

Postgraduate Certificate 2D Character Design and Animation





Postgraduate Certificate 2D Character Design and Animation

- » Modality: online
- » Duration: 6 weeks
- » Certificate: TECH Global University
- » Accreditation: 6 ECTS
- » Schedule: at your own pace
- » Exams: online

Website: www.techtute.com/us/videogames/postgraduate-certificate/2d-character-design-animation

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Certificate

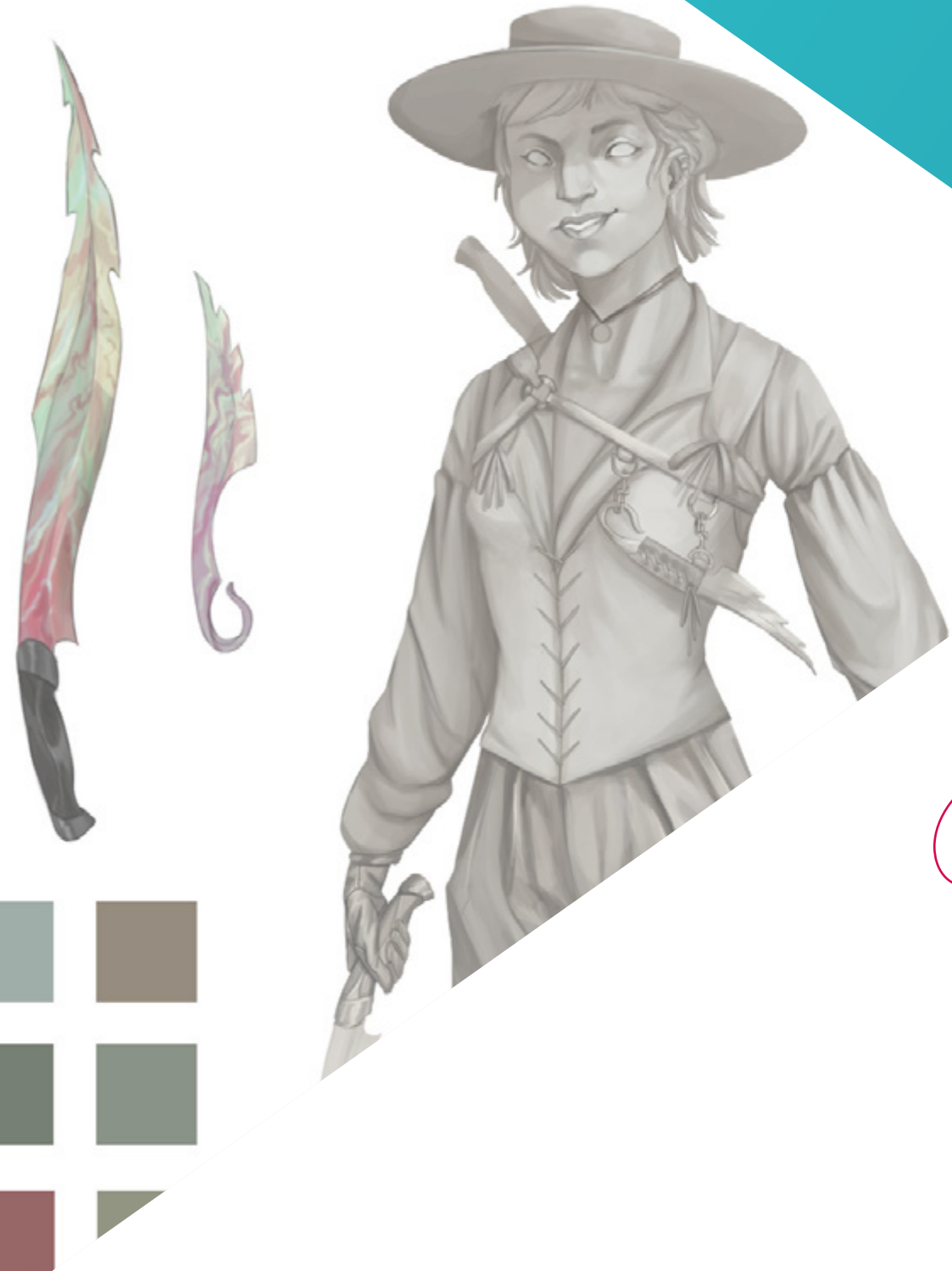
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01

