

Postgraduate Certificate 2D Animals Design and Creation





Postgraduate Certificate 2D Animals Design and Creation

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

Website: www.techtute.com/us/design/postgraduate-certificate/postgraduate-certificate-2d-animals-design-and-creation

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01

Introduction

The designer generally learns to master human or anthropomorphic figures first, leaving aside the necessary in-depth study of other types of 2D characters from the animal kingdom, such as canines or felines. In fact, in animation and video games there is a great number of animals as protagonists of the stories, so knowing their distinctive anatomy in depth becomes an efficient way to continue boosting their professional career. This university program takes an extensive look at quadrupeds, large herbivores, marine animals, amphibians, birds and even dinosaurs, dissecting their design, poses and characteristic styles. Thus, the designer will enhance their skills in this area, acquiring a deeper knowledge in a completely online program, without face-to-face classes or fixed schedules.





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Hone your skills in designing all kinds of animals, from fearsome tyrannosaurs to gentle canids”

From the famous Bugs Bunny to other recent hits such as Paw Patrol, animals have always been an appealing design for all kinds of stories. In the 2D field, the designer who has an advanced knowledge of *cartoon* styles, or specific animal anatomy, will have an advantage in leading design projects where animals are the protagonists.

For this purpose, TECH has assembled a teaching team with extensive experience in the design and creation of all types of 2D animals. The didactic material included in this Postgraduate Certificate is a valuable reference resource, even after completing the degree, since all the contents are available to download from the first day of the program.

The fully online format makes it easier to combine this Postgraduate Certificate with the most demanding professional and personal responsibilities. The virtual classroom is available 24 hours a day and can be accessed from the comfort of your Tablet, Smartphone or personal computer of choice.

This **Postgraduate Certificate in 2D Animals Design and Creation** contains the most complete and up-to-date educational program on the market. The most important features of the program include:

- ◆ Practical cases presented by experts in the creation of all kinds of 2D animated 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
- ◆ Its 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



Bring realism, solidity and your own characteristic touch to all the animals you design thanks to this Postgraduate Certificate"

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Join a degree in which you will be accompanied by a teaching staff fully committed to offering you the best teaching in 2D Animals Design and Creation"

Enroll today in this Postgraduate Certificate and ensure your 2D animals have a more refined finish, taking care of the most minute details.

Choose where, when and how to take on the entire learning workload. At TECH, you make the important decisions.

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.

The design of this Program focuses on Problem-Based Learning, by means of which the professional will have to try to solve the different situations of Professional Practice, which will be posed 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

Upon completion of this program, the student will have the competencies and skills necessary to perfectly develop 2D animals of all kinds, whether they are sharks, crocodiles, dogs, lions or eagles. This will give you an invaluable boost in your professional development, as including this expertise in your CV will give you the advantage to take on and lead design projects where animals play a special role.





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You will achieve your professional goals in a fast and agile way, supported by the best pedagogical methodology in the academic panorama"



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
- ◆ Master the anatomy of all kinds of animals
- ◆ Master the art of adding color to characters created





Specific Objectives

- ◆ Study the difference between canines, felines, herbivores and big mammals
- ◆ Differentiate between realistic and *cartoon* animals in order to correctly create them
- ◆ Analyze other types of marine animals, birds, reptiles, amphibians and insects
- ◆ Know about dinosaurs in order to correctly execute their animation, creation and postures

