Postgraduate Certificate

Design and Creation of 2D Props, Vehicles and Accessories

tech technological university

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Postgraduate Certificate
Design and Creation of 2D Props, Vehicles and Accessories

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

Website: www.techtitute.com/us/design/postgraduate-certificate/design-creation-2d-props-vehicles-accessories

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01

Introduction

Equally important as the development of characters is the creation and care of the environment and elements that surround them. *Props*, vehicles and accessories are sometimes an indispensable part of the protagonists or antagonists of a story. Delving deeper into the creation of weapons, cars, motorcycles or armor allows the designer to bring a greater degree of quality and distinction to their own characters. That's why this university program takes a detailed look at all the possible types of these elements. Thanks to this, the designer will continue to advance in their professional career, with the unique flexibility of a completely online degree, with no fixed schedules or face-to-face classes.

Develop your edged weapons, firearms and futuristic weapons to a higher level, taking into account their moving parts, special effects and specific design"

Star Wars lightsabers, the DeLorean from Back to the Future or the unmistakable *pokeballs* from the Pokémon saga are just some of the *props* that have gone down in history for their careful design, forming an inseparable part of the identity of their respective franchises. This is a sample of how important *props*, vehicles and complements can be, making it possible for the designer to stand out precisely for the creation of these elements.

This Postgraduate Certificate provides an exhaustive review of a considerable diversity of weapons, vehicles, armor and all kinds of common and unusual *props*, in order for the designer to perfect their design and creation processes around them.

Its 100% online format also allows even those students with the most demanding professional and personal routines and responsibilities to fully integrate it into their daily routines. All the content is available in the virtual classroom to download from the first day of the degree, and can be studied at the pace that the designer chooses, from the comfort of their tablet or smartphone of choice.

This **Postgraduate Certificate in Design and Creation of 2D Props, Vehicles and Accessories** contains the most complete and up-to-date 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

Delve into the most important characteristics of real, fantastic or science fiction add-ons, learning about the most significant cases"

Join the world's largest online academic institution, with the most cutting-edge educational technology to make your academic experience enriching and comprehensive"

Incorporate the most advanced design techniques into your work with the help of the teaching staff who have refined their techniques throughout their many years of experience.

Enroll today and don't miss the opportunity to become an expert props, vehicles and accessories designer.

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

Since *prop* design is an indispensable part of the creation of all types of characters, the designer must develop this skill in order to create protagonists and antagonists with the greatest possible impact. This degree is precisely intended to provide the designer with a repertoire of knowledge and methodologies that are highly effective when it comes to creating all kinds of *props*, thus serving to enhance the skills of the professional in this area.

You will have at your disposal high-quality reference material, which will be especially useful even after completing the course"

General Objectives

- Encourage the necessary documentation and reference taking needed to do the job correctly
- 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

Specific Objectives

- Know the different types of real, fantastic and science fiction *props* and add-ons
- Deepen knowledge in the creation of cars, motorbikes and futuristic or current-day vehicles.
- Develop the ability to create firearms and bladed and futuristic weapons
- Correctly integrate the different types of *props* in the videogame

You'll get a distinctive boost to your designs with much more refined prop creation aimed at highlighting the most important details"

03

Course Management

The teaching team in charge of this degree has been selected by TECH for their expertise in designing elements of all kinds, highlighting their extensive professional experience in the audiovisual industry. Thanks to their practical experience, the designer gains not only high-quality theory, but also the necessary insight into the operation of the most demanding design teams.