Introduction

Facial expressions in video game characters are a powerful way of communicating emotions and moods. This allows players to connect emotionally with the protagonists, understanding both their feelings and motivations. It should be noted that these aspects make the characters more credible and human. This is especially important in games that seek to represent authentic worlds or characters. They also help to promote empathy among players, who therefore care more about the experiences of the characters in the video game. In view of this, TECH is implementing an advanced qualification that will deal in detail with the representation of facial features and expressions. In addition, it is based on a 100% online format for greater convenience.





“

Delve into Dialogue Animation at the world's best online university according to Forbes"

2D Character Design and Animation play a fundamental role in the quality and success of video games. These aspects are essential for telling stories within the game. The personality, motivations and relationships of the characters can drive the plot, adding depth and coherence to the narrative.

In this sense, designers must create pieces capable of connecting with the minds of users through their realism. To do this, professionals must focus on the design of details such as body language, gestures, personality or movements.

For this reason, TECH has developed a Postgraduate Certificate that will give students a comprehensive approach to 2D Character Design and Animation. The syllabus will examine the importance of detailed model sheets, to provide complete visual references to guide the animations. Likewise, the syllabus will provide numerous acting tools, thereby analyzing the characters and their stimuli.

In turn, the program will analyze pantomime or body language, with the aim of providing the protagonists with gestures and movements. In addition, the teaching materials will examine techniques for animating dialogues, taking into account the contribution of the voice actor.

All this will be possible thanks to a program that is taught in a completely online modality, which allows the student to distribute the workload according to their needs.

Likewise, the methodology used, Relearning, is based on the repetition of concepts, without the need to invest extra hours in memorization. The only thing that students will need is an electronic device with an Internet connection to access the Virtual Campus and enjoy high-quality teaching materials. Also in this virtual environment, they will find a library full of multimedia resources that will reinforce their knowledge in a dynamic way.

This **Postgraduate Certificate in 2D Character Design and Animation** contains the most complete and up-to-date program on the market. The most important features include:

- ♦ The development of case studies presented by experts in 2D Animation
- ♦ The graphic, schematic and practical contents with which it is conceived gather practical theoretical information on those 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 to the expert, debate forums on controversial topics, and individual reflection assignments
- ♦ Content that is accessible from any fixed or portable device with an Internet connection



Are you looking to specialize in the facial expressions of characters? Achieve it through this program"

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You will master both pantomime and body language to help players become fully immersed in the game”

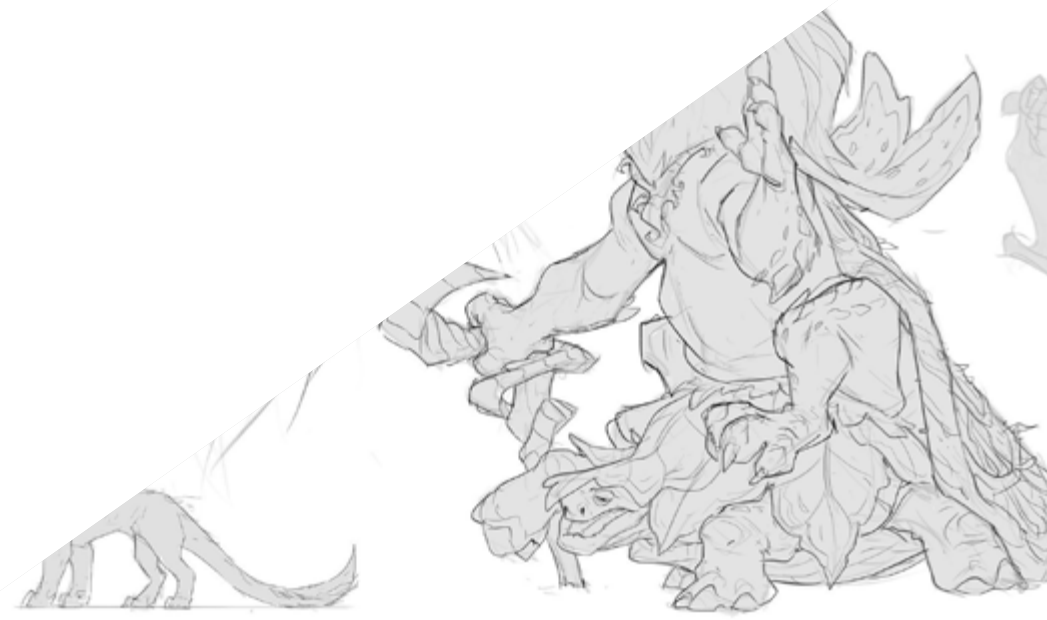
The program’s teaching staff includes professionals from the sector who contribute their work experience to this training program, as well as renowned specialists from leading societies and prestigious universities.