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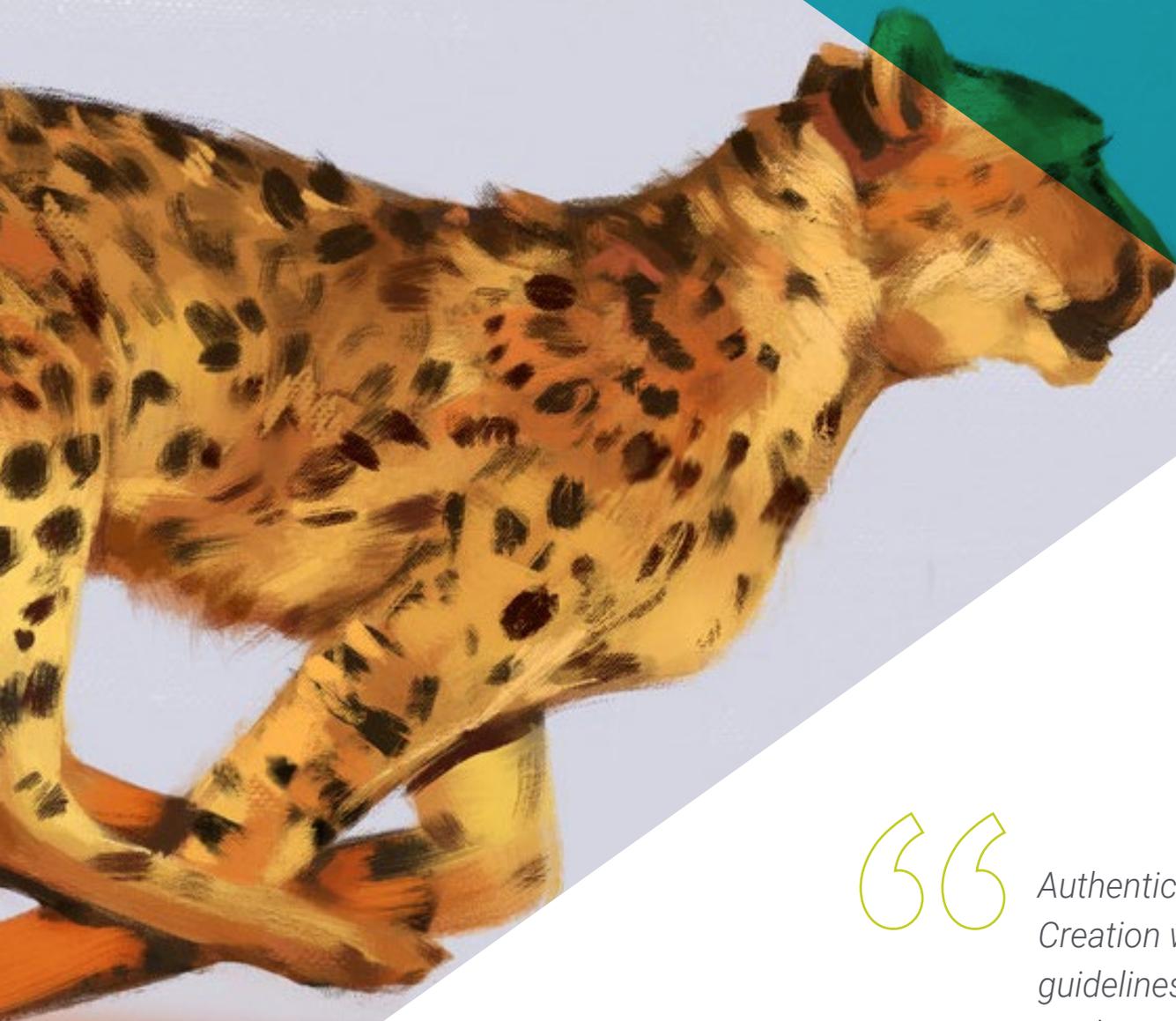
You will have a complete mastery of 2D Animals Design and Creation, gaining an advantage to lead audiovisual projects, where they play an important role”

03

Course Management

The teaching team chosen by TECH for this program have a large number of projects and many years of work experience in the world of design, many of them focused on the creation of all kinds of animals. For this reason, the syllabus combines all that professional experience with the most current technological and design theory, giving an in-depth and comprehensive review of the process of creating 2D animals.





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Authentic experts in 2D Animals Design and Creation will give you the most effective guidelines and tips for you to incorporate them on the spot in your daily work"

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



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04

Structure and Content

In order to ensure a better structuring of all the contents present, the teachers have been particularly meticulous in designing all the topics presented. The student will be able to see the most useful methods and techniques in the design of animals in a comfortable way, divided according to the type of creature in order to make later viewing easier. The numerous audiovisual resources to which the designer has access will also help them to delve deeper into each topic, as they will find interactive summaries, detailed videos and case studies for each type of animal.



