.2.3.   Structure and Extremities
2.3.   Complex Shapes
    2.3.1.   Combined Geometries
    2.3.2.   Pose
    2.3.3.   Division of Heads
2.4.   Anatomy
    2.4.1.   Classic Human Canon
    2.4.2.   Proportions
    2.4.3.   Action Poses
2.5.   Head
    2.5.1.   Construction
    2.5.2.   Axis
    2.5.3.   Eyes and Parts of the Face

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.

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.

01 learning from evidence

02 relearning from evidence

03 testing

04 learning from an expert

05 neurocognitive context dependent learning

06 Von-Restorff effect

07 case based learning through storytelling

08 competencies testing (retesting)

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.
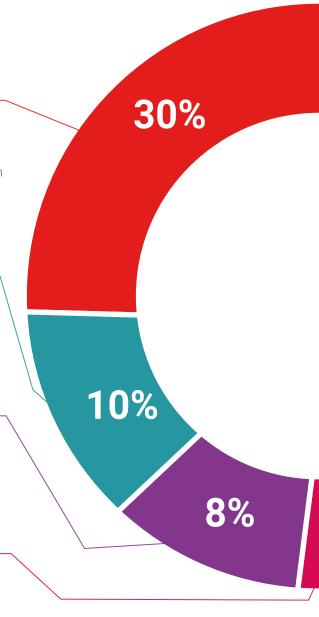
Practising Skills and Abilities

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.
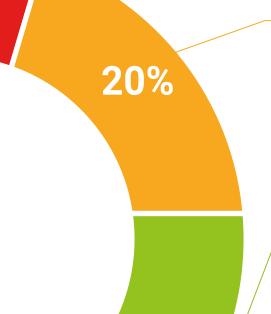
Additional Reading

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.

30%

10%

8%

20%

25%

4%

3%

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 Design and Creation of Characters for Video Games guarantees, in addition to the most rigorous and up to date training, access to a Postgraduate Diploma issued by TECH Global University.

> *Successfully complete this program and receive your university degree without travel or laborious paperwork"*

This program will allow you to obtain your **Postgraduate Diploma in Design and Creation of Characters 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 Diploma in Design and Creation of Characters for Video Games**

Modality: **online**

Duration: **6 months**

Accreditation: **18 ECTS**

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tech global university

Mr./Ms. _____, with identification document _____
has successfully passed and obtained the title of:

Postgraduate Diploma in Design and Creation of Characters for Video Games

This is a program of 450 hours of duration equivalent to 18 ECTS, with a start date of dd/mm/yyyy and an end date of dd/mm/yyyy.

TECH Global University is a university officially recognized by the Government of Andorra on the 31st of January of 2024, which belongs to the European Higher Education Area (EHEA).

In Andorra la Vella, on the 28th of February of 2024

Dr. Pedro Navarro Illana
Rector

Unique TECH Code: AFWORD23S   techtitute.com/certificates

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*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.

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