Postgraduate Diploma
Production of 2D Animation

tech technological university

Postgraduate Diploma
Production of 2D Animation

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

Website: **www.techtitute.com/in/videogames/postgraduate-diploma/postgraduate-diploma-production-2d-animation**

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01
Introduction

The application of Production of 2D Animation in the development of video games brings a number of important benefits. First, this technique allows for greater flexibility and agility in the creation of graphics, which facilitates iteration and experimentation during the design process. In addition, the unique visual aesthetic of 2D Animation contributes to the creation of games with a distinctive artistic style that is appealing to the audience. Also, the use of these animations optimizes Hardware resources, resulting in better optimization of game performance, especially on devices with limited capabilities. TECH has implemented a completely digital and adaptable program, making it possible for graduates to connect at any time.

> "Choose Production of 2D Animation, applied to video games, to offer a visually appealing experience and improve efficiency in the development and game experience"

The application of Production of 2D Animation in video game development brings with it a number of significant benefits that enrich the player's experience. First, 2D animation allows for detailed and stylized artistic expression, giving designers the ability to create captivating visual worlds and memorable characters. This artistic approach, with its unique aesthetic, contributes to a game's distinctive visual identity, attracting the audience's attention.

That's why TECH has designed this Postgraduate Diploma, which will cover the animation direction, where the definition of style and vision will be analyzed, as well as the responsibilities of leadership and communication with the creative and production teams. This is why TECH has designed this Postgraduate Diploma, which will cover animation direction, where the definition of style and vision will be analyzed, as well as the responsibilities of leadership and communication with creative and production teams.

In addition, it will delve into the breakdown of the script, which involves the identification of animation resources and the creation of a detailed breakdown, to efficiently plan the production process. In addition, advanced techniques such as intercutting, digital shading and special effects animation, along with digital compositing and rendering, will be covered in depth.

Finally, professionals will delve into final editing and compositing, sound design and mixing, as well as color correction and the creation of demo *reels*, in order to present their work effectively in different markets and platforms. Marketing and self-representation strategies will be explored, along with legal and financial aspects, such as the registration of works, copyrights and project financing.

In this way, graduates will have a unique opportunity, thanks to the digital and versatile approach of this university program. This will provide them with additional flexibility to manage their study schedules, facilitating the harmonization between their daily personal and professional responsibilities.

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

- The development of case studies presented by experts in Production of 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

Take advantage of this unique opportunity! You will benefit from the resource efficiency of 2D Animation, as it requires less processing power than its 3D counterparts"

You will dive into the online production and workflow, with an introduction to the Shotgun program, facilitating the coordination and organization of the team at all stages of the project.

You will analyze the closing cycle of the production process, promoting your career in the Animation industry with success and confidence, all thanks to this 100% online program.

"*You will acquire the practical and creative skills necessary to carry out Production of 2D Animation, with fluidity and precision, from conceptualization to final implementation*"

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 education 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 during the academic year For this purpose, the students will be assisted by an innovative interactive video system created by renowned and experienced experts.

