

Postgraduate Certificate

Design and Creation of 2D Fantastic Creatures





Postgraduate Certificate Design and Creation of 2D Fantastic Creatures

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

Website: www.techtute.com/pk/design/postgraduate-certificate/postgraduate-certificate-design-creation-2d-fantastic-creatures

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01

Introduction

Since the early days of graphic arts, fantasy creatures have been of special appeal to all kinds of designers. Mythological beings, dragons, fairies or gods have been illustrated in numerous variations throughout history. Nowadays, stories like those of Studio Ghibli or iconic video games like Undertale are full of fantastic beings of all kinds. The designer who masters this field will have a clear advantage to take on larger projects, multiplying their opportunities for professional improvement. Under this premise the present program was born, to which a team of experts in the creation of fantastic creatures in 2D has brought all their theoretical and practical knowledge. Being completely online, the degree is manageable, even for designers with the most demanding responsibilities.





“

Perfectly master the most prominent features of fantasy creatures of all kinds, from powerful gods to terrifying demons"

A good part of the stories told through video games, animated films or audiovisual products of different kinds involve some kind of fantastic creature. Their design, especially in the 2D field, must be carefully designed almost to the millimeter in order to impress an audience that has already seen a multitude of this type of beings.

Therefore, designers must take on this task with full knowledge of the poses, expressions and specific anatomy of aquatic, flying, subway or giant creatures. This Postgraduate Certificate expands knowledge in all these areas, adding specific topics for dragons, demons, gods and hybrid beings.

The teaching team has compiled the latest current theory and combined it with their extensive practical experience to create a syllabus that can even serve as useful reference material after completing the program. This will serve to give a distinctive boost to the student's career path, allowing them to stand out with useful and focused specialist skills for the most ambitious design projects.

A 100% online program that understands the difficulties that may arise for the design professional, giving them the freedom to distribute the course load at their own pace, without face-to-face classes or fixed schedules. All this content is available in its entirety from day one, and the student can download it from any device with an internet connection.

This **Postgraduate Certificate in Design and Creation of 2D Fantastic Creatures** 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 the self-assessment process can be carried out 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



Take on the creation and design of mythical beings such as fairies, elves, satyrs, or gnomes, being able to imprint your own characteristic style with solvency and efficiency"

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Discover the most innovative techniques in the design of 2D fantastic creatures, saving you considerable study time in interpreting the anatomy of hydras or griffins"

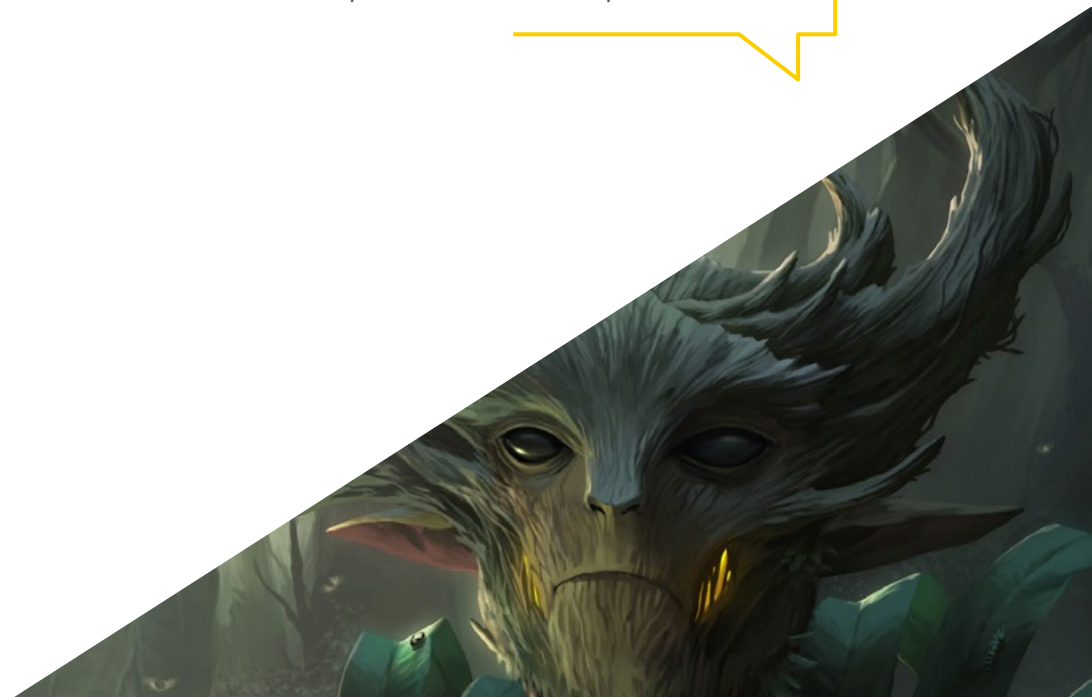
The program's teaching staff includes professionals from the sector who contribute their work experience to this training program, as well as renowned specialists from leading societies and prestigious universities.