The teachers have meticulously created all the contents of this program, including high quality audiovisual material"

Management

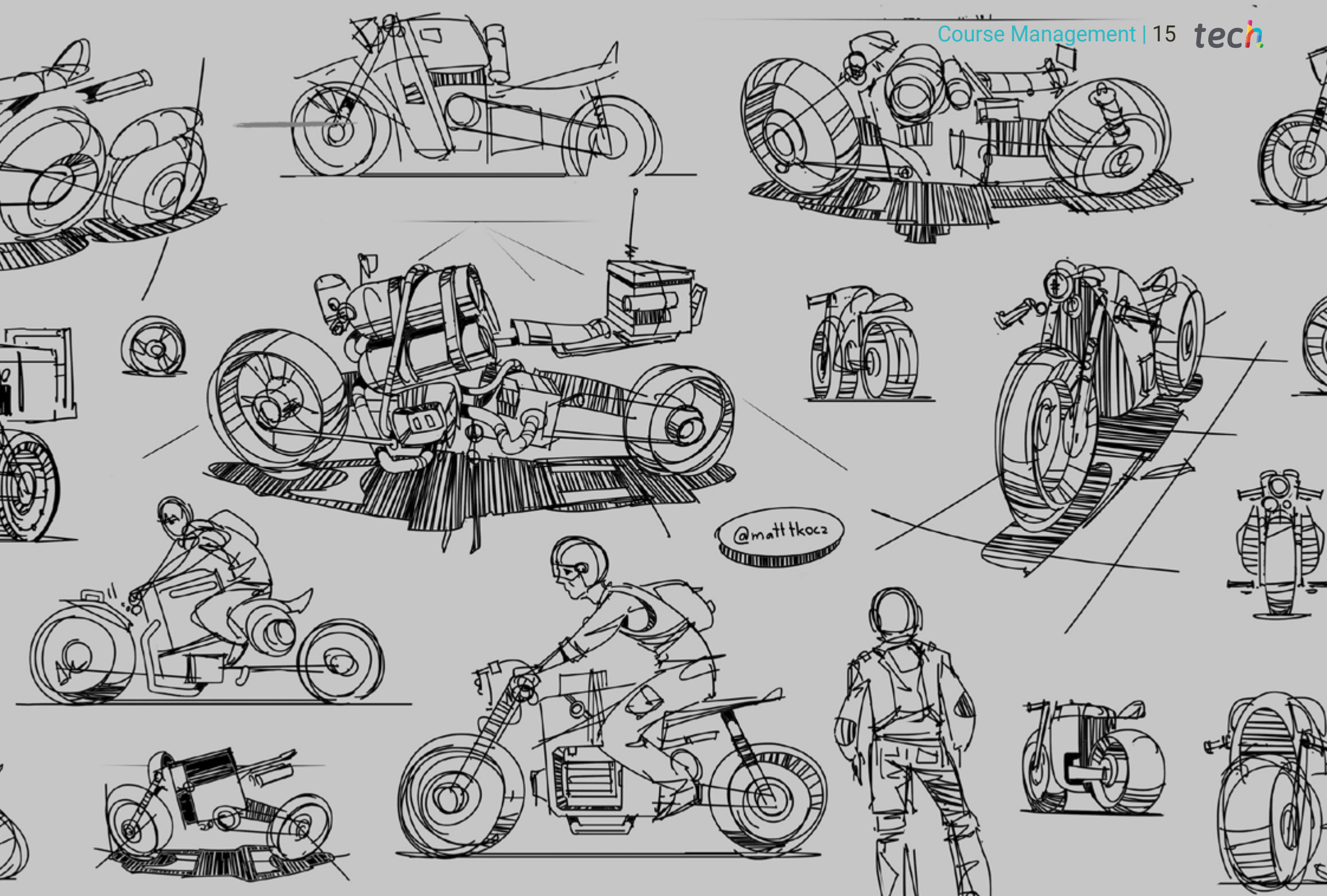
Mr. Quilez Jordán, Francisco Manuel

- 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


@matt tkocz

04

Structure and Content

To alleviate the teaching load of this Postgraduate Certificate, TECH has focused on the most successful teaching methodology, *Re-learning*. Thanks to this method, the student acquires the most essential skills and abilities in the design and creation of *props*, vehicles and accessories throughout the program, without having to invest extended hours of study to do so. Likewise, the numerous audiovisual resources allow students to strengthen their knowledge in those topics they wish to study in further detail.