Objectives

The objectives of this program cover technical, creative and management aspects. First of all, the expert will be expected to master the tools and techniques necessary to create high quality 2D Animation, from conceptual design to post-production. In addition, it will be crucial that they understand the fundamental principles of visual storytelling and cinematography, in order to convey stories effectively through animation. And, at the management level, you will be equipped with the essential skills to coordinate teams, manage resources and meet project deadlines.
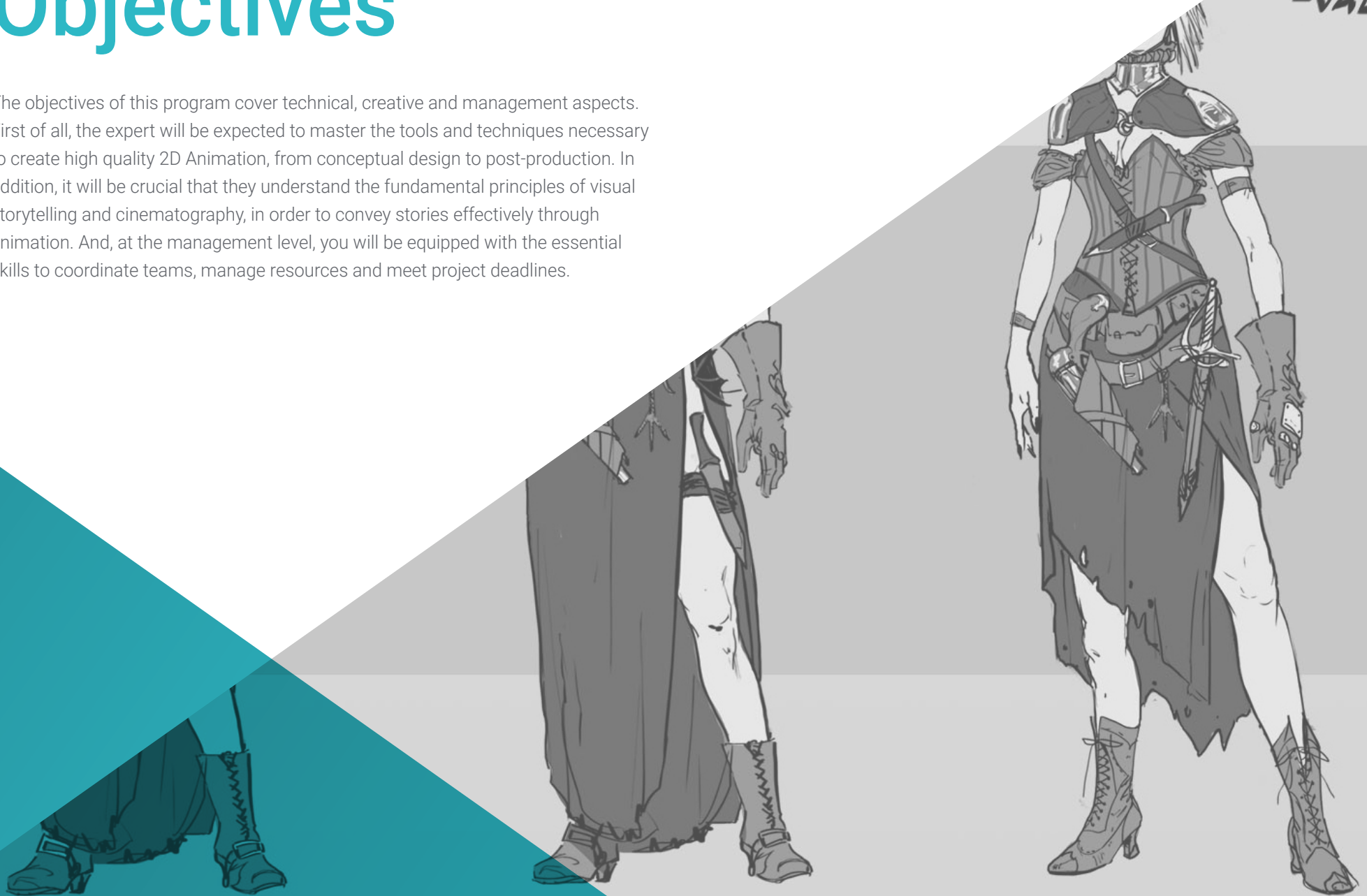
VARIANT -

"
You will hone your technical and creative skills in Production, including the use of Rough Animation, motion design, intercutting, digital shading, digital compositing and rendering"

General Objectives

- Master the pre-production phases to effectively plan and conceptualize animated projects

- 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

You will develop skills that will allow you to contribute significantly to the Animation industry, whether working in animation studios, video game companies or independent projects"

Specific Objectives

Module 1. Pre-Production

- 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 the storyboard with conceptual and visual elements, ensuring complete and detailed planning of animated sequences

Module 2. Production

- Monitor and adjust the visual quality of the animation, making revisions and corrections as necessary to ensure consistency and aesthetic impact

- Solve unexpected problems and challenges during production, adapting to changes and proposing creative solutions to ensure the success of the animated project

- Integrate emerging technologies and current trends into 2D animation production, keeping up to date with industry innovations

Module 3. Post Production and Marketing

- Apply advanced post-production techniques to 2D animation, including video editing, color correction and visual effects

- Integrate sound, music and effects elements effectively in post-production, ensuring a complete and coherent audiovisual experience

- Develop specific marketing strategies for 2D animations, considering promotion and distribution across different platforms and markets