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, which means the student must try to solve the different real-life situations of that arise throughout the academic program. For this purpose the student will be assisted by an innovative interactive video system created by renowned and experienced experts.

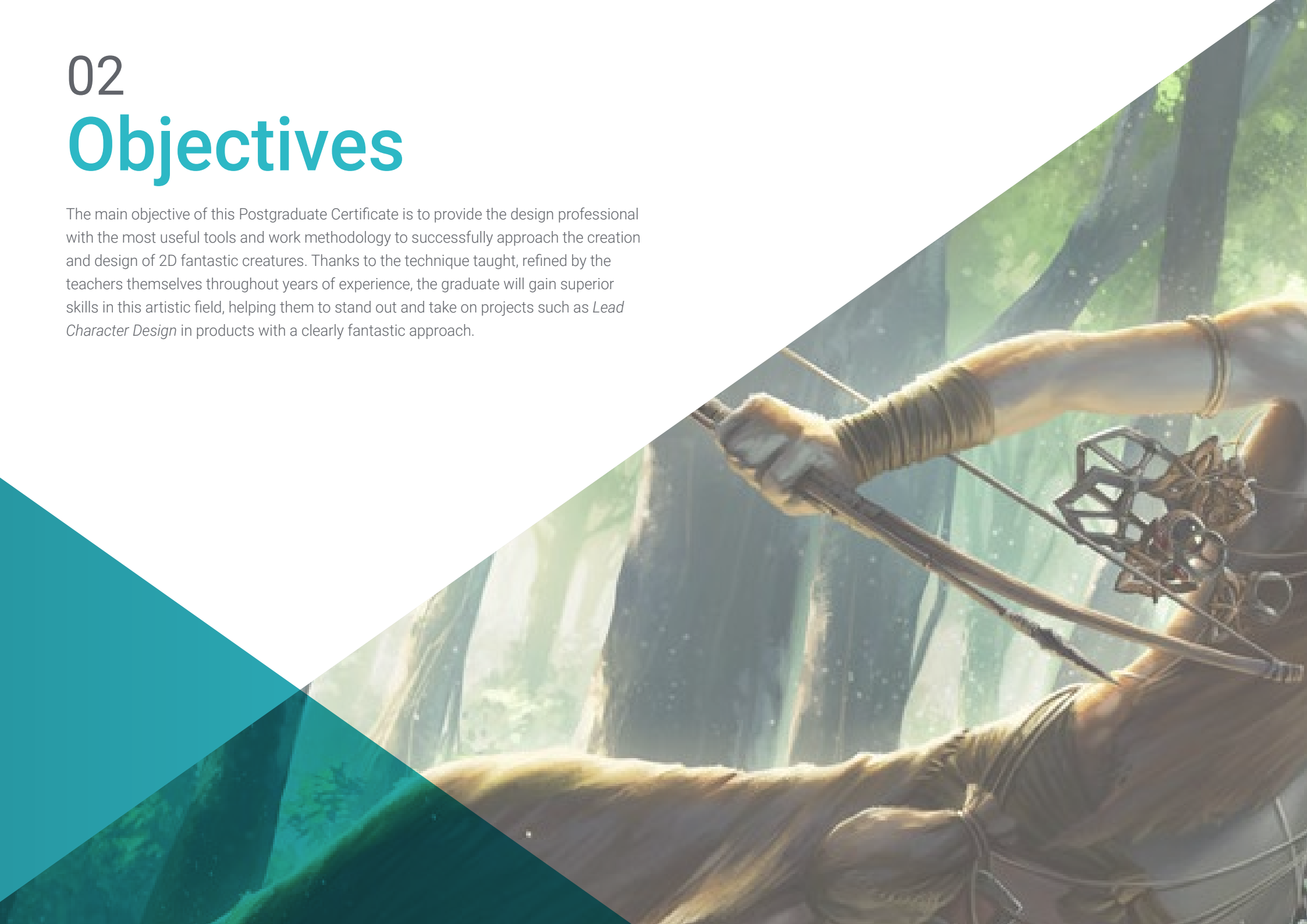
You will have access to an extremely precise and concise syllabus, meticulously ordered to make it much easier for you to study it and use it as reference material.

