

Postgraduate Certificate Video Game Animation



Postgraduate Certificate Video Game Animation

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

Website: www.techtute.com/us/design/postgraduate-certificate/video-game-animation

Index

01

Introduction

p. 4

02

Objectives

p. 8

03

Course Management

p. 12

04

Structure and Content

p. 16

05

Methodology

p. 20

06

Certificate

p. 28

01

Introduction

Video games are no longer merely a few pixels on a screen that create a figure that users can barely distinguish. They are now classed as an art form and often take years to complete. In this sense, as technology advances, so does video game animation, which is now produced almost at the same level as a feature film. Therefore, it is hardly surprising that there is currently great demand for designers with knowledge of animation, since they will be responsible for bringing the ideas captured in the Storyboard to reality. With this program, students will have the opportunity to learn how to carry out this task using different software and performing complex actions, such as character movement and creating dynamic environments.





“

The human eye is attracted to moving images. That is why video game animation is so important"

The first video game in history was launched in 1958: Tennis for Two. Its gameplay was rudimentary, consisting of two vertical bars that could be moved to bounce a small dot to the other side of the screen, emulating two tennis players (hence its name). This was something revolutionary, and it paved the way for modern gaming and animation.

From that first moment, animation was already a fundamental part of video games, and one could not exist without the other. Over time, this evolved into more than just an action in response to player interaction. It now constitutes an art form, in which expression and emotion are provided through character and environmental realism.

For this reason, this Postgraduate Certificate will provide the students with the information they require to specialize in Video Game Animation, offering comprehensive, in-depth learning about: 2D and 3D animation, handling Studio Max, creating digital controls (Rigging), animating the movement of characters and objects, among others.

All the content will be available in a completely online modality, in which the student will not have to physically move to a place to receive classes. On the other hand, the direct qualification of this Postgraduate Certificate is designed to ensure that students graduate immediately after finishing the last virtual presentation. In other words, you will not have to submit a final paper to graduate.

This **Postgraduate Certificate in Video Game Animation** contains the most complete and up-to-date educational program on the market. The most important features include:

- ◆ Practical cases so that learning is carried out in a more direct way
- ◆ Specialized content on development and animation in video games
- ◆ Theoretical lessons, questions to the expert, debate forums on controversial topics, and individual reflection assignments
- ◆ Access to content from any fixed or portable device with an Internet connection



Animation has evolved to become an art form and you can be responsible for creating spectacular kinematics"

“

Animation is fundamental to any video game. One can't exist without the other, and you can be the one to create it"

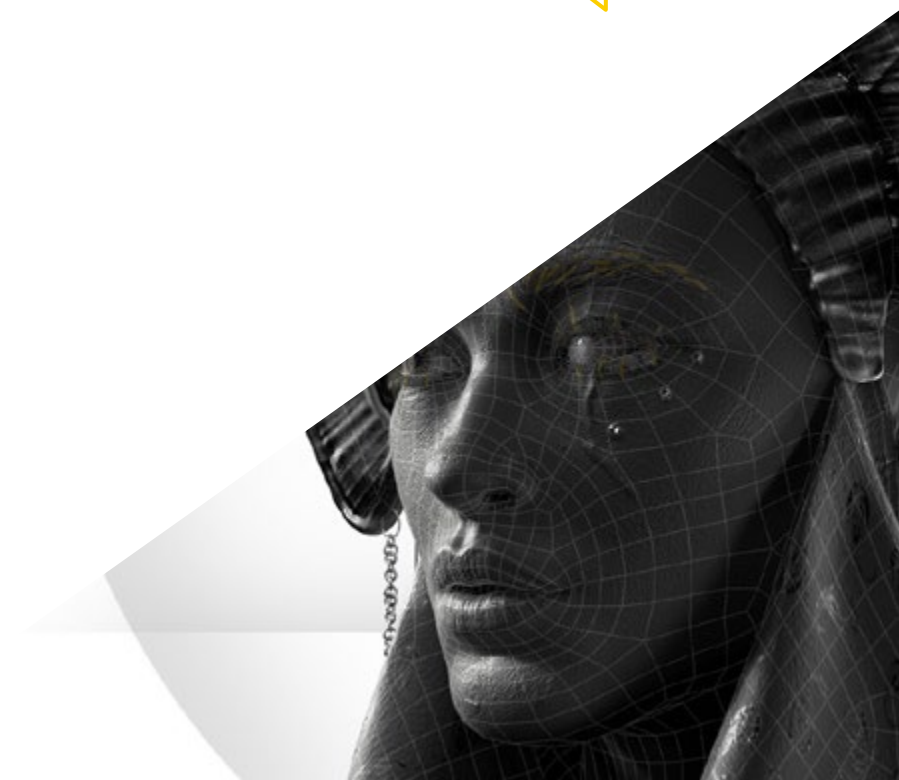
The program's teaching staff includes professionals from sector who contribute their work experience to this training program, as well as renowned specialists from leading societies and prestigious universities.