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 education programmed to prepare for real situations.

This program is designed around Problem-Based Learning, whereby the professional must try to solve the different professional practice situations that arise during the course. For this purpose, students will be assisted by an innovative interactive video system created by renowned and experienced experts.

You will delve into Character Design and provide colors or styles according to their personality.

Relearning will allow you to learn with less effort and more performance, getting more involved in your professional specialization.



02 Objectives

Through this Postgraduate Certificate, students will acquire advanced skills in 2D character design and animation. Graduates will be able to create characters with facial expressions and gestures, helping to make them visually convincing. Experts will also produce detailed model sheets, offering multiple complete visual references to guide animation and ensure consistency in the representation of the protagonists. Similarly, students will have at their disposal a wide range of resources to overcome any obstacles that may arise during the course of their work.





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With the highest rated study resources for online teaching, this Postgraduate Certificate will allow you to advance unstoppably in your professional growth”



General Objectives

- ♦ Master the visual language of 2D animation
- ♦ Apply the fundamental principles of 2D animation to create compelling and engaging sequences
- ♦ Research and apply trends and technological advances in 2D animation, keeping abreast of innovations and adapting practices to industry standards
- ♦ Encourage creativity and originality in the generation of concepts, characters and plots, promoting innovation and differentiation in animated projects
- ♦ Specialize in specific areas of animation, adapting skills to different styles and genres
- ♦ Master the pre-production phases to plan and conceptualize animated projects effectively
- ♦ Implement post-production techniques and marketing strategies to optimize the diffusion and impact of animated productions.
- ♦ Analyze and evaluate own and others' work, identifying areas for improvement and applying adjustments to optimize the final quality of animations





Specific Objectives

- ◆ Develop detailed model sheets, providing complete visual references to guide animation and ensure consistency in character rendering
- ◆ Develop skills in rendering facial expressions, exploring the variability of gestures and emotions to achieve visually compelling characters

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TECH offers you an interactive video system that will make it easier for you to study this university program”



03

Course Management

Maintaining the objective of bringing elite education accessible to all audiences to students, TECH has specialized and highly renowned professionals in the sector of 2D Character Design and Animation. For this reason, the current Postgraduate Certificate has a specialized teaching team with experience in the sector. Thanks to this, a learning guarantee is offered to students who seek to expand their knowledge throughout the university program.





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You will have the support of a teaching staff made up of distinguished professionals in 2D Character Design and Animation"

Management



Dr. Larrauri, Julián

- ♦ Executive Producer at Capitán Araña
- ♦ Managing Producer at Arcadia Motion Pictures
- ♦ Head of Production, Director and Writer at B-Water
- ♦ Executive Producer, Production Manager and Head of Development at Ilion Animation Studios
- ♦ Production Manager at Imira Entertainment
- ♦ Ph.D. in Humanities from the Rey Juan Carlos University
- ♦ Master's Degree in Executive Production of Films and Series by Audiovisual Business School
- ♦ Master's Degree in Communication and Advertising Management by ESIC
- ♦ Degree in Audiovisual Communication from Complutense University of Madrid
- ♦ Nominated as "Best Production Director" at the Goya Awards for "Mortadelo y Filemón contra Jimmy el Cachondo"



