Postgraduate Certificate
Art in Video Games

tech technological university

Postgraduate Certificate
Art in Video Games

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

Website: **www.techtitute.com/pk/design/postgraduate-certificate/art-video-games**

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01
Introduction

Designing and creating a video game is a titanic task. It is not only the missions and modalities that need to be planned. You need to have a visual section that makes a difference and attracts the attention of users. This requires specific abilities, the right software and the creativity to imagine new worlds. With this program, students will be able to acquire the skills that are in demand in the sector, and all this from a 100% online program with a direct qualification.

*Gamers need stimulating images
and scenery that will motivate
them to complete a video game"*

Video games go far beyond a set of characters on a screen that are controlled by an external agent. They are an artistic and unique expression which has been favored by the countless technological advances within the sector. It is, therefore, unsurprising to find games that are so realistic that they make even the most experienced of gamers wonder.

Similarly, many video games have been labeled "works of art" for their visuals and storytelling, creating an emotional experience for the player and an imprint on the industry, such as The Witcher 3: Wild Hunt (2015), The Legend of Zelda: Ocarina of Time (1998) or The Elder Scrolls V: Skyrim (2011).

As such, designers are essential figures in this field, since they will be in charge of developing the visual story of a video game and of ensuring that the quality is the same from minute one until the end of the game. Consequently, this Postgraduate Certificate has been developed to help students specialize in this area. Students will learn and master artistic and color theories using programs such as Photoshop and Studio Max.

All of this brought together into a program with a fully online modality in which students decide when and where to take each class. You will also be able to access the content from anywhere in the world, which is essential for planning your study sessions. Finally, you will not be required to submit a final paper, guaranteeing a direct qualification that will allow you to practice as an art designer immediately.

This **Postgraduate Certificate in Art in Video Games** contains a specialized and innovative educational program. Its most notable features are:

- The special attention it pays to career opportunities, through content that has a clear focus on this area
- The contents, presented in different formats in order to offer specialized teaching in Video Game Art and adjusted to student needs
- Practical exercises where the self assessment process can be carried out to improve learning
- Access to content from any fixed or portable device with an Internet connection

Perform the modeling of video game characters using the best software on the market: Studio Max and Mudbox"

" *You have the potential and passion to be the best video game art designer. Sign up now to achieve this goal"*

The direct qualification of this program will help you to practice immediately as an art designer for video games.

Create new scenarios that blur the lines between games and reality thanks to this Postgraduate Certificate.
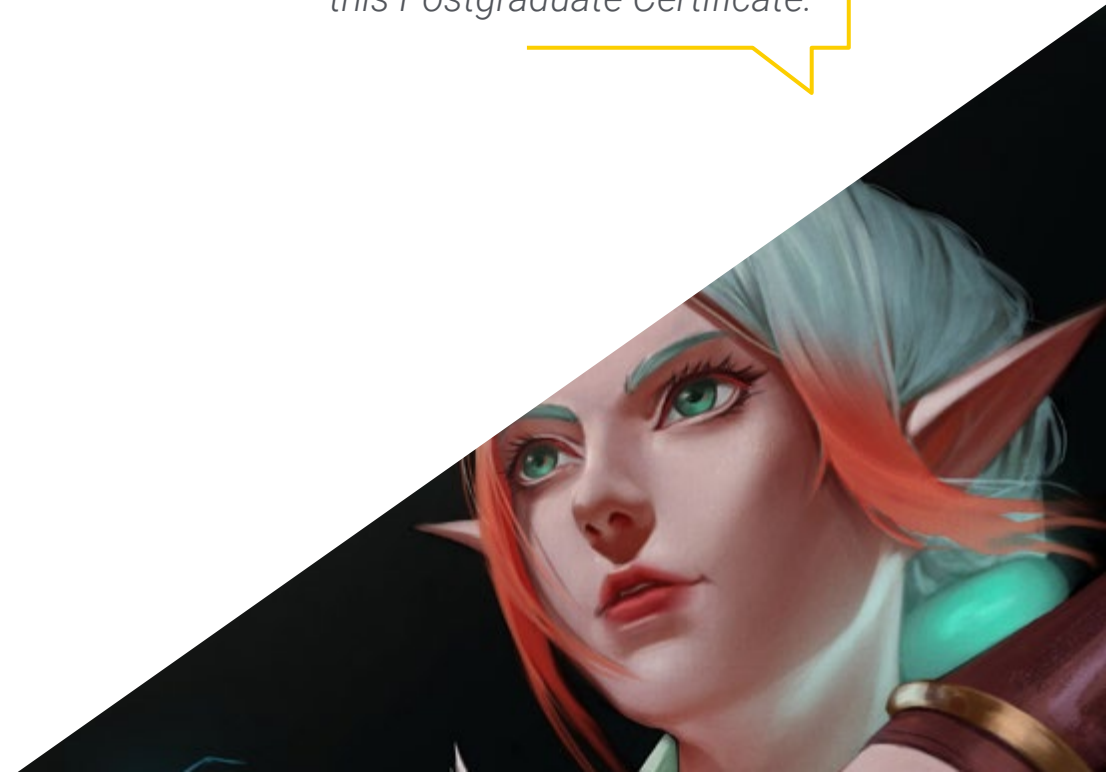
The program includes in its teaching staff professionals from the sector who bring to this training the experience of their work, as well as recognized specialists from leading societies and prestigious universities.

