

Postgraduate Certificate 2D Vector Animation





Postgraduate Certificate 2D Vector Animation

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

Website: www.techtitute.com/us/videogames/postgraduate-certificate/2d-vector-animation

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01

Introduction

Moho has established itself as one of the most widely used tools by professionals in the video game industry. This 2D animation software has multiple benefits, including the ability to create cinematic animations that tell the story in an exciting way. This allows players to enjoy a more immersive gaming experience and identify with the characters. Added to this is its ability to add visual effects to the animations such as particles, flashes and motion effects. These sensations can improve the visual appearance of the game and result in striking visual moments. In view of this, TECH has developed a program that will delve into the use of Moho. And all through a flexible 100% online format. And all through a flexible 100% online format.





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In order for you to achieve your academic goals in a flexible way, TECH provides you with a 100% online learning methodology based on open access to content”

More and more companies in the video game sector are looking to incorporate 2D vector animation professionals into their teams. This is because this technique provides efficiency, design flexibility and a distinctive visual style. In this way, it helps developers optimize performance, maintain visual consistency and create engaging gaming experiences for players. To make the most of these opportunities, professionals need to keep abreast of the latest developments in this field of expertise. In addition, they need to develop skills in using state-of-the-art technological tools to produce high-precision animations.

As a contribution to this updating, TECH is launching a program that will thoroughly analyze the most advanced techniques for producing 2D Vector Animations. Taught by an experienced teaching staff, the syllabus will delve into the use of Adobe Animate, focusing on its symbols and graphics. The syllabus will also delve into the preparation of a character for Adobe Animate. In this way, students will be able to separate elements and paths.

In relation to this, the teaching materials will examine the use of Blender's Grease Pencil, which will be used to add additional content to a game (such as animated scenes) to enrich the user experience.

The program is based on the Relearning method, of which TECH is a pioneer. This system uses the reiteration of key content in a natural way, guaranteeing that they remain in the memory of the students without the need to memorize. It should be noted that the only thing required to access the Virtual Campus is a device with an Internet connection (cell phones, tablets or computers). In addition, students will be able to access a digital library full of additional teaching materials to enrich their educational experience.

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

- ♦ The development of case studies presented by experts in 2D Animation
- ♦ The graphic, schematic and practical contents of the book provide theoretical and practical 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



You will use the grease pencil effectively and create storyboards to preview game sequences before full production"

“*You will use lighting and shading on your characters to establish their volumes*”

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 master alternative software such as Krita, Animation Paper and Open Toonz-Anime.

Take advantage of all the benefits of the Relearning methodology, which will allow you to organize your time and study pace, adapting to your schedule.



02 Objectives

After completing this university qualification, graduates will use Adobe Animate expertly, applying its tools to create 2D animations efficiently. Likewise, students will master Toon Boom Harmony with skill, taking advantage of its advanced features for the design of 2D characters or objects. In addition, they will make the most of Story Board Pro's capabilities in the pre-production phase, allowing experts to plan animated sequences in detail. In addition, they will use Moho to manipulate high-quality elements and characters.





“

Access the multimedia resources library and the entire syllabus from day one. No fixed schedules, no attendance!”



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

- Use Adobe Animate expertly, applying its tools and functions to create 2D animations with efficiency and precision
- Deftly manipulate Toon Boom Harmony, taking advantage of its advanced features for creating and manipulating 2D animations
- Exploit Story Board Pro's capabilities in the pre-production phase, using its tools for detailed planning of animated sequences and the creation of storyboards
- Apply Blender's *Grease Pencil* in 2D animation, taking advantage of its tools for the creation and manipulation of drawing strokes and visual elements



Obtain specialized education adapted to your profession to improve every day in the design of 2D Vector Animations"



03

Course Management

TECH is at the cutting edge of education and therefore offers elite teaching for students pursuing their qualifications, together with teaching resources that successfully carry out the development of each of their academic programs. In this way, graduates will have access to important material developed by an experienced and highly qualified teaching staff in 2D Vector Animation. Their robust experience and extensive background in the field will provide a solid knowledge to the students who take this program.