Professors

Mr. Coronado Pozo, Jorge

- ♦ Animation Supervisor at Dreamwall
- ♦ Lead Character Animator/Layout Artist at Arcadia Motion Pictures
- ♦ Senior Character Animator in several projects
- ♦ Character Animator (2D/3D) at several companies
- ♦ Storyboard and layout for television
- ♦ Character Animation Specialist
- ♦ Video game animator

Mr. Miranda, Carlos

- ♦ Animation Supervisor at B-Water Animation Studios
- ♦ 2D Animator in Commercials
- ♦ Animator in Storyboards for series and advertising
- ♦ Illustrator for Musical Audiobooks
- ♦ Diploma in Commercial Animation from VanArts School
- ♦ Degree in Fine Arts from the University of La Laguna
- ♦ Expert in Clowning with Jesús Jara and Fraser Hooper
- ♦ Expert in Introduction to Maya, "Anímate" training program by the Council of Tenerife



Take this opportunity to learn about the latest advances in this field in order to apply it to your daily practice"

04

Structure and Content

The present program will provide students with a comprehensive view of 2D Character Design and Animation. To this end, the syllabus will delve into the structure of a character guide, with the aim of giving it greater consistency. Likewise, the syllabus will address the interpretation of texts in detail, taking into account factors such as tone, irony, and narrative function. In line with this, the teaching materials will examine pantomime and body language. In this way, graduates will be able to give rhythm and gestures to their protagonists.





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This program gives you the opportunity to update your knowledge in a real scenario, with the maximum scientific rigor of an institution at the forefront of technology”

Module 1. Character Design and Animation

- 1.1. Character Design
 - 1.1.1. Silhouette and Proportion
 - 1.1.2. Color, Style and Personality
- 1.2. Character Guide
 - 1.2.1. Character Analysis
 - 1.2.2. Consistency and Tolerance
 - 1.2.3. Writing and Structure of a Character Guide
- 1.3. Model Sheet
 - 1.3.1. Presenting it in Different Poses
 - 1.3.2. Expressions and Body Language Sheet
 - 1.3.3. Vocalization Sheet, Scale and Additional Sheet
- 1.4. Text Interpretation
 - 1.4.1. Text, Genre and Tone. The Information that We Can Obtain from it.
 - 1.4.2. Subtext and Irony
 - 1.4.3. Narrative Function and Authorial Intention
- 1.5. Action Tools
 - 1.5.1. Formal and Experiential Action
 - 1.5.2. Character and Background Analysis
 - 1.5.3. External and Internal Stimuli
- 1.6. Pantomime and Body Language
 - 1.6.1. Body Language, Interactions
 - 1.6.2. Hand Gestures
 - 1.6.3. Rhythm, Minimal Movements and Scenic Task
- 1.7. Facial Expressions
 - 1.7.1. Study of the Facial Features and Facial Expressions
 - 1.7.2. The Eyes and their Expressive Properties
 - 1.7.3. References and Documentation



- 1.8. Animation of a Dialog
 - 1.8.1. The Voice Actor's Contribution
 - 1.8.2. Examination of a Recorded Dialog
 - 1.8.3. Exploiting the Pause
- 1.9. Self-Reference in Video
 - 1.9.1. Self-Reference
 - 1.9.2. Transcription and Reinterpretation
 - 1.9.3. Cleaning and Polishing
- 1.10. Character Animation
 - 1.10.1. Body Animation Workshop
 - 1.10.2. Addition of Facial Acting
 - 1.10.3. Addition of Vocal Synchronization

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*You will learn through real cases
and by solving complex situations in
simulated learning environments”*



05

Study Methodology

TECH is the world's first university to combine the **case study** methodology with **Relearning**, a 100% online learning system based on guided repetition.

This disruptive pedagogical strategy has been conceived to offer professionals the opportunity to update their knowledge and develop their skills in an intensive and rigorous way. A learning model that places students at the center of the educational process giving them the leading role, adapting to their needs and leaving aside more conventional methodologies.