You will have the virtual classroom at your disposal 24 hours a day, being able to access it from any device with an internet connection"

Module 1. *Props*, Vehicles and Accessories

1.1. *Props*
- 1.1.1. What is a *Prop*?
- 1.1.2. Generalities
- 1.1.3. *Props* with a Strong Argument

1.2. Add-Ons
- 1.2.1. Add-Ons and Wardrobe
- 1.2.2. Real Accessories: Professions
- 1.2.3. Fantasy or Science Fiction Add-Ons

1.3. Cars
- 1.3.1. Classic
- 1.3.2. Current
- 1.3.3. Futuristic

1.4. Motorbikes
- 1.4.1. Current
- 1.4.2. Futuristic
- 1.4.3. 3-Wheeled Vehicles

1.5. Other Vehicles
- 1.5.1. Land
- 1.5.2. Air
- 1.5.3. Sea

1.6. Weapons
- 1.6.1. Types and Sizes
- 1.6.2. Design Based on Century
- 1.6.3. Shields

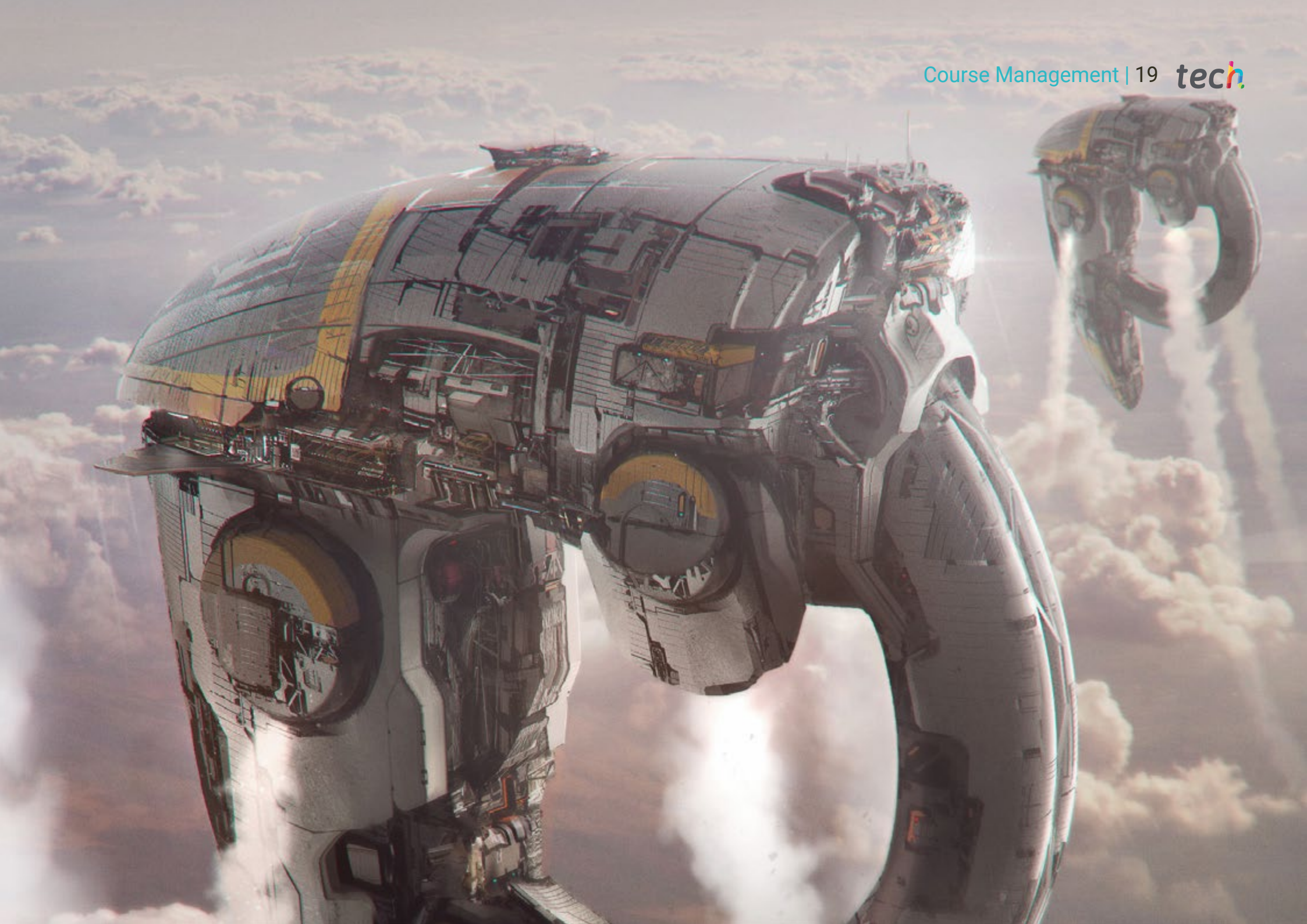
1.7. Firearms
- 1.7.1. Long
- 1.7.2. Short
- 1.7.3. Functioning: Moving Parts