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 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.

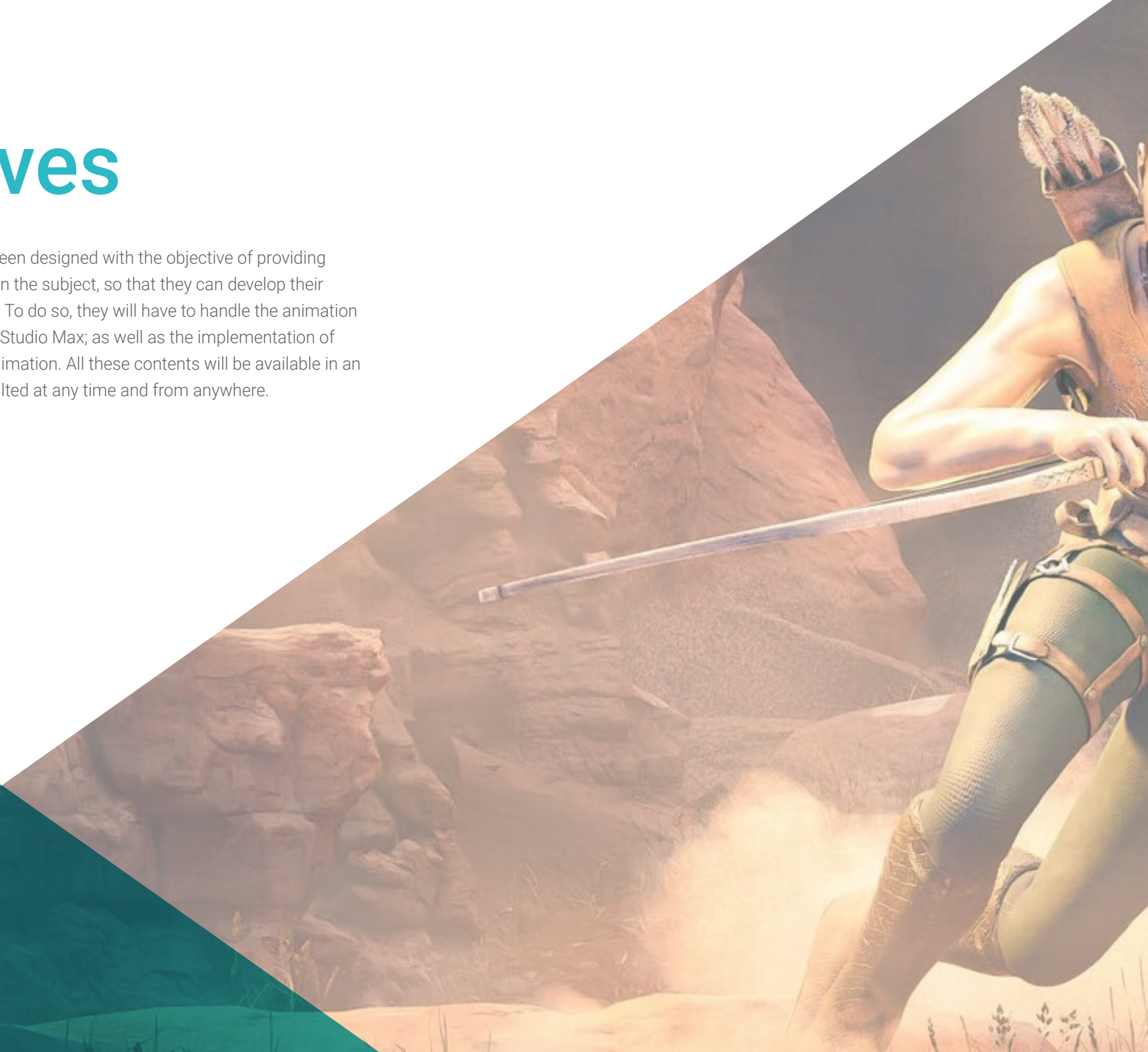
There is no better time than the present to become a designer specialized in Video Game Animation.