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TECH will prepare you to face new challenges in uncertain environments and achieve success in your career”

The student: the priority of all TECH programs

In TECH's study methodology, the student is the main protagonist.

The teaching tools of each program have been selected taking into account the demands of time, availability and academic rigor that, today, not only students demand but also the most competitive positions in the market.

With TECH's asynchronous educational model, it is students who choose the time they dedicate to study, how they decide to establish their routines, and all this from the comfort of the electronic device of their choice. The student will not have to participate in live classes, which in many cases they will not be able to attend. The learning activities will be done when it is convenient for them. They can always decide when and from where they want to study.

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*At TECH you will NOT have live classes
(which you might not be able to attend)”*



The most comprehensive study plans at the international level

TECH is distinguished by offering the most complete academic itineraries on the university scene. This comprehensiveness is achieved through the creation of syllabi that not only cover the essential knowledge, but also the most recent innovations in each area.

By being constantly up to date, these programs allow students to keep up with market changes and acquire the skills most valued by employers. In this way, those who complete their studies at TECH receive a comprehensive education that provides them with a notable competitive advantage to further their careers.

And what's more, they will be able to do so from any device, pc, tablet or smartphone.

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TECH's model is asynchronous, so it allows you to study with your pc, tablet or your smartphone wherever you want, whenever you want and for as long as you want”

Case Studies and Case Method

The case method has been the learning system most used by the world's best business schools. Developed in 1912 so that law students would not only learn the law based on theoretical content, its function was also to present them with real complex situations. In this way, they could make informed decisions and value judgments about how to resolve them. In 1924, Harvard adopted it as a standard teaching method.

With this teaching model, it is students themselves who build their professional competence through strategies such as Learning by Doing or Design Thinking, used by other renowned institutions such as Yale or Stanford.

This action-oriented method will be applied throughout the entire academic itinerary that the student undertakes with TECH. Students will be confronted with multiple real-life situations and will have to integrate knowledge, research, discuss and defend their ideas and decisions. All this with the premise of answering the question of how they would act when facing specific events of complexity in their daily work.



Relearning Methodology

At TECH, case studies are enhanced with the best 100% online teaching method: Relearning.

This method breaks with traditional teaching techniques to put the student at the center of the equation, providing the best content in different formats. In this way, it manages to review and reiterate the key concepts of each subject and learn to apply them in a real context.

In the same line, and according to multiple scientific researches, reiteration is the best way to learn. For this reason, TECH offers between 8 and 16 repetitions of each key concept within the same lesson, presented in a different way, with the objective of ensuring that the knowledge is completely consolidated during the study process.

Relearning will allow you to learn with less effort and better performance, involving you more in your specialization, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation to success.



A 100% online Virtual Campus with the best teaching resources

In order to apply its methodology effectively, TECH focuses on providing graduates with teaching materials in different formats: texts, interactive videos, illustrations and knowledge maps, among others. All of them are designed by qualified teachers who focus their work on combining real cases with the resolution of complex situations through simulation, the study of contexts applied to each professional career and learning based on repetition, through audios, presentations, animations, images, etc.

The latest scientific evidence in the field of Neuroscience points to the importance of taking into account the place and context where the content is accessed before starting a new learning process. Being able to adjust these variables in a personalized way helps people to remember and store knowledge in the hippocampus to retain it in the long term. This is a model called Neurocognitive context-dependent e-learning that is consciously applied in this university qualification.

In order to facilitate tutor-student contact as much as possible, you will have a wide range of communication possibilities, both in real time and delayed (internal messaging, telephone answering service, email contact with the technical secretary, chat and videoconferences).

Likewise, this very complete Virtual Campus will allow TECH students to organize their study schedules according to their personal availability or work obligations. In this way, they will have global control of the academic content and teaching tools, based on their fast-paced professional update.



