

Postgraduate Diploma Design and Creation of Characters for Video Games



Postgraduate Diploma Design and Creation of Characters for Video Games

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

Website: www.techtitute.com/in/design/postgraduate-diploma/postgraduate-diploma-design-creation-characters-video-games

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01

Introduction

If there is one sector in which the production of characters of all kinds has skyrocketed, it is that of video games. Both protagonists and antagonists of different sagas have captured the attention of millions of players around the world. The iconic bosses of Cuphead, the beautiful setting of Hollow Knight or the internationally acclaimed Gris are just a few examples of how 2D characters can be a distinctive and unique element to the final product. Designers specializing in the creation of characters for video games have a decisive advantage in obtaining prominent positions in this sector, so this program focuses on the main foundations that will make the designer an expert in this field. All with the best possible teaching staff and TECH's distinctive flexibility, with a 100% online format with no demands on the student.





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Break into the world of video games, a sector with a bright future, thanks to this Postgraduate Diploma in Design and Creation of Characters for Video Games”

The video game industry is one of the fastest growing industries today, with thousands of new games every year that require experienced designers with very specific knowledge in the creation and design of varied characters. The high level of competition in the sector makes it more necessary than ever to distinguish yourself from your rivals, and the most direct way to do so is through the careful design of your protagonists and antagonists.

2D artists of all kinds are required by many studios, both large productions and smaller scale mobile games, so there are many opportunities to grow as a *character designer*. This program brings together a team of designers with extensive experience in the creation of all types of characters, developing a curriculum focused on the world of video games.

The designer will review the main fundamentals of styles, cultures and methodology in the construction of characters, as well as the evolution from 2D to 3D and the different types of characters according to the target audience and video game. All this with an exhaustive and methodical syllabus, focused on maximizing the designer's skills.

In addition, the student will have the freedom to distribute the course load at their own pace. This is possible thanks to its completely online format, in which all learning content is available to download from the first day of the program.

This **Postgraduate Diploma in Design and Creation of Characters for Video Games** contains the most complete and up to date educational program on the market. The most important features 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
- ◆ Access to content from any fixed or portable device with an Internet connection



Enhance your skills thanks to the knowledge of artists and designers with extensive experience in the creation of all types of characters"



This Postgraduate Diploma will propel your professional career into a field with great opportunities to help you continue growing, both professionally and personally"

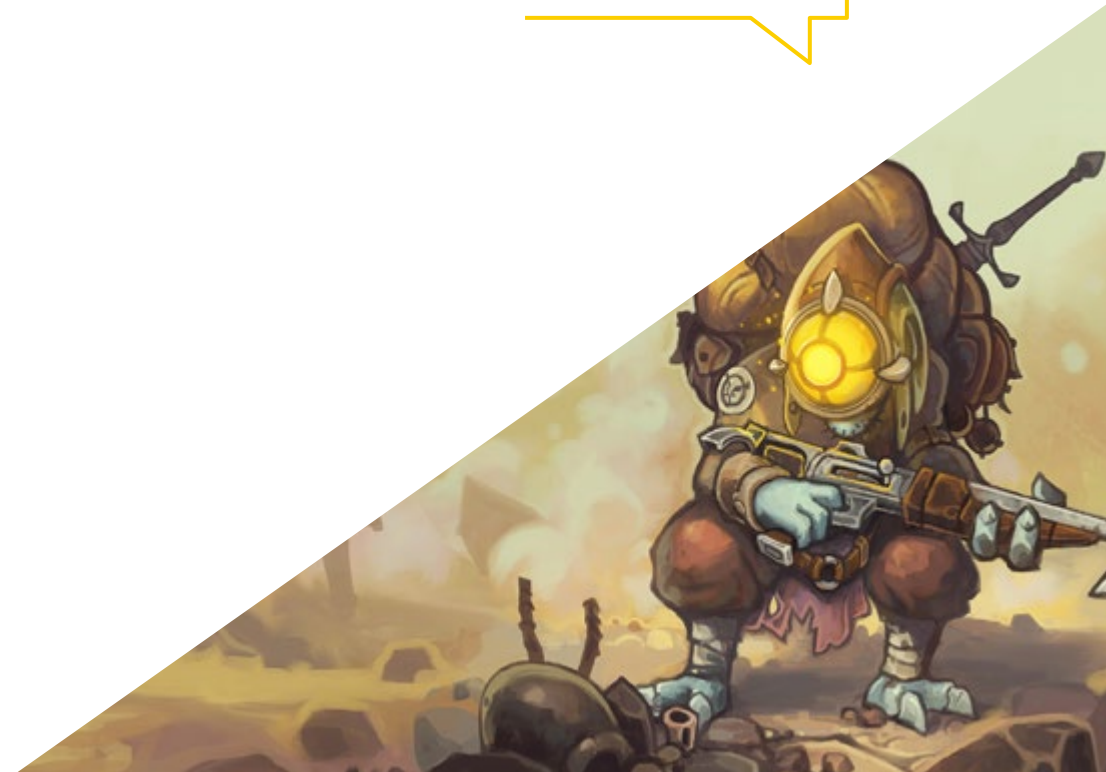
From the first models of Lara Croft to the impressive dynamism of Aloy or Kratos. Discover the evolution from 2D to 3D in the world of video games.