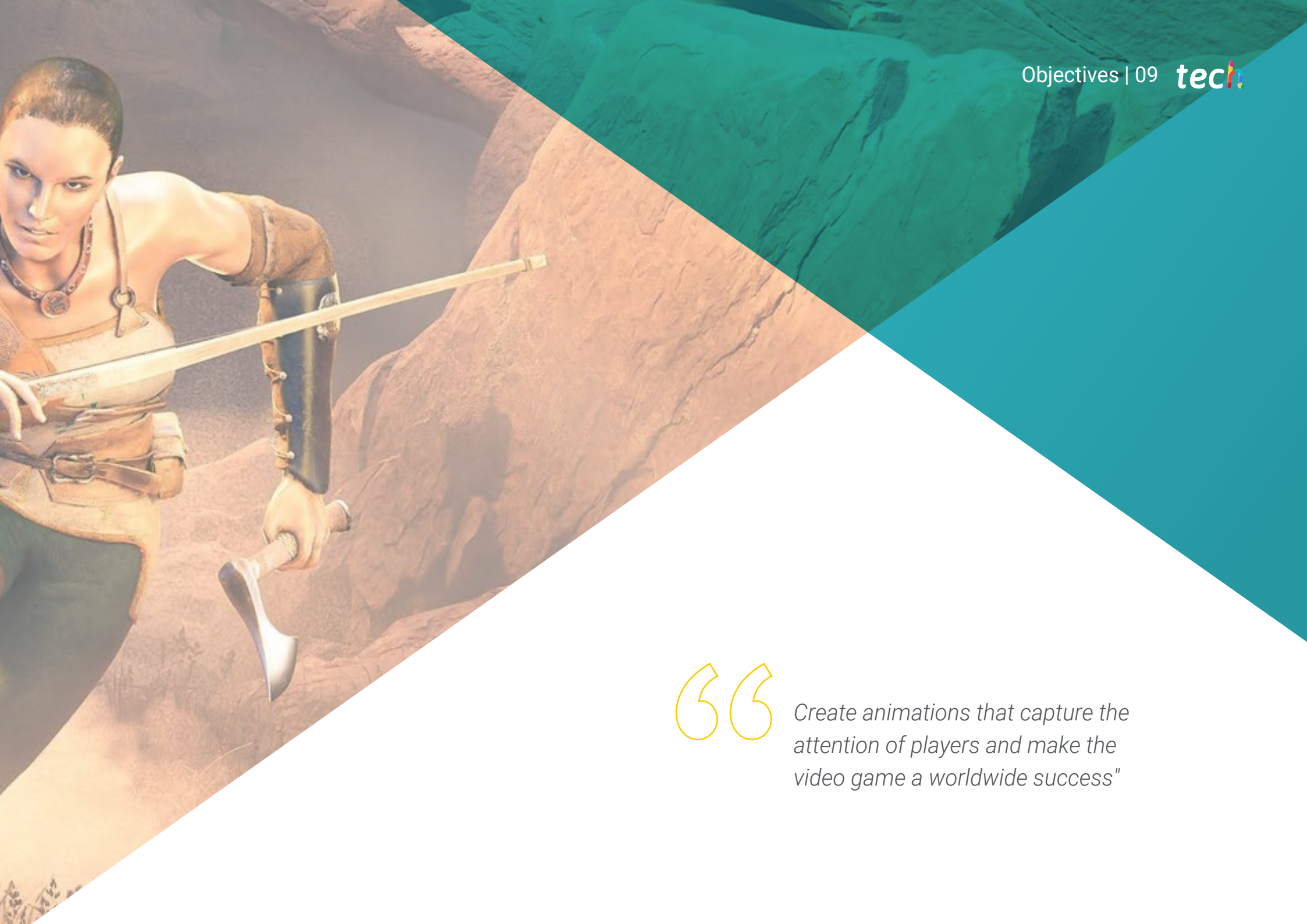
You will have a professional career after completing this online program in Video Game Animation.