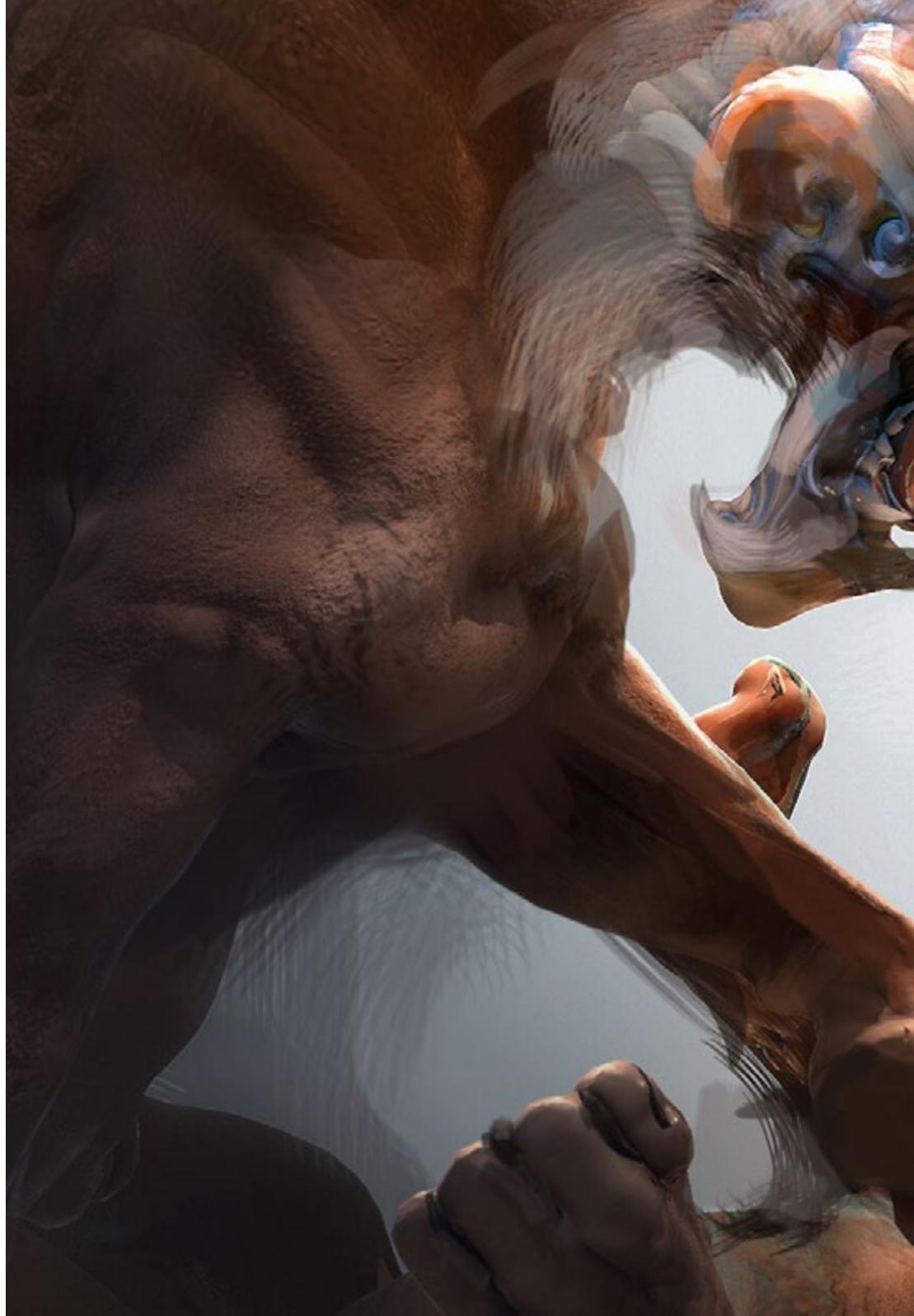


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This Postgraduate Certificate will impact your career, even once you finish it, because you will have high quality reference material on 2D Animals Design and Creation"

Module 1. Animals.