The online study mode of this program will allow you to organize your time and learning pace, adapting it to your schedule”

The effectiveness of the method is justified by four fundamental achievements:

1. Students who follow this method not only achieve the assimilation of concepts, but also a development of their mental capacity, through exercises that assess real situations and the application of knowledge.
2. Learning is solidly translated into practical skills that allow the student to better integrate into the real world.
3. Ideas and concepts are understood more efficiently, given that the example situations are based on real-life.
4. Students like to feel that the effort they put into their studies is worthwhile. This then translates into a greater interest in learning and more time dedicated to working on the course.

The university methodology top-rated by its students

The results of this innovative teaching model can be seen in the overall satisfaction levels of TECH graduates.

The students' assessment of the quality of teaching, quality of materials, course structure and objectives is excellent. Not surprisingly, the institution became the best rated university by its students on the Trustpilot review platform, obtaining a 4.9 out of 5.

Access the study contents from any device with an Internet connection (computer, tablet, smartphone) thanks to the fact that TECH is at the forefront of technology and teaching.

You will be able to learn with the advantages that come with having access to simulated learning environments and the learning by observation approach, that is, Learning from an expert.



As such, the best educational materials, thoroughly prepared, will be available in this program:



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. This content is then adapted in an audiovisual format that will create our way of working online, with the latest techniques that allow us to offer you high quality in all of the material that we provide you with.



Practicing Skills and Abilities

You will carry out activities to develop specific competencies and skills in each thematic field. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop within the framework of the globalization we live in.