- Develop presentation and communication skills to effectively explain the creative decisions and concepts behind animations

- Collaborate with specialized Marketing and Communications teams, ensuring coherence in the overall marketing strategy for animated projects

03
Course Management

The teachers who teach the Postgraduate Diploma are highly qualified and experienced experts in the Animation industry. In fact, they come from diverse backgrounds, from animation directors and concept artists to producers and post-production professionals, which allows them to offer a comprehensive perspective of the animation process. In addition, these mentors have in-depth technical and creative knowledge in specific areas, such as animation direction, motion design and color correction, and are able to transmit their knowledge effectively to the graduates.
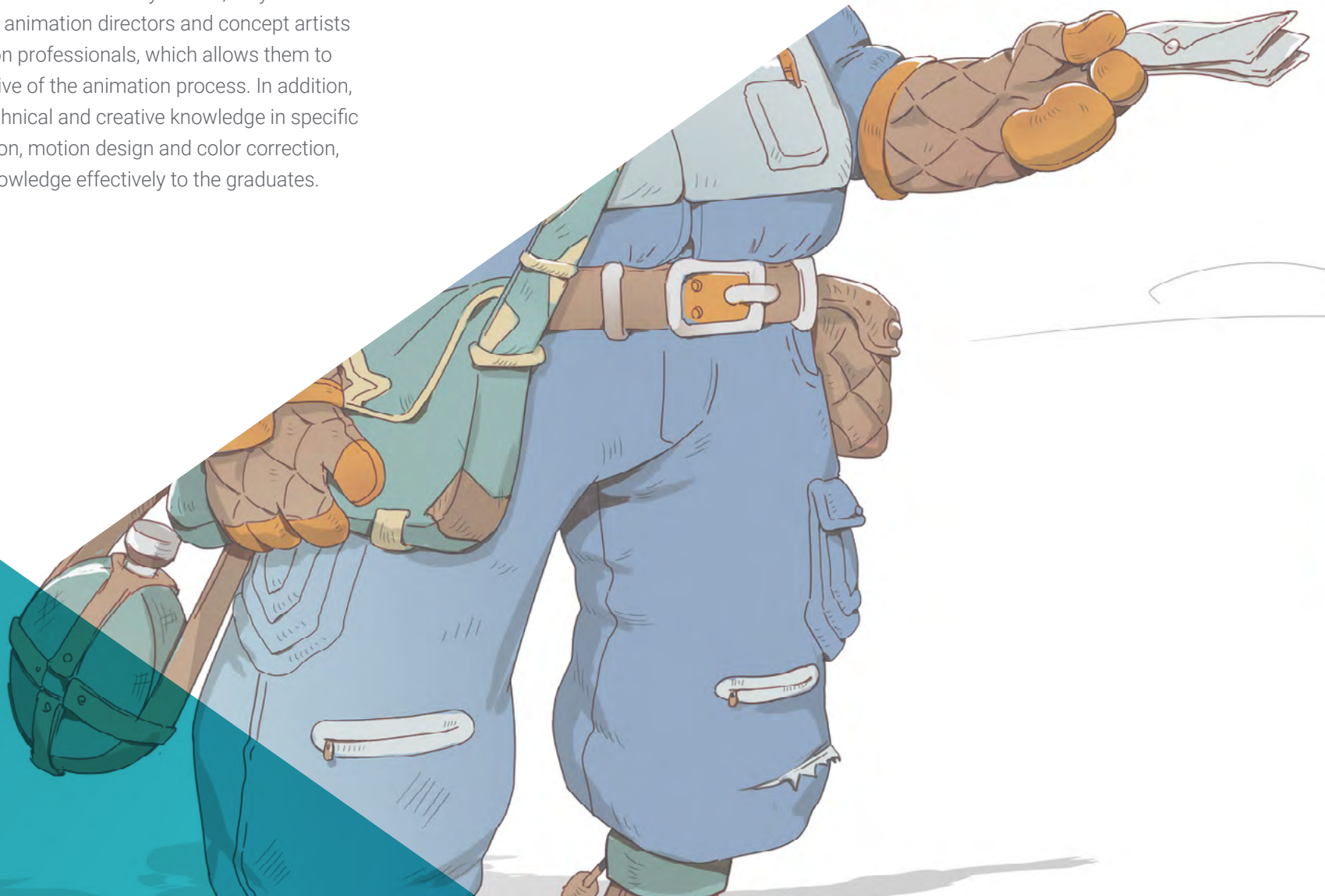
The faculty of this Postgraduate Diploma is committed to staying abreast of the latest trends and technologies in the industry, offering relevant and cutting-edge education in Production of 2D Animation"