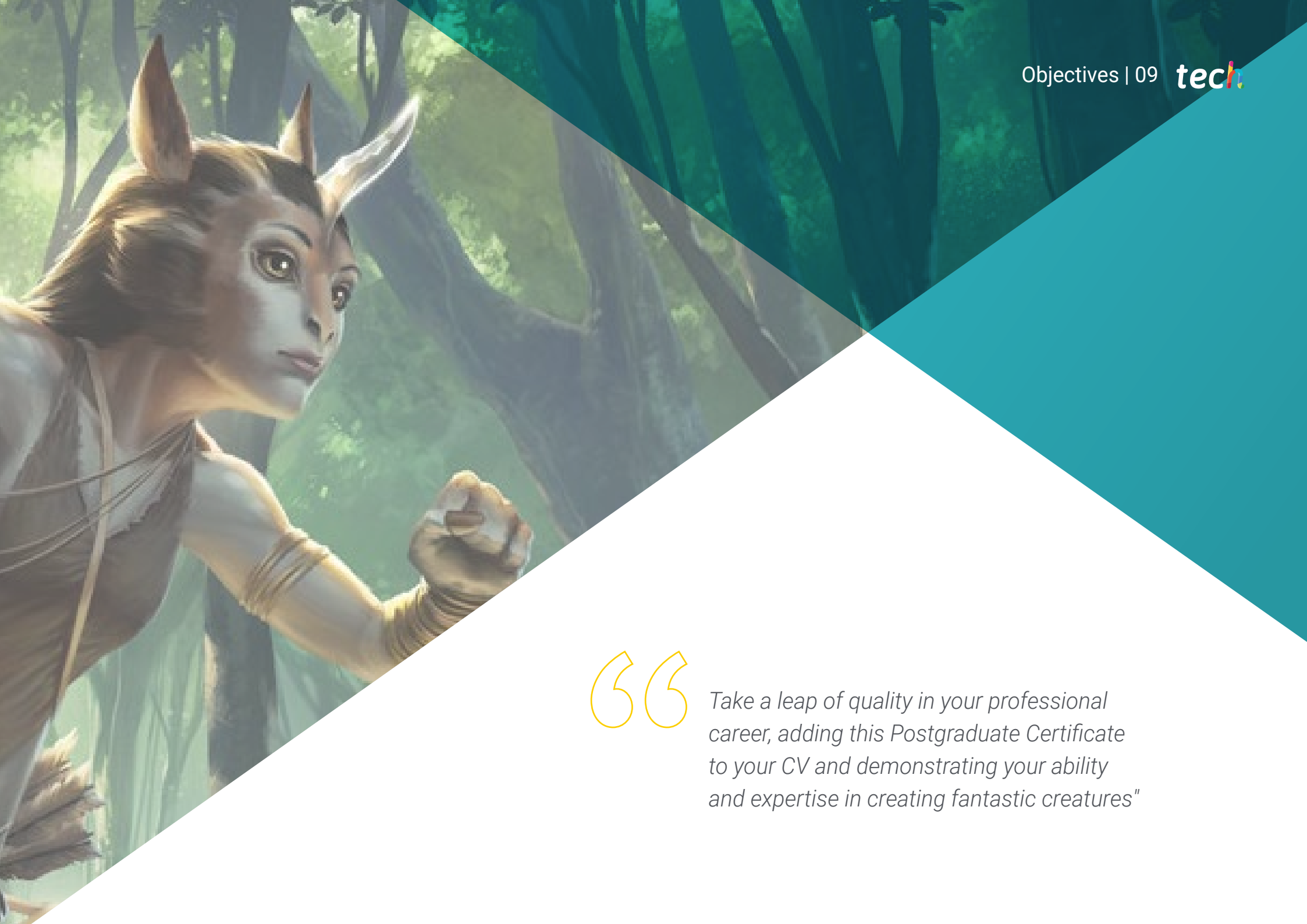
Join the world's largest online academic institution, with an exceptional teaching team, completely committed to your professional improvement.



02 Objectives

The main objective of this Postgraduate Certificate is to provide the design professional with the most useful tools and work methodology to successfully approach the creation and design of 2D fantastic creatures. Thanks to the technique taught, refined by the teachers themselves throughout years of experience, the graduate will gain superior skills in this artistic field, helping them to stand out and take on projects such as *Lead Character Design* in products with a clearly fantastic approach.





