Postgraduate Diploma

Professional Drawing
for Video Games

tech global university

Postgraduate Diploma

Professional Drawing 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-professional-drawing-video-games

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01
Introduction

From the Pixel Art that dominated video games in the 1980s to the ultra-realistic graphics enabled by Unreal Engine 5, professional drawing is an indispensable part of any title that wants to stand out for its artistic beauty. It is essential that the artist, therefore, has an expert command of the volume of the works and professional development of drawings, in addition to sketching, shading and perspectives, among others. This TECH program focuses on all these issues, of vital importance because together they determine the final quality of any artistic project for video games.

" You will master the fundamentals of drawing development, from the most effective work routines to feedback and participation in communities of interest"

Artists who master the different geometric shapes, materials, Line Art, shading and work discipline will have an important competitive advantage when it comes to accessing renowned projects and studios.

For this reason, the following TECH program aims to enhance all these skills in an innovative and direct way, with a program divided into 3 modules that cover the basic techniques of professional drawing, in-depth study of the three-dimensional volume and the professional and disciplined development of daily work.

All of this has been developed by leading professionals, selected by TECH for the creation of this program. The teaching team brings a unique professional vision to all the content, which enriches the educational material so that it is adapted to the most demanding requirements of today's video game industry.

In addition, the format of the program is 100% online, which allows students to maintain their professional or personal responsibilities while continuing to improve and enhance their most important competencies in order to obtain better positions and projects in the video game industry.

This **Postgraduate Diploma in Professional Drawing for Videogames** contains the most complete and up-to-date program on the market. The most important features include:

- The development of case studies presented by experts in Art for Video Games
- The graphic, schematic and practical contents with which they are created, provide scientific and practical information on the 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 for experts and individual reflection work
- Content that is accessible from any fixed or portable device with an Internet connection

You will enhance your skills in shading, studying, in depth, shadows in anatomy, narrative shadows, comics and manga"

" *You will be able to apply for higher positions in the video game industry by presenting a much cleaner and more focused portfolio"*

You will delve into the importance of Digital vs. Traditional Sketching, as well as the simplification of forms that will make your work more agile and precise.

You will be the one who chooses when, where and how to study all the contents of the degree, at your own pace and requirements.

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

The objective of this Postgraduate Diploma is to provide the art professional with the most advanced tools, work methodologies and shading techniques in the video game industry. All this with a focus on further improving the quality of their drawings, polishing the details of their own portfolio to make it attractive to large projects and companies in the industry. Thanks to TECH's educational methodology, the student will achieve all the objectives set even before completing the degree.
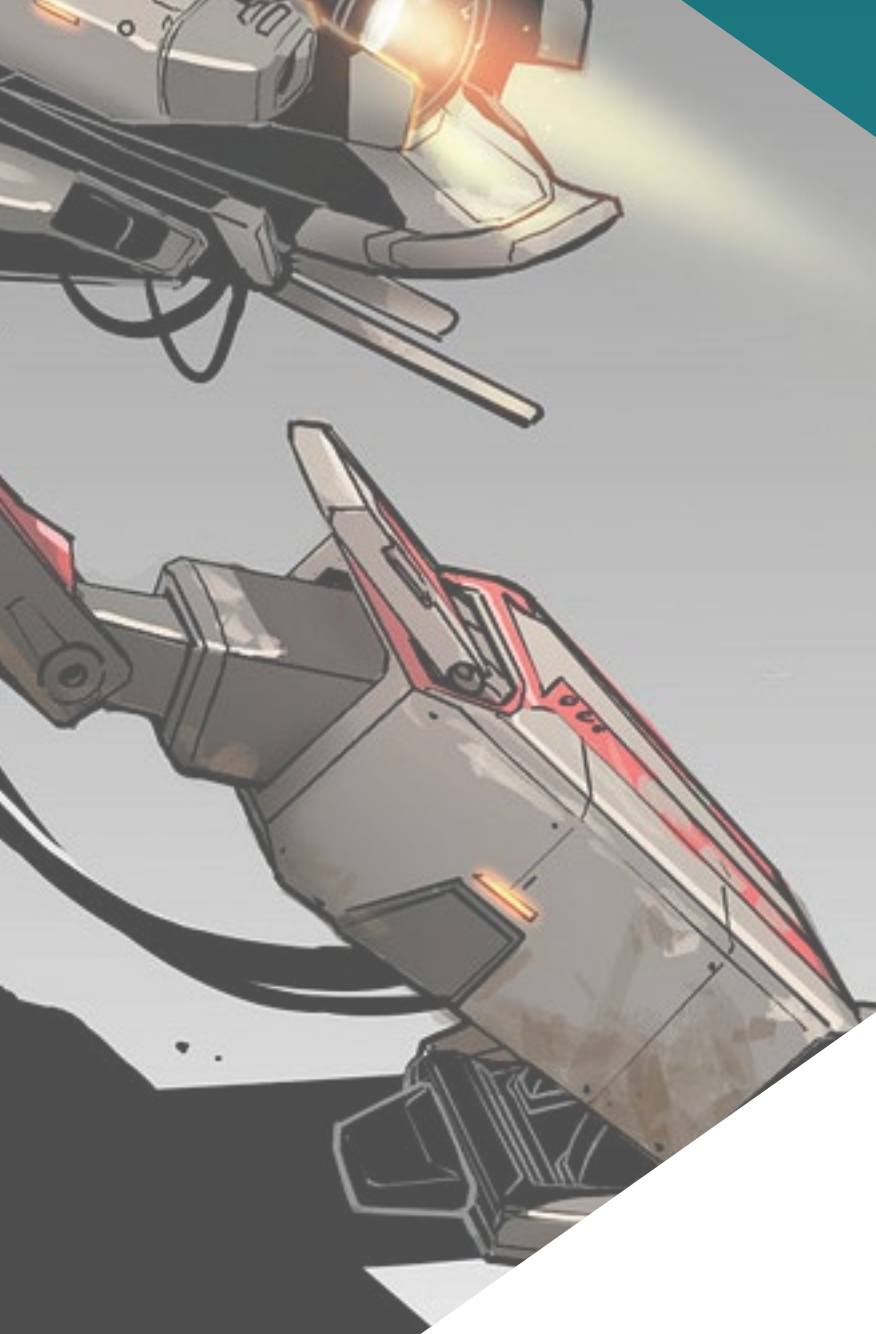
" *You will gradually increase the level of your drawings and artistic proposals, with a direct focus on the most attractive video game titles"*