- 1.1. Quadrupeds
 - 1.1.1. Compared Anatomy
 - 1.1.2. Realistic Models and Their Use
 - 1.1.3. *Cartoon*
- 1.2. Canines
 - 1.2.1. Anatomy
 - 1.2.2. Design
 - 1.2.3. Poses
- 1.3. Felines
 - 1.3.1. Compared Anatomy
 - 1.3.2. Design
 - 1.3.3. Poses
- 1.4. Herbivores
 - 1.4.1. Ruminants
 - 1.4.2. Equine
 - 1.4.3. *Cartoon*
- 1.5. Big Mammals
 - 1.5.1. Compared Anatomy
 - 1.5.2. Construction
 - 1.5.3. Poses
- 1.6. Marine Creatures
 - 1.6.1. Mammals
 - 1.6.2. Fish
 - 1.6.3. Crustaceans



- 1.7. Birds
 - 1.7.1. Anatomy
 - 1.7.2. Poses
 - 1.7.3. *Cartoon*
- 1.8. Amphibious Reptiles
 - 1.8.1. Construction
 - 1.8.2. Poses
 - 1.8.3. *Cartoon*
- 1.9. Dinosaurs
 - 1.9.1. Types
 - 1.9.2. Construction
 - 1.9.3. Poses
- 1.10. Insects
 - 1.10.1. Design
 - 1.10.2. Poses
 - 1.10.3. Comparisons

“*From tiny insects to giant herbivores to dinosaurs, you'll be able to perfect your technique of creating, posing and building the entire animal kingdom*”



05 Methodology

This academic program offers students a different way of learning. Our methodology uses a cyclical learning approach: ***Re-learning.***

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 Re-learning, 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"

At TECH we use the Case Method

Our program offers a revolutionary method of skills and knowledge development. Our goal is to strengthen skills in a changing, competitive, and highly demanding environment.

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At TECH, you will experience a way of learning that is shaking the foundations of traditional universities around the world.”



We are the first online university to combine Harvard Business School case studies with a 100% online learning system based on repetition.



A learning method that is different and innovative.

This intensive Design program at TECH Global University will prepare you to face all the challenges in this area, both nationally and internationally. We are committed to promoting your personal and professional growth, the best way to strive for success, that is why at TECH you will use Harvard *case studies*, with which we have a strategic agreement that allows us to provide our students with material from the best university the world.



Our program prepares you to face new challenges in uncertain environments and achieve success in your career”

The student will learn, through collaborative activities and real cases, how to solve complex situations in real business environments.

The case method is the most widely used learning system by 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.

Re-learning Methodology

Our university is the first in the world to combine the Harvard University *case studies method* with a 100% online learning system based on repetition, combining 8 different didactic elements in each lesson.

We enhance Harvard *case studies* with the best 100% online teaching method: Re-learning.

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 Re-learning.

Our university is the only university 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.

With this methodology we have 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, markets, and financial 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.

Re-learning 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.