“

Take a leap of quality in your professional career, adding this Postgraduate Certificate to your CV and demonstrating your ability and expertise in creating fantastic creatures”



General objectives

- ◆ Encourage the necessary documentation and reference taking needed to do the job correctly
- ◆ Know how to structure, create and build characters
- ◆ Acquire the necessary skills for the creation of fantasy characters

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*Even before the end of the program,
you will be able to see how
your techniques become better
established around the design of
giants, dwarves or dragons”*





Specific Objectives

- ♦ Deepen understanding of the different types of fantastic creatures
- ♦ Correctly differentiate between flying, aquatic and/or subterranean creatures
- ♦ Know the classes of demonic beings, giants, mythical creatures and hybrids that exist
- ♦ Assertively represent gods and demigods

03

Course Management

TECH has selected this teaching team for its portfolio of successes in the world of design, especially when it comes to recreating all kinds of fantastic creatures in various types of products. Their extensive knowledge on the subject has allowed the creation of a broad and exhaustive syllabus, with high quality content that focuses on the poses, expressions and anatomy of all kinds of extraordinary beings.





“

Learn the most intrinsic secrets that make 2D fantasy creatures look more ferocious, enchanting or captivating"

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



04

Structure and Content

The *Re-learning* teaching methodology, applied in this Postgraduate Certificate, allows the designer to improve their skills and abilities throughout the duration of the program. The syllabus naturally reiterates the fundamental principles and techniques for the creation and design of fantastic creatures, saving the student a considerable investment of study hours while easing the teaching load.



“

You will have access to detailed videos, summaries, supplementary readings and simulated case studies to better contextualize each topic"

Module 1. Fantastic Creatures

- 1.1. Dragons and Hydras
 - 1.1.1. Examples:
 - 1.1.2. Construction
 - 1.1.3. Poses and Expressions
- 1.2. Giants
 - 1.2.1. Examples:
 - 1.2.2. Construction
 - 1.2.3. Poses and Expressions
- 1.3. Flyers
 - 1.3.1. Compared Anatomy
 - 1.3.2. Construction
 - 1.3.3. Poses and Expressions
- 1.4. Aquatic
 - 1.4.1. Modifications of Real Types
 - 1.4.2. Construction
 - 1.4.3. Poses and Expressions
- 1.5. Subterranean
 - 1.5.1. Geometric Shapes
 - 1.5.2. Development
 - 1.5.3. Poses and Expressions
- 1.6. Fairytale Beings
 - 1.6.1. Human Anatomy
 - 1.6.2. Construction
 - 1.6.3. Poses and Expressions





- 1.7. Hybrid
 - 1.7.1. Basics
 - 1.7.2. Design
 - 1.7.3. Poses and Expressions
- 1.8. Demon Beings
 - 1.8.1. Anatomy
 - 1.8.2. Design
 - 1.8.3. Poses and Expressions
- 1.9. Gods and Demigods
 - 1.9.1. Human Anatomy
 - 1.9.2. Construction
 - 1.9.3. Poses and Expressions
- 1.10. Other Fantasy Creatures
 - 1.10.1. Examples:
 - 1.10.2. Construction
 - 1.10.3. Poses and Expressions

“Delve into the extensive examples and teachings of the entire program, at your own pace and with no strings attached”

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.