02 Objectives

This Postgraduate Certificate has been designed with the objective of providing students with the best knowledge on the subject, so that they can develop their professional careers in the industry. To do so, they will have to handle the animation of characters and objects using 3D Studio Max; as well as the implementation of controllers to embed them in the animation. All these contents will be available in an online program which can be consulted at any time and from anywhere.





“

Create animations that capture the attention of players and make the video game a worldwide success”



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





Specific Objectives

- ◆ Perform 2D and 3D animation
- ◆ Learn the theory of animation on elements and characters
- ◆ Knowledge of 2D animation Rigging
- ◆ Perform animation in 3D Studio Max: movement of elements and characters
- ◆ Learn about 3d Studio Max Rigging
- ◆ Know how to perform advanced character animations



With this Postgraduate Certificate you will achieve all your objectives. Sign up today to start growing within the industry"

03

Course Management

This Postgraduate Certificate in Video Game Animation is taught by a teaching staff of high level within the industry. They have worked for years as video game designers and animators, so they know the skills and competencies that professionals in the area should have. This way, students will receive a specialized and updated learning, allowing them to cover any profile requested by the large companies in the sector.





*Animate the best video games with
the experience of this teaching staff"*

Management



Dr. 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 contents of this program have been designed with future graduates' job opportunities in mind. Students will, therefore, receive the tools and skills they need to succeed in the industry. All this can be achieved from anywhere in the world, thanks to the online modality and the availability of the contents. This will allow them to start an independent career in the sector, providing their services virtually or starting a production house on their own.





“

This Postgraduate Certificate is designed to help you become the best. Don't think twice and sign up now”

Module 1. Animation

- 1.1. Animation
 - 1.1.1. Traditional Animation
 - 1.1.2. 2D Animation
 - 1.1.3. 3D Animation
- 1.2. 12 Principles of Animation I
 - 1.2.1. Stretch and Shrink
 - 1.2.2. Anticipation
 - 1.2.3. Staging
- 1.3. 12 Principles of Animation II
 - 1.3.1. Direct Action and Pose-by-Pose
 - 1.3.2. Continuous and Superimposed Action
 - 1.3.3. Acceleration and Deceleration
- 1.4. 12 Principles of Animation III
 - 1.4.1. Arches
 - 1.4.2. Secondary Action
 - 1.4.3. Timing
- 1.5. 12 Principles of Animation IV
 - 1.5.1. Exaggeration
 - 1.5.2. Solid Drawing
 - 1.5.3. Personality
- 1.6. 3D Animation
 - 1.6.1. 3D Animation I
 - 1.6.2. 3D Animation II
 - 1.6.3. 3D Kinematics
- 1.7. Advanced 2D Animation
 - 1.7.1. Character Movements I
 - 1.7.2. Character Movements II
 - 1.7.3. Character Movements III