Management

Dr. Larrauri, Julián

- Television and Film Director
- 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 Rey Juan Carlos University
- Professional Master´s Degree in Executive Production of Films and Series by Audiovisual Business School
- Professional Master's Degree in Communication and Advertising Management by ESIC
- Degree in Audiovisual Communication from the Complutense University of Madrid
- Nominated as "Best Production Director" at the Goya Awards for "Mortadelo y Filemón contra Jimmy el Cachondo"

Professors

Ms. Marqueta Moreno, Patricia

- Postgraduate Diploma in Animation and Special Effects
- Production Coordinator at Gigglebug Entertainment
- Production Coordinator at Lighthouse Studios
- Production Assistant at Able and Baker
- Production Assistant at The SPA Studios
- Graduated from U-tad - Centro Universitario de Tecnología y Arte Digital (University Center of Technology and Digital Art)

Mr. Ortega Palacios, Diego

- Technician in 3D Animation and Interactive Environments Development
- CEO at Drider Studio
- Geographic Information Systems Manager (R&D / 3D / 2D / Animation / Texturing / Lighting / Compositing and Environments for Simulation Projects) at Tragsatec
- Freelance for videogames and audiovisual solutions for multimedia applications
- Event Coordinator and Organizer at Optima Marketing Systems
- 3D Artist at 6Dlab
- Professional Master's Degree in Organic 3D Modeling by Arteneo
- 3D Animator and Programmer of Virtual Environments and Video Games by the Centro de Estudios Superiores de Imagen y Sonido (CES)

04
Structure and Content

This academic program will offer a complete immersion in the fundamentals and advanced techniques for the creation of high quality two-dimensional animation. From pre-production to post-production, designers will delve into animation direction, script breakdown, line production, concept art, location and prop design, as well as storyboard interpretation and voice recording. In addition, aspects such as the use of Rough Animation, motion design, key poses, intercutting, digital shading and special effects animation will be covered.

"You will tackle the post-production stage in 2D Animation, which covers editing, sound design, color correction and the creation of demo reels. All thanks to didactic resources at the forefront of technology and education"

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.   Creation of a Script Breakdown

1.3.   Online Production and Workflow

    1.3.1.   Online Production

    1.3.2.   Workflows

    1.3.3.   Introduction to the Shotgun Program

1.4.   Conceptual Art

    1.4.1.   From Script to Conceptual 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 Location out of Frame, Atmospheres and Color

    1.5.3.   Concept Art and Location Design for the Final Project

1.6.   Design of Accessories and their Model Sheets

    1.6.1.   Practical Necessities 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

Module 2. Production

Module 3. Post Production and Marketing

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 Production of 2D Animation guarantees students, in addition to the most rigorous and up-to-date education, access to a Postgraduate Certificate issued by TECH Technological University.

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

This **Postgraduate Diploma in Production of 2D Animation** 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 Diploma** issued by **TECH Technological University** via tracked delivery*.

The certificate issued by **TECH Technological University** will reflect the qualification obtained in the Postgraduate Diploma, and meets the requirements commonly demanded by labor exchanges, competitive examinations, and professional career evaluation committees.

Title: **Postgraduate Diploma in Production of 2D Animation**

Official Nº of Hours: **450 h.**

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Awards the following
CERTIFICATE
to

Mr./Ms. _____, with identification number _____.
For having passed and accredited the following program

POSTGRADUATE DIPLOMA
in

Production of 2D Animation

This is a qualification awarded by this University, equivalent to 450 hours, with a start date of dd/mm/yyyy and an end date of dd/mm/yyyy.

TECH is a Private Institution of Higher Education recognized by the Ministry of Public Education as of June 28, 2018.

June 17, 2020

Tere Guevara Navarro
Dean

Unique TECH Code: AFWORD23S   techtitute.com/certificates

*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.

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