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 immersion 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 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 main objective of this Postgraduate Certificate is clear: To help students design realistic and amazing video game scenarios and characters. To do so, they must master color theory, sketching and animation in different softwares, such as Photoshop and Estudio Max. In addition, they will have a 100% online program, which will allow them to study from anywhere in the world and at the time that best suits them.
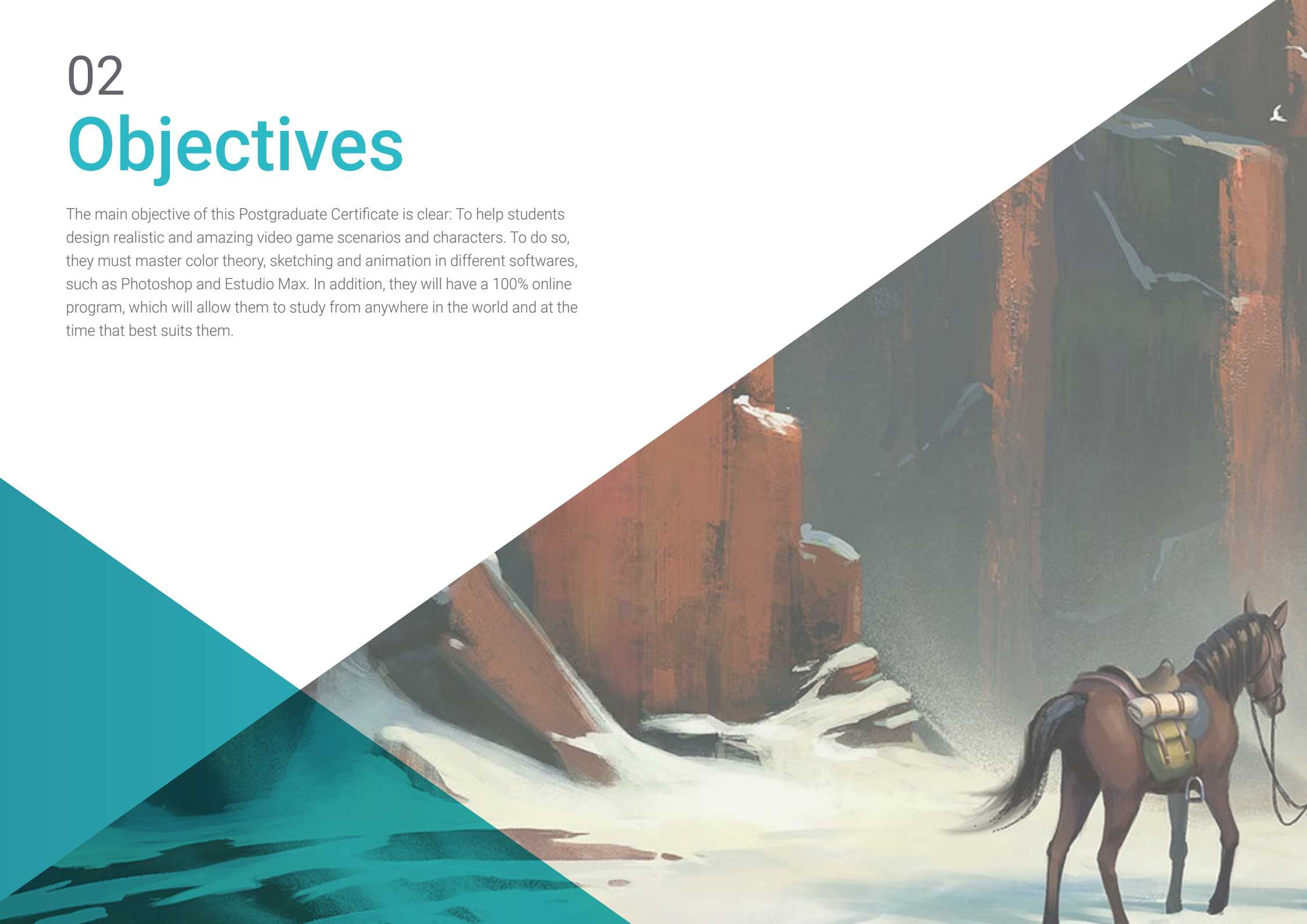
Upon completion of this program, you will achieve all of your goals by becoming a prestigious art designer"