Your characters will captivate millions of players around the world, creating timeless audiovisual products.

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 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.



02 Objectives

The great protagonists of all types of video games are filled with so much detail that they usually require entire design teams to get the most out of each one. The clear objective of this degree is to instruct the student to be part of or even to lead such teams, by extensively reviewing both the latest technological theory and the practical use of different modern methods and programs.



“

You will boost your career through gaining expert knowledge, perfecting your video game character creation technique”



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
- ◆ Create all types of vehicles and objects for use in any of the 2D and 3D animation disciplines
- ◆ Exhaustively develop characters specifically for 2D and 3D videogames



You will be able to direct your professional career towards design studios specialized in videogames, demonstrating your worth in this field"





Specific Objectives

Module 1. Videogames and Characters

- ◆ Create characters for video games
- ◆ Analyze the different types of video games
- ◆ Know the public that it is directed at

Module 2. Characters

- ◆ Study the different styles and cultures that exist
- ◆ Learn to develop characters through time
- ◆ Apply knowledge to the different formats
- ◆ Know the different techniques applied to specific characters
- ◆ Know the most current styles

Module 3. Character Building

- ◆ Create characters from start to finish
- ◆ Apply all the anatomical forms possible
- ◆ Work lines of action, axis and positions
- ◆ Design the different parts of a character through a drawing base

03

Course Management

The best professionals in the world of design have been chosen by TECH to teach this Postgraduate Diploma in which they bring together the most modern knowledge and key concepts for the creation of characters for video games. The student will be able to consult directly with the teachers for any doubts that may arise, having a personalized tutor throughout the program.





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A teaching team that is 100% committed to your professional improvement will be ready to help you at all times"

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

Mr. Rodríguez Tendero, Rodrigo

- ♦ Cartoon collaborations with the 12 Pingüinos Studio: Tirma, Chupachups, Parque Temático Warner, Kalise-Menorquina, Las tres mellizas, Pollo (short film winner of the Goya Award for best animated short film)
- ♦ Design and Illustration Projects in Merlin Games, Antivirus McAfee, Revista Club Megatrix, Amstel and Ikea, among many others



Dr. Delgado Sánchez, Cruz

- ◆ Production coordinator of several feature films and television series: Gulliver's Travels, The 4 Musicians of Bremen (Goya Award), Los Trotamúsicos (also screenwriter)
- ◆ PhD in Audiovisual Communication
- ◆ Professor of Production and Scriptwriting and coordinator of the Animation Specialty at ECAM (School of Cinematography and Audiovisuals of the Community of Madrid)
- ◆ Professor of the subject History of Animation Cinema at the University School of Design, Innovation and Technology (ESNE) and at U-tad
- ◆ Lecturer on topics related to animated films at several universities (CEES European University, San Pablo-CEU)
- ◆ Academic Member of the Academy of Motion Picture Arts and Sciences
- ◆ Author of five books on animation and contributor to different written media.
- ◆ Collaborator on cinematographic topics in various programs of Cadena COPE

Mr. Rodríguez Tendero, Rodrigo

- ◆ Cartoon collaborations with the 12 Pingüinos Studio: Tirma, Chupachups, Parque Temático Warner, Kalise-Menorquina, Las tres mellizas, Pollo (short film winner of the Goya Award for best animated short film)
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04

Structure and Content

The teaching team has exhaustively and meticulously created all the content available in this Postgraduate Diploma. This means that all topics have been reviewed to offer the most important skills, tips, secrets and keys to Video Game Character Design and Creation, with no filler or trivial topics. In addition, the didactic material also serves as a great reference guide after completing the program, as it can be downloaded in its entirety from any device with an internet connection.