1.8. Futuristic Weapons
- 1.8.1. Fire
- 1.8.2. Energy
- 1.8.3. FX of Futuristic Weapons

1.9. Armor
- 1.9.1. Classic and Current
- 1.9.2. Futuristic
- 1.9.3. Mechanized and Robotic

1.10. *Props* in Videogames
- 1.10.1. Differences to Animation *Props*
- 1.10.2. *Props* and Their Uses
- 1.10.3. Design

The numerous additional readings provided for each topic will expand your knowledge of video game props, motorcycles and weapons of various kinds"



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.

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.

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.

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

A learning method that is different and innovative

This intensive Design program at TECH Technological 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 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

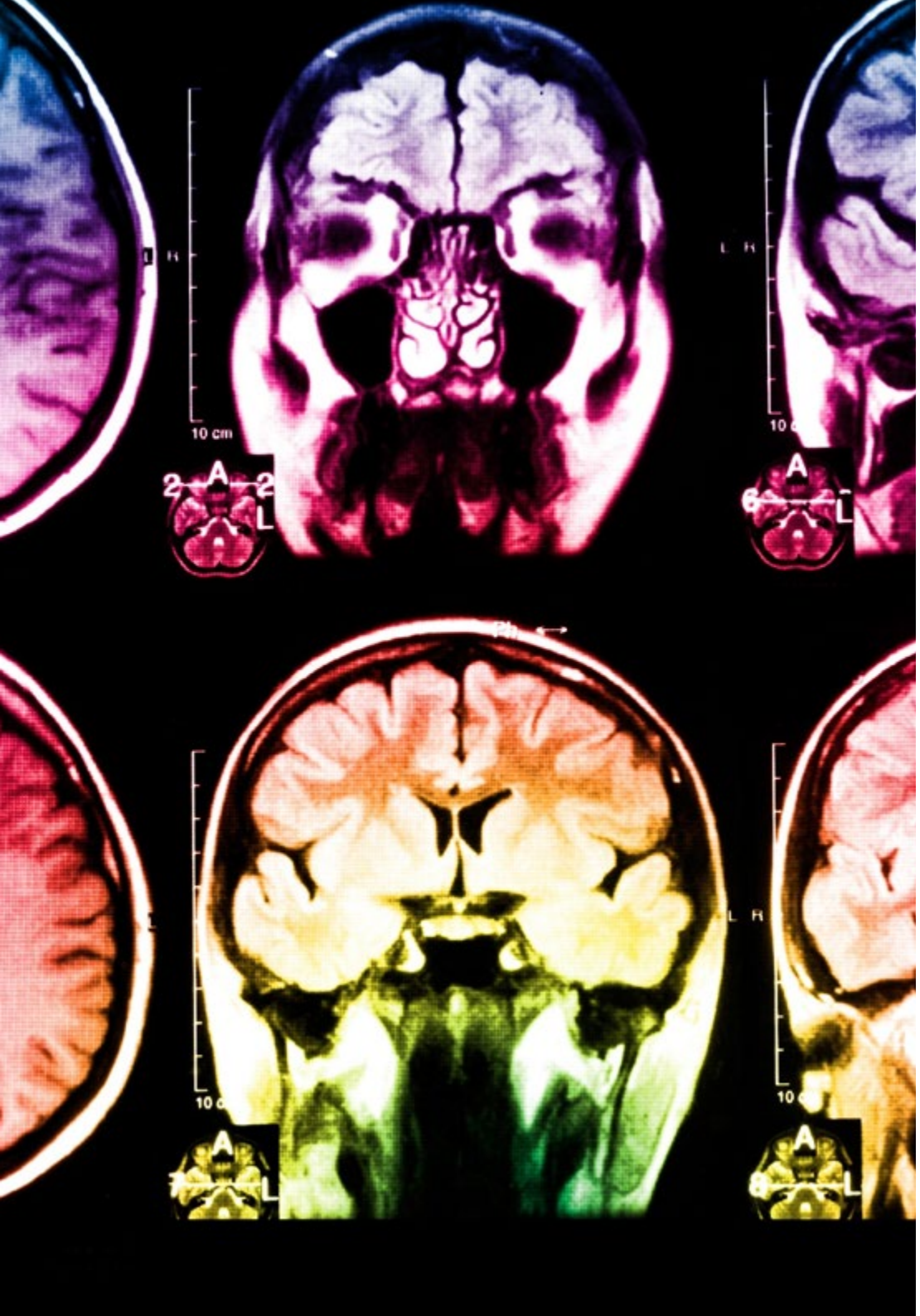
Our university is the first in the world to combine the Harvard University *case studies method* with a 100% online learning system based on repetition, combining 8 different didactic elements in each lesson.