General Objectives

- Develop professional quality works
- Create a specialized portfolio for the video game industry
- Expand your knowledge of drawing
- Understand the functioning of the artistic industry in video games
- Enhancing teamwork skills
- Analyze different positions in the industry
- Expand your knowledge of design
- Promote the presentation of works in a professional manner
- Study technical artistic knowledge in depth
- Focus your career on getting your dream job

You'll pass all the program objectives without having to invest enormous amounts of hours or effort in learning tedious textbooks"

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. Volume

- Study in depth on the differences from 2D to 3D
- Develop knowledge in shadows in planes and anatomy
- Know the different types of shading according to the chosen style
- Know how to apply volume according to perspective and color

Module 3. Develop Drawing

- Develop your own drawing techniques
- Create professional and effective work routines
- Know the techniques to get out of the comfort zone
- Know the communities to actively participate in them and seek feedback

03
Course Management

Since drawing and shading techniques are diverse, TECH has selected a teaching staff with expertise in this process, in order to provide the student with the best education in this regard. In addition, the work methodology provided in the program serves as a great springboard for the most important art positions in any studio, as it provides the keys for the development of a portfolio and the reaffirmation of a personal style.
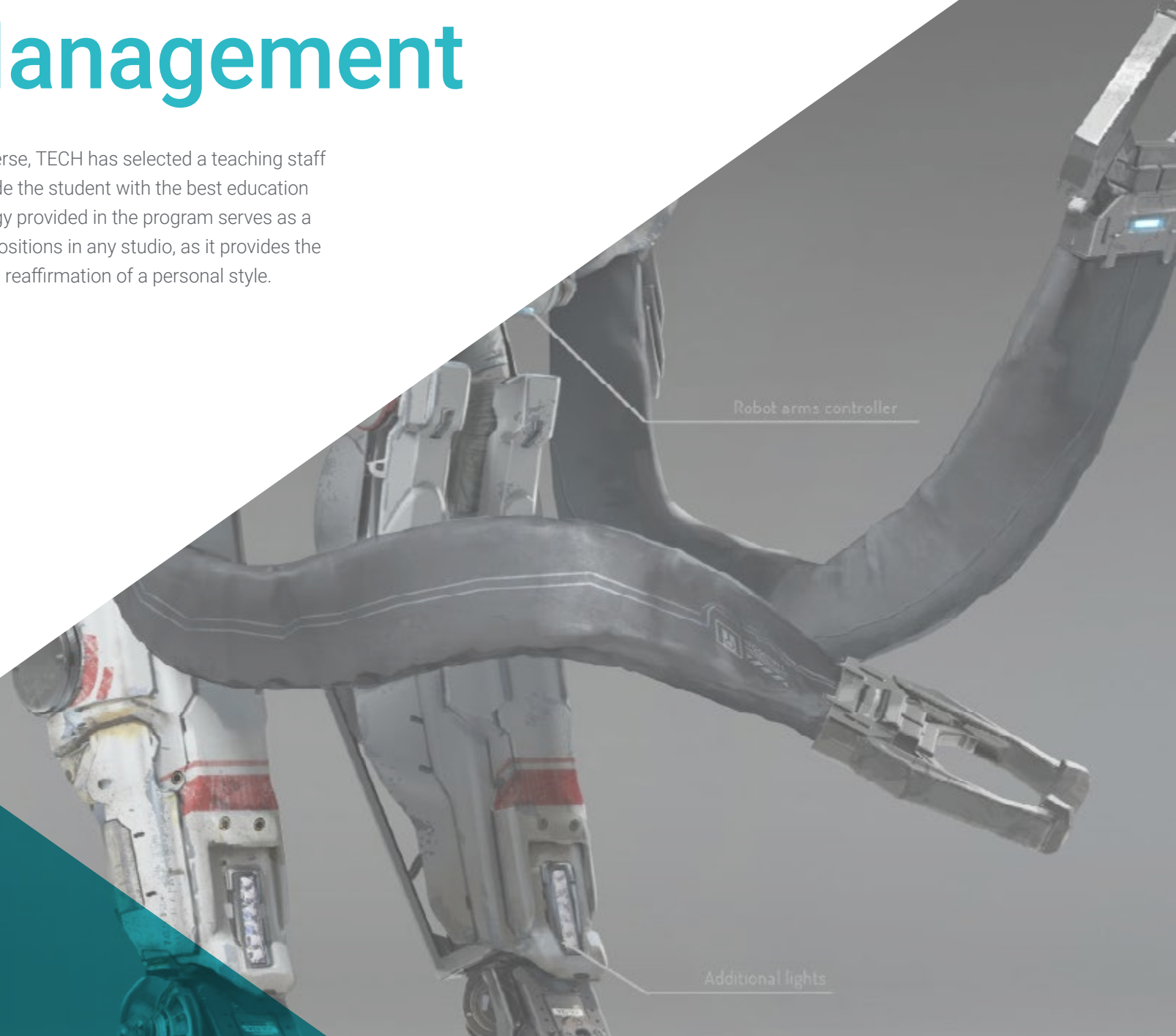
Robot arms controller

Additional lights

Layered membrane

Segmented tubes

You will have the expert advice of a teaching team ready to help you on your way to the most notorious success in the video game art industry"

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