“

You will have a multitude of complementary readings with which to deepen your knowledge of each topic covered, choosing the areas in which you wish to reinforce your knowledge”

Module 1. Videogames and Characters

- 1.1. Characters and Videogames
 - 1.1.1. Analysis of Characters in Videogames
 - 1.1.2. Target of the Character
 - 1.1.3. References
- 1.2. Types
 - 1.2.1. 2D-3D
 - 1.2.2. Platforms and Types
 - 1.2.3. Pixelated Characters
- 1.3. Methodology
 - 1.3.1. Planning of Work and Types of Documents
 - 1.3.2. Analytical Animation
 - 1.3.3. Line Draughtsman and Shape Draughtsman
- 1.4. Define a Style
 - 1.4.1. References and Key Points
 - 1.4.2. Light and Color: Creating an Atmosphere
 - 1.4.3. Characters: Personality and Consistency
- 1.5. Traditional 2D
 - 1.5.1. References
 - 1.5.2. Creation
 - 1.5.3. Model Sheet Package
- 1.6. Cut Out I
 - 1.6.1. References
 - 1.6.2. Methodology
 - 1.6.3. Construction
- 1.7. Cut Out II
 - 1.7.1. Color
 - 1.7.2. Rig
 - 1.7.3. Libraries





- 1.8. 3D.
 - 1.8.1. References
 - 1.8.2. Design
 - 1.8.3. Construction
- 1.9. Pixelated Characters
 - 1.9.1. References and Documentation
 - 1.9.2. Design
 - 1.9.3. Poses
- 1.10. Reference for the 3D Model
 - 1.10.1. Color Palettes
 - 1.10.2. Texture.
 - 1.10.3. Light and Shade

Module 2. Characters

- 2.1. Geometric Shapes
 - 2.1.1. Basic
 - 2.1.2. Combination of Shapes
 - 2.1.3. Axis
- 2.2. Lines of Action
 - 2.2.1. Curves, Horizontal and Diagonal
 - 2.2.2. Simple Shapes in the Line of Action
 - 2.2.3. Structure and Extremities
- 2.3. Complex Shapes
 - 2.3.1. Combined Geometries
 - 2.3.2. Pose
 - 2.3.3. Division of Heads
- 2.4. Anatomy
 - 2.4.1. Classic Human Canon
 - 2.4.2. Proportions
 - 2.4.3. Action Poses

- 2.5. Head
 - 2.5.1. Construction
 - 2.5.2. Axis
 - 2.5.3. Eyes and Parts of the Face
- 2.6. Hair
 - 2.6.1. Female
 - 2.6.2. Male
 - 2.6.3. Hairstyles
- 2.7. Creation of Cartoon Characters
 - 2.7.1. Exaggerated Proportions
 - 2.7.2. Heads and Expressions
 - 2.7.3. Silhouette and Poses
- 2.8. Cartoon Animals
 - 2.8.1. Pets
 - 2.8.2. Quadrupeds and Birds
 - 2.8.3. Other Types
- 2.9. Extremities
 - 2.9.1. Construction
 - 2.9.2. Joints
 - 2.9.3. Poses
- 2.10. Hands
 - 2.10.1. General Construction
 - 2.10.2. Human
 - 2.10.3. Cartoon

Module 3. Character Building

- 3.1. Geometric Shapes
 - 3.1.1. Basic
 - 3.1.2. Combination of Shapes
 - 3.1.3. Axis
- 3.2. Lines of Action
 - 3.2.1. Curves, Horizontal and Diagonal
 - 3.2.2. Simple Shapes in the Line of Action
 - 3.2.3. Structure and Extremities
- 3.3. Complex Shapes
 - 3.3.1. Combined Geometries
 - 3.3.2. Pose
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 - 3.4.1. Classic Human Canon
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 - 3.6.1. Female
 - 3.6.2. Male
 - 3.6.3. Hairstyles



- 3.7. Creation of Cartoon Characters
 - 3.7.1. Exaggerated Proportions
 - 3.7.2. Heads and Expressions
 - 3.7.3. Silhouette and Poses
- 3.8. Cartoon Animals
 - 3.8.1. Pets
 - 3.8.2. Quadrupeds and Birds
 - 3.8.3. Other Types
- 3.9. Extremities
 - 3.9.1. Construction
 - 3.9.2. Joints
 - 3.9.3. Poses
- 3.10. Hands
 - 3.10.1. General Construction
 - 3.10.2. Human
 - 3.10.3. Cartoon

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Create completely unique characters, adapted to both cartoon and hyper-realistic styles, thanks to this extensive course on Design and Creation of Characters for Video Games”

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"

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.



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.

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

Relearning 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: 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 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.

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.