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.

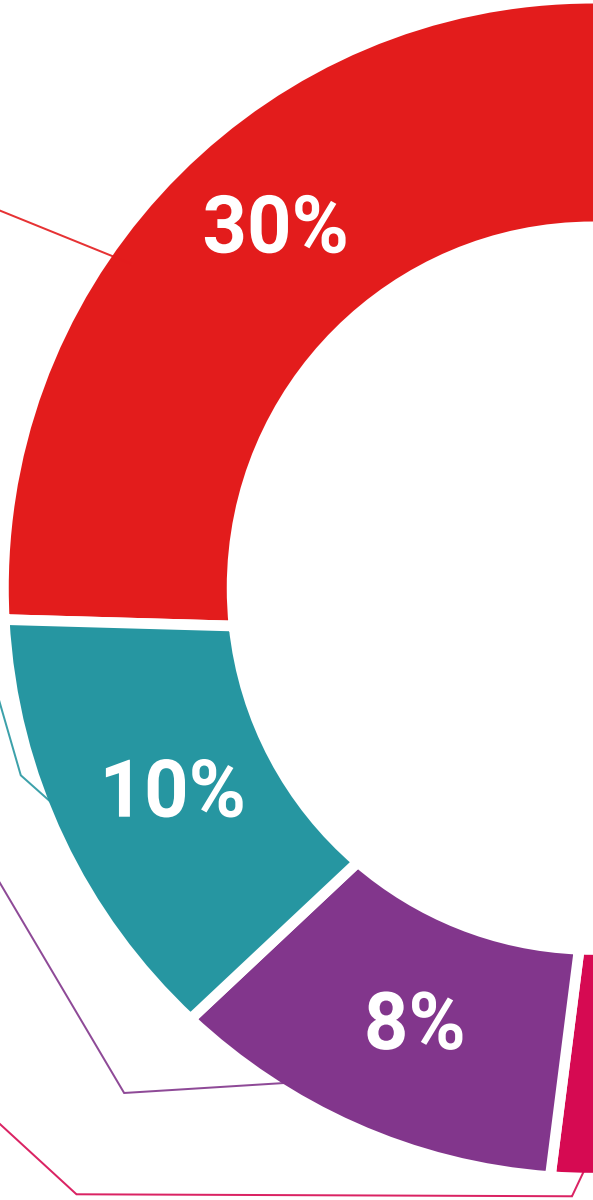
Learning from an Expert strengthens knowledge and memory, and generates confidence in future difficult decisions.