In order to facilitate as much as possible the student's study work, the following units have been structured in a clear and concise way, favoring the understanding and organization of the same. Making use of the most advanced educational technology and the most effective pedagogical methodology, TECH eases the teaching load of its students by providing a good amount of support material, including explanatory videos, work guides and complementary readings on everything that surrounds professional drawing for video games.

ENTRANCE
ELEVATOR

The practical exercises proposed by the teachers will help you to contextualize all the contents taught, being a basic pillar in your improvement towards the greatest professional success"

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. Volume

2.1. Three-Dimensional Shapes
  2.1.1. 2D to 3D
  2.1.2. Mixing Shapes
  2.1.3. Study
2.2. Shadows on Planes
  2.2.1. Lack of Light
  2.2.2. Light Direction
  2.2.3. Shadows on Different Objects
2.3. Ambient Occlusion
  2.3.1. Definition
  2.3.2. Light Difficulty
  2.3.3. Contact
2.4. Shadows in Anatomy
  2.4.1. Face
  2.4.2. Human Body Plans
  2.4.3. Lighting

Module 3. Develop Drawing

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 Professional Drawing for Videogames guarantees, in addition to the most rigorous and up to date education, access to a Postgraduate Diploma issued by TECH Global University.

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 Professional Drawing 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 Professional Drawing for Video Games**

Modality: **online**

Duration: **6 months**

Accreditation: **18 ECTS**

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

Postgraduate Diploma in Professional Drawing 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

*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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Postgraduate Diploma
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for Video Games

An expanding
spiral forms
body shapes.

Skin for
a growi
hexagon

Like 1,
the ten
have g
tips.

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