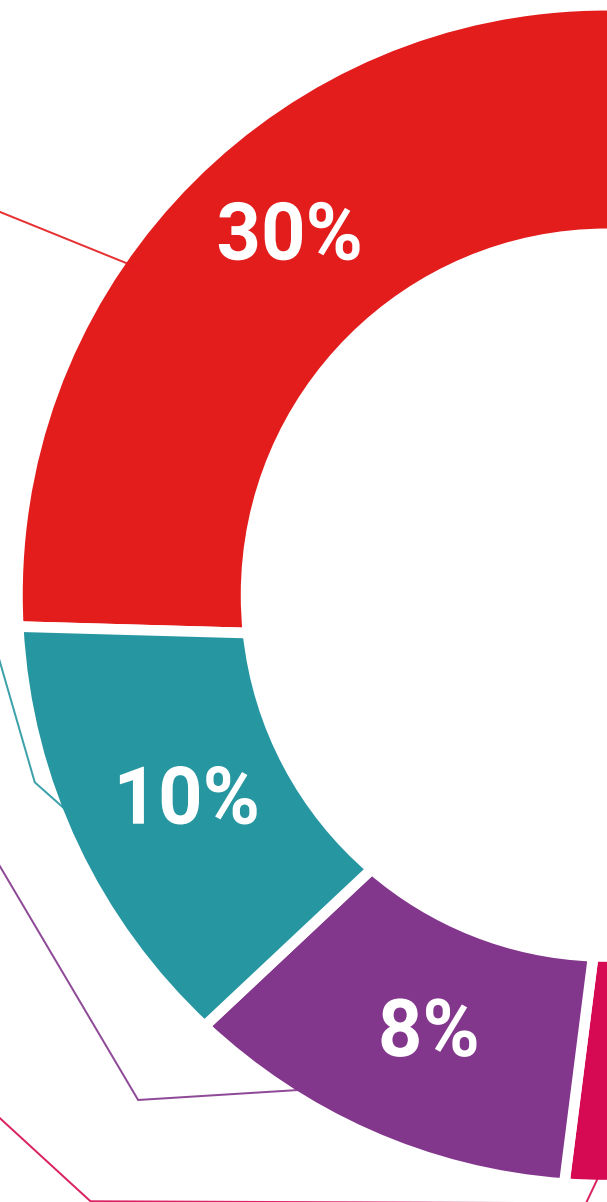
Practising Skills and Abilities

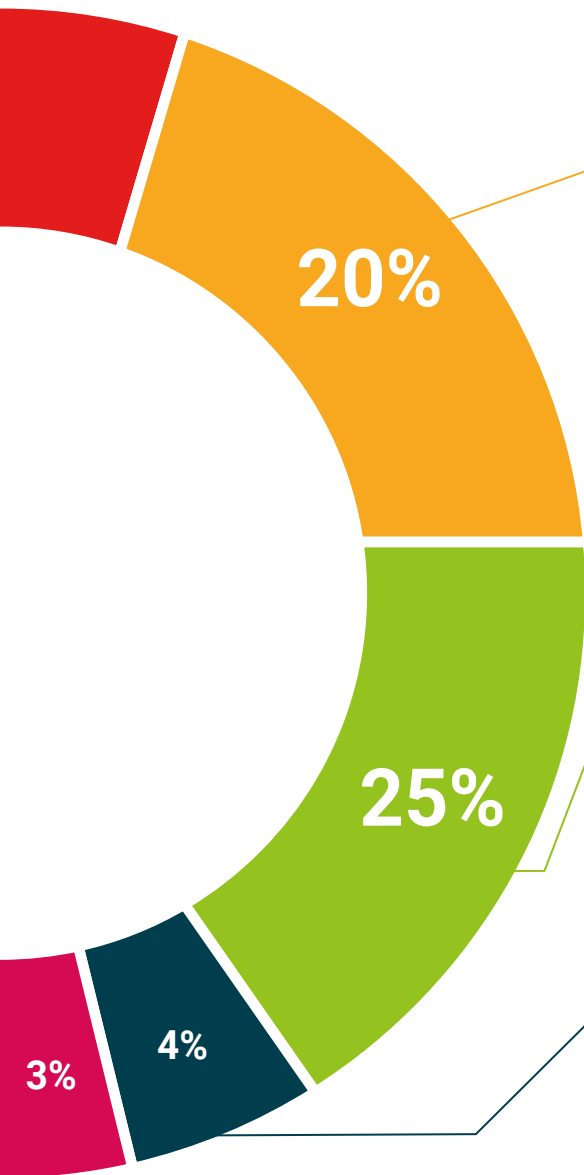
They will carry out activities to develop specific competencies and skills in each thematic area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization we live in.



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 Diploma in Design and Creation of Characters for Video Games guarantees, in addition to the most rigorous and up-to-date training, access to a Postgraduate Diploma issued by TECH Technological University.



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

This **Postgraduate Diploma in Design and Creation of Characters for Video Games** contains the most complete and up-to-date program on the market.

After passing the assessments, the student will receive their corresponding **Postgraduate Diploma** issued by **TECH Technological University** via tracked delivery*.

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

Title: **Postgraduate Diploma in Design and Creation of Characters for Video Games**

Official N° of hours: **450 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
development languages
classroom



Postgraduate Diploma Design and Creation of Characters for Video Games

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