- 1.8. 2D animationRigging
 - 1.8.1. Introduction to 2D Rig
 - 1.8.2. 2D Rig Creation
 - 1.8.3. 2D Facial Rig
- 1.9. 2D Animation
 - 1.9.1. Object Movement I
 - 1.9.2. Object Movement II
 - 1.9.3. Object Movement III
- 1.10. Kinematics
 - 1.10.1. Creation of a 2D Kinematic: Basic Introduction
 - 1.10.2. Creation of a 2D Kinematic: Movements in the Environment
 - 1.10.3. Creation of a 2D Kinematic: Export



*Animation continues to evolve.
Be part of the innovation at the
end of this program"*

05

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 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.

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.



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.



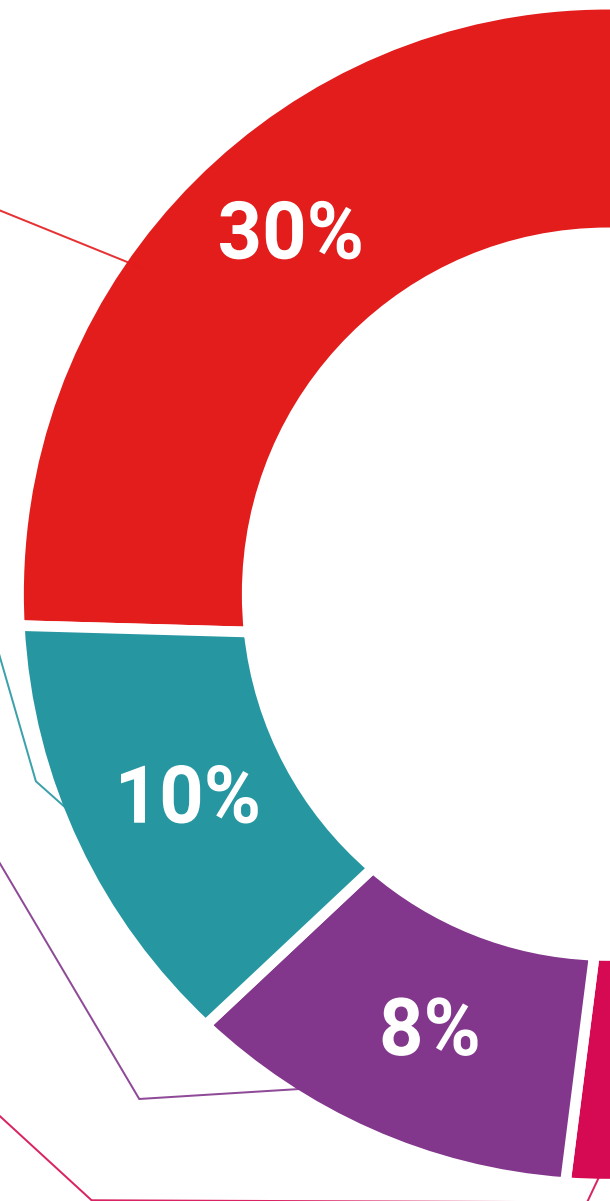
Practising Skills and Abilities

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.





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 Certificate in Video Game Animation guarantees, in addition to the most rigorous and updated training, 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 Video Game Programming** contains the most complete and up-to-date scientific 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 diploma issued by **TECH Technological University** will reflect the qualification obtained through the Postgraduate Certificate, and meets the requirements commonly demanded by labor exchanges, competitive examinations, and professional career evaluation committees.

Title: **Postgraduate Certificate in Video Game Animation**

Official N° of hours: **150 h.**



*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.

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



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