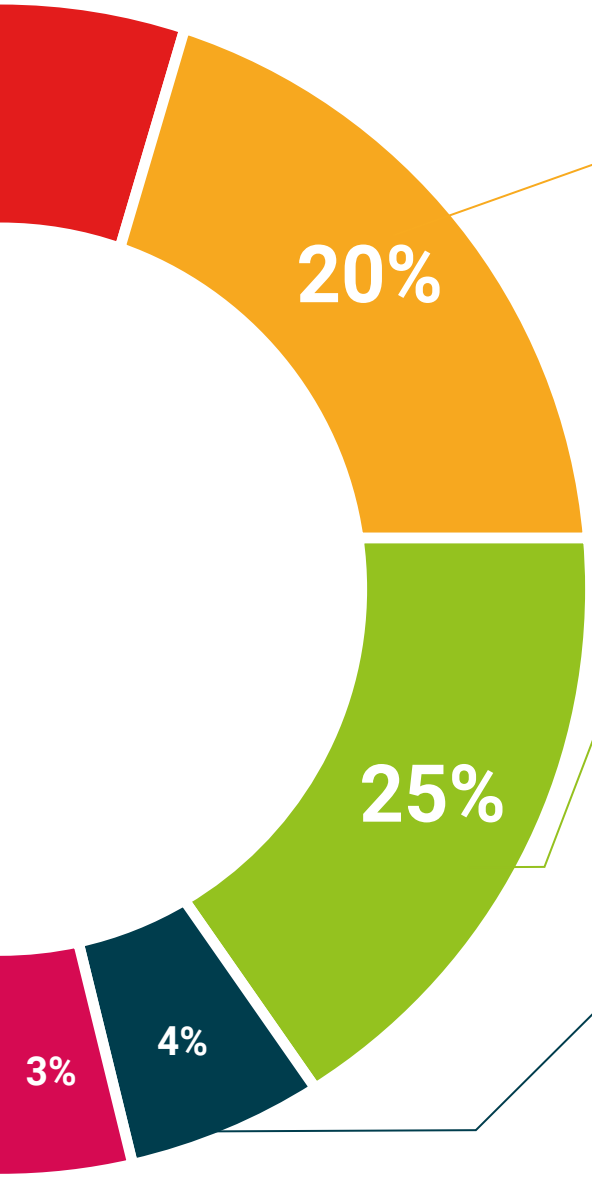
Practising Skills and Abilities

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 Props, Vehicles and Accessories guarantees, in addition to the most rigorous and up-to-date training, access to a Postgraduate Certificate issued by TECH Technological University.

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

This **Postgraduate Certificate in Design and Creation of 2D Props, Vehicles and Accessories** 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** diploma issued by **TECH Technological University** via tracked delivery*.

The diploma issued by **TECH Technological University** will reflect the qualification obtained in the Postgraduate Certificate, and meets the requirements commonly demanded by job markets, competitive examinations and professional career evaluation committees.

Title: **Postgraduate Certificate in Design and Creation of 2D Props, Vehicles and Accessories**

Official Nº of Hours: **150 hours**

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Awards the following

DIPLOMA

to

Mr./Ms. _____, with identification number _____.

For having passed and accredited the following program

POSTGRADUATE CERTIFICATE

in

Design and Creation of 2D Props, Vehicles and Accessories

This is a qualification awarded by this University, with 6 ECTS credits and 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

This qualification must always be accompanied by the university degree issued by the competent authority to practice professionally in each country. 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 EDUCATION will make the necessary arrangements to obtain it, at an additional cost.

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