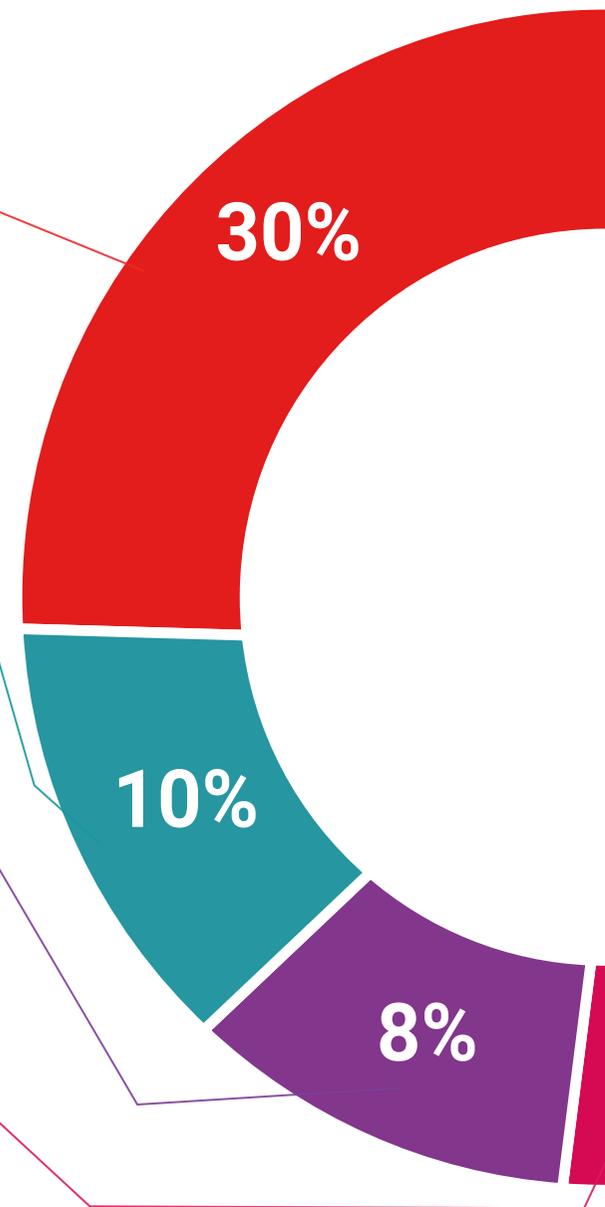
Practising Skills and Abilities

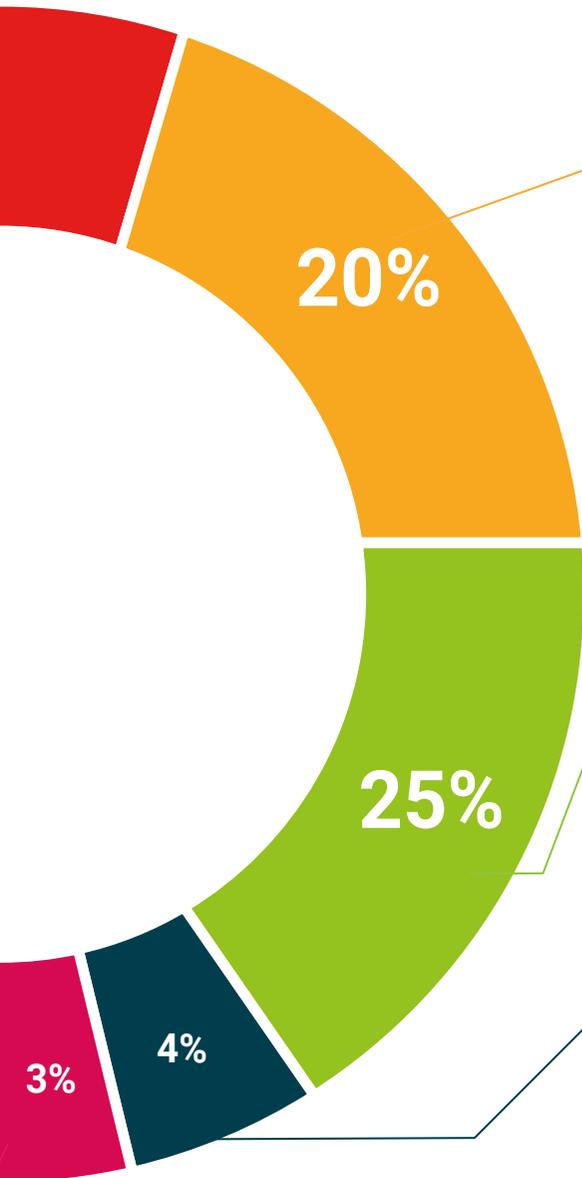
They will carry out activities to develop specific competencies and skills in each thematic area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization we live in.



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.





Case Studies

They will complete a selection of the best case studies in the field used at Harvard. Cases that are presented, analyzed, and supervised by the best senior management 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 multimedia content presentation training Exclusive system 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 your goals.



06 Certificate

The Postgraduate Certificate in 2D Animals Design and Creation guarantees, in addition to the most rigorous and up-to-date training, access to a Postgraduate Certificate issued by TECH Global University.





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Successfully complete this training and receive your university degree without travel or laborious paperwork”

This program will allow you to obtain your **Postgraduate Certificate in 2D Animals Design and Creation** 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 Certificate in 2D Animals Design and Creation**

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 information
knowledge present quality
development languages
virtual classroom



Postgraduate Certificate 2D Animals Design and Creation

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

Postgraduate Certificate

2D Animals Design and Creation