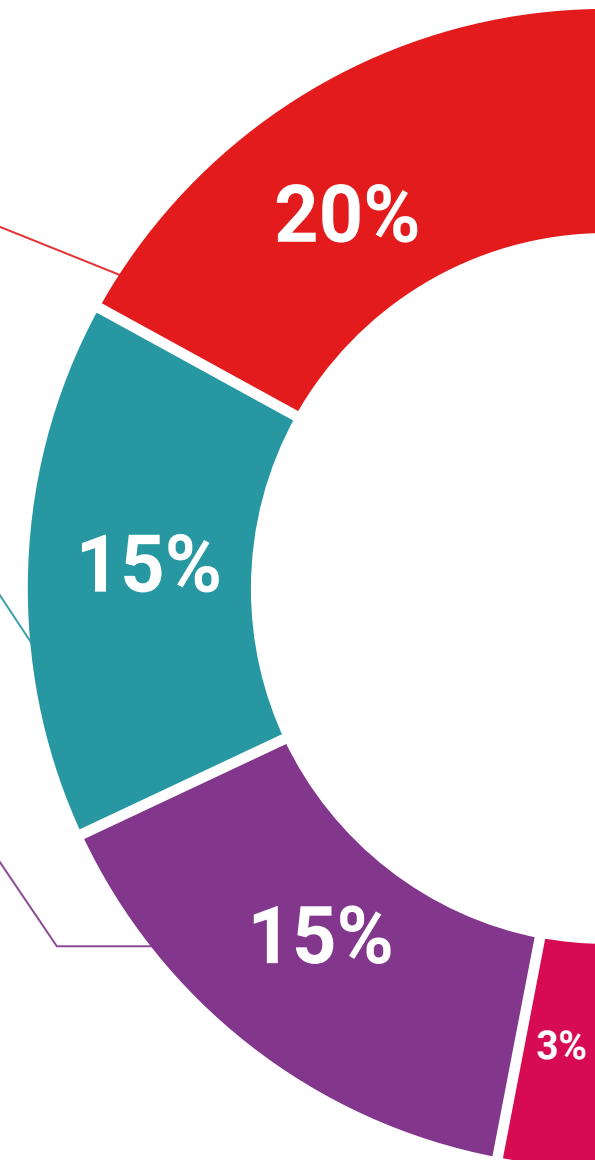
Interactive Summaries

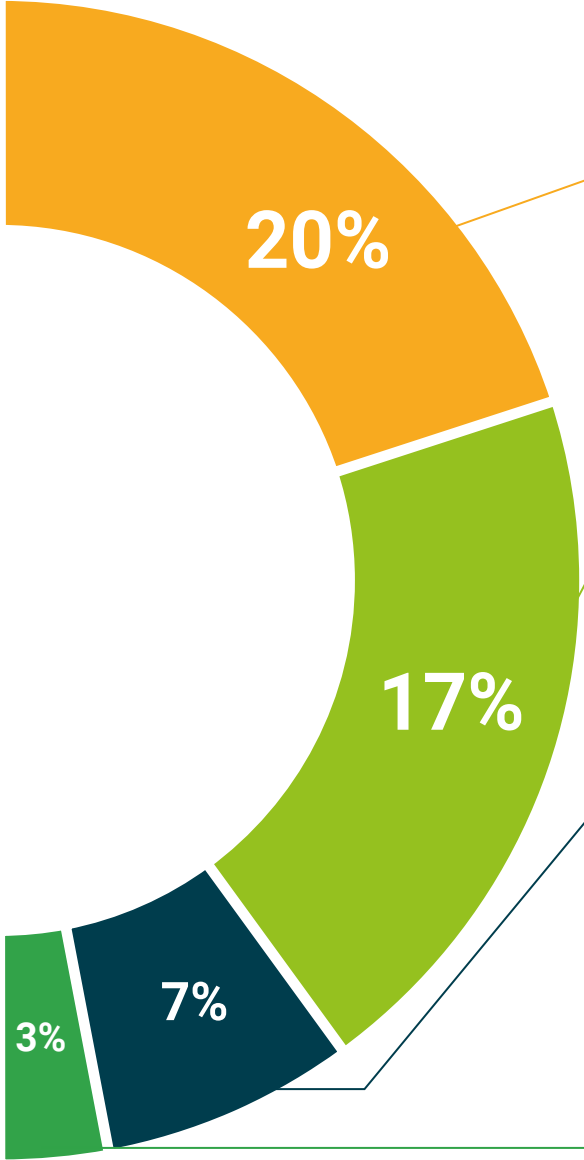
We present the contents attractively and dynamically in multimedia lessons that include audio, videos, images, diagrams, and concept maps in order to reinforce knowledge. This exclusive educational system for presenting multimedia content was awarded by Microsoft as a "European Success Story".



Additional Reading

Recent articles, consensus documents, international guides... In our virtual library you will have access to everything you need to complete your education.





Case Studies

Students will complete a selection of the best case studies in the field. Cases that are presented, analyzed, and supervised by the best specialists in the world.



Testing & Retesting

We periodically assess and re-assess your knowledge throughout the program. We do this on 3 of the 4 levels of Miller's Pyramid.



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 for future difficult decisions.



Quick Action Guides

TECH offers the most relevant contents of the course in the form of worksheets or quick action guides. A synthetic, practical and effective way to help students progress in their learning.



06 Certificate

The Postgraduate Certificate in 2D Character Design and Animation guarantees students, in addition to the most rigorous and up-to-date education, access to a Postgraduate Certificate issued by TECH Global University.



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*Successfully complete this program
and receive your university qualification
without having to travel or fill out
laborious paperwork”*

This private qualification will allow you to obtain a **Postgraduate Certificate in 2D Character Design and Animation** endorsed by **TECH Global University**, the world's largest online university.

TECH Global University, is an official European University publicly recognized by the Government of Andorra ([official bulletin](#)). Andorra is part of the European Higher Education Area (EHEA) since 2003. The EHEA is an initiative promoted by the European Union that aims to organize the international training framework and harmonize the higher education systems of the member countries of this space. The project promotes common values, the implementation of collaborative tools and strengthening its quality assurance mechanisms to enhance collaboration and mobility among students, researchers and academics.

This **TECH Global University** private qualification, is a European program of continuing education and professional updating that guarantees the acquisition of competencies in its area of knowledge, providing a high curricular value to the student who completes the program.

Title: **Postgraduate Certificate in 2D Character Design and Animation**

Modality: **online**

Duration: **6 weeks**

Accreditation: **6 ECTS**



*Apostille Convention. In the event that the student wishes to have their paper diploma issued with an apostille, TECH Global University 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 Certificate 2D Character Design and Animation

- » Modality: online
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Postgraduate Certificate

2D Character Design and Animation