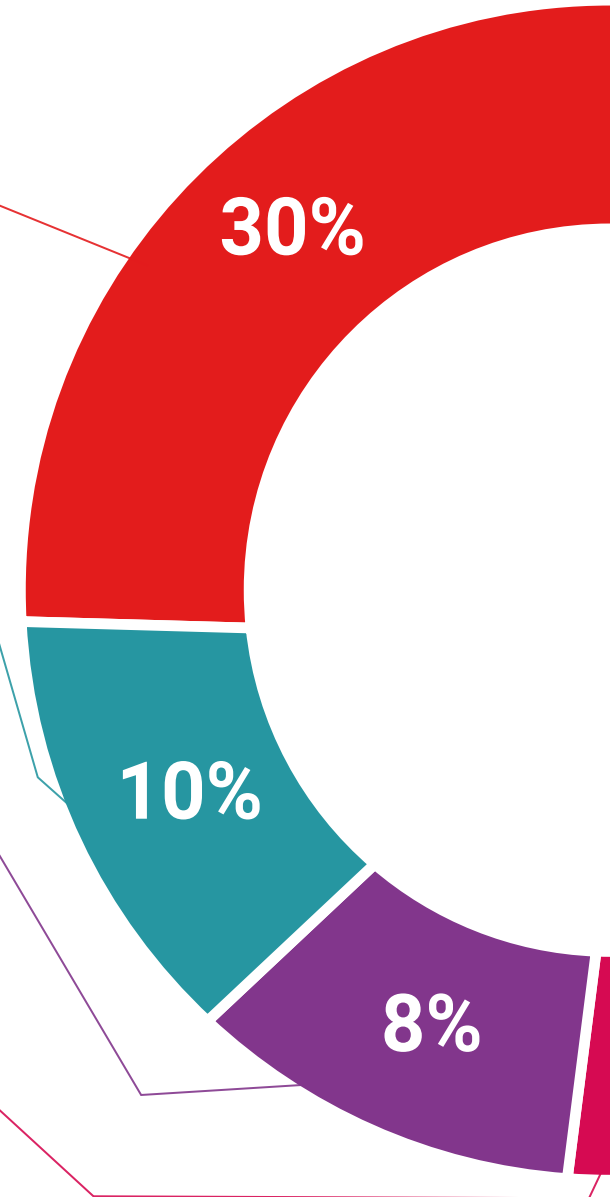
Practising Skills and Abilities

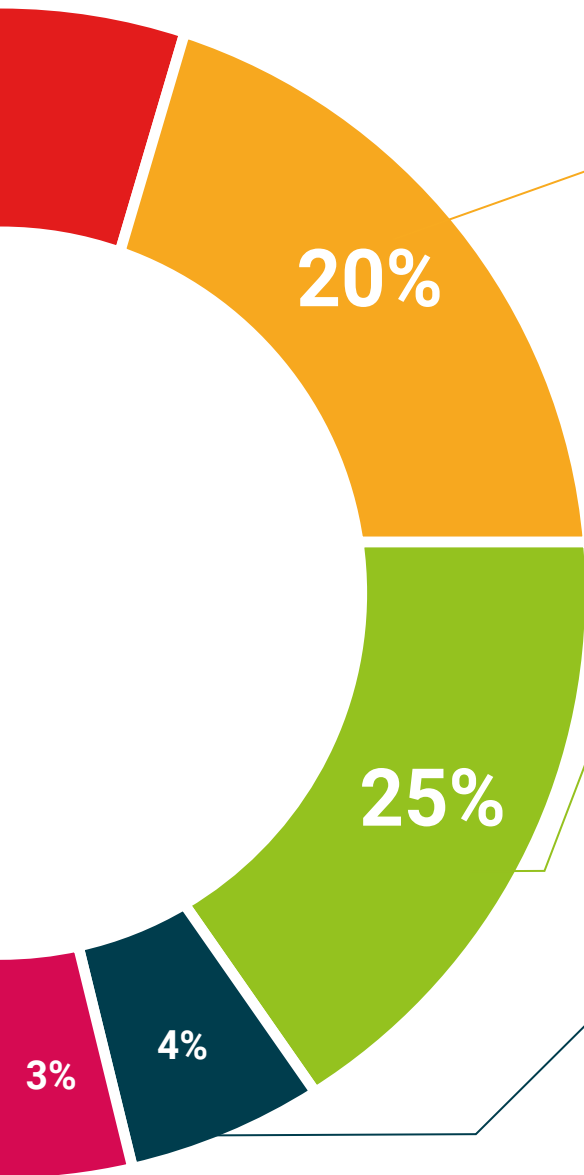
They will carry out activities to develop specific competencies and skills in each thematic area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization we live in.



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 Design and Creation of 2D Fantastic Creatures guarantees, in addition to the most rigorous and up-to-date training, access to a Postgraduate Certificate issued by TECH Technological University.



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

This **Postgraduate Certificate in Design and Creation of 2D Fantastic Creatures** contains the most complete and updated program on the market.

After the student has passed the evaluations, they will receive their corresponding **Postgraduate Certificate** issued by **TECH Technological University** by tracked delivery*.

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

Title: **Postgraduate Certificate in Design and Creation of 2D Fantastic Creatures**

Official N° of hours: **150 h.**



*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.

future
health confidence people
education information tutors
guarantee accreditation teaching
institutions technology learning
community commitment
personalized service innovation
knowledge present
online development language
classroom



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