General Objectives

- Know the different genres of video games, the concept of gameplay and features in order to apply them in the analysis of video games and in the creation of the design of the video game

- Deepen understanding of the production of video games and in the SCRUM methodology for project production

- Learn the fundamentals of video game design and the theoretical knowledge that a video game designer should know

- Generate ideas and create entertaining stories, plots and scripts for video games

- Know the theoretical and practical foundations of the artistic design of a video game

- Be able to create an independent digital entertainment start up

Specific Objectives

◆ Understand artistic theory, color theory, character and environmental theory

◆ Create complex sketches and Concept Art and know the artistic styles of characters and scenery, as well as the types of settings and their representation in the drawings

◆ Explore the 2D art of characters, objects and environments with Photoshop programs

◆ Create 3D objects, characters and environments with 3D Studio Max and Mudbox

The direct qualification of this Postgraduate Certificate will allow you to work immediately in what you are most passionate about: The artistic design of video games"

03
Course Management

The teaching staff in charge of supervising and teaching the contents of this program has an impeccable professional background in the world of video games. They have been responsible for important projects at an international level and know how the tools used by the major industry leaders work. Therefore, they are more than qualified to boost students' careers with this direct degree program.

Specialized teaching staff will help you to complete this Postgraduate Certificate"

Management

Mr. Blasco Vilches, Luis Felipe

- Narrative designer at Stage Clear Studios, developing a confidential product
- Narrative designer at HeYou Games in the "Youturbo" project
- E-learning and serious games product designer and scriptwriter for Telefónica Learning Services, TAK and Bizpills
- Level designer at Indigo for the "Meatball Marathon" project
- Screenwriting teacher in the Master's Degree in Video Game Creation at the University of Malaga
- Lecturer in Video Game Narrative Design and Production at the TAI Film Department, Madrid
- Narrative Design and Script Workshops teacher, and in the Video Game Design Degree at ESCAV, Granada
- Degree in Hispanic Studies from the University of Granada, Spain
- Master's Degree in Creativity and Television Screenwriting, Rey Juan Carlos University

04
Structure and Content

The content structure of this Postgraduate Certificate will facilitate students' performance as art designers. As a result, they will not only learn how to perform 2D and 3D modeling but also how to handle the tools that professionals in the sector use to do an impeccable job. Therefore, they will be more than ready to turn their careers around, breaking through and setting themselves apart from the rest.

This program is specifically designed to help you advance your career as a designer"

Module 1. Art in Video Games

1.1.   Art
   1.1.1.   Artistic Foundations
   1.1.2.   Color Theory
   1.1.3.   Software

1.2.   Concept Art
   1.2.1.   Sketch
   1.2.2.   Concept Art
   1.2.3.   Details

1.3.   Video Game Scenarios
   1.3.1.   Non-Modular Scenarios
   1.3.2.   Modular Scenarios
   1.3.3.   Props and Environment Objects

1.4.   Ambience
   1.4.1.   Fantasy
   1.4.2.   Realistic
   1.4.3.   Science Fiction

1.5.   Props and Objects
   1.5.1.   Organic
   1.5.2.   Inorganic
   1.5.3.   Details

1.6.   Video Game Characters and Elements
   1.6.1.   Character Creation
   1.6.2.   Creation of Video Game Environments
   1.6.3.   Creation of Objects and Props

Video games are works of art, and you will be able to create the next masterpiece with everything you will learn in this Postgraduate Certificate"

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.

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 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.

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

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. 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.

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.

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.

Certificate

The Postgraduate Certificate in Art in Video Games guarantees students, in addition to the most rigorous and up-to-dated education, access to a Postgraduate Certificate issued by TECH Technological University.

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

This **Postgraduate Certificate in Art in Video Games** 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 Certificate** issued by **TECH Technological University** via tracked delivery*.

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

Title: **Postgraduate Certificate in Art in Video Games**
Official Nº of hours: **150 h.**

tech technological university

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

POSTGRADUATE CERTIFICATE
in

Art in Video Games

This is a qualification awarded by this University, equivalent to 150 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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