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The leading experts in 2D vector animation have come together in this program to show you all their knowledge in this field"

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"



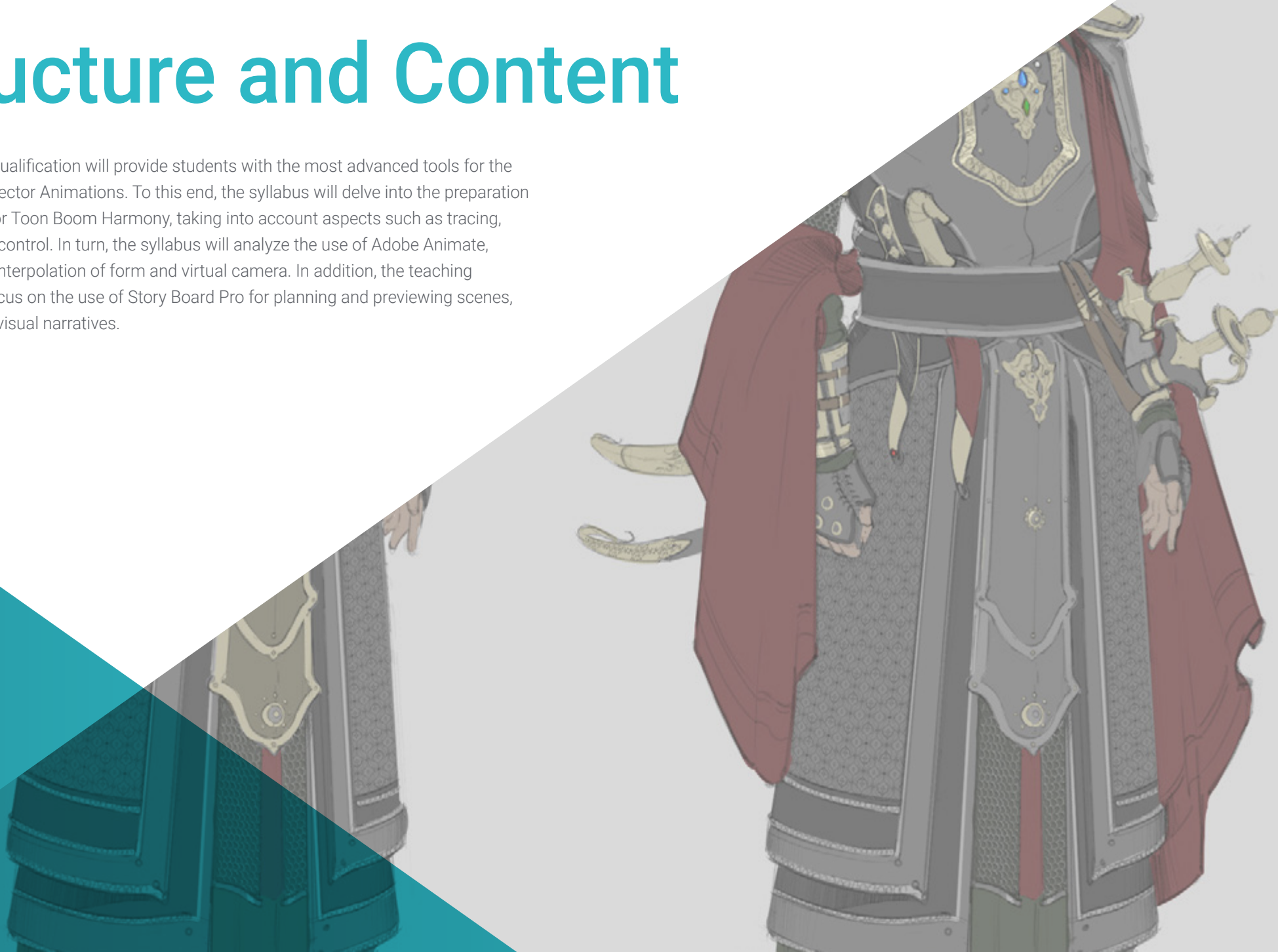
“

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

This university qualification will provide students with the most advanced tools for the creation of 2D Vector Animations. To this end, the syllabus will delve into the preparation of a character for Toon Boom Harmony, taking into account aspects such as tracing, bones or digital control. In turn, the syllabus will analyze the use of Adobe Animate, addressing the interpolation of form and virtual camera. In addition, the teaching materials will focus on the use of Story Board Pro for planning and previewing scenes, sequences and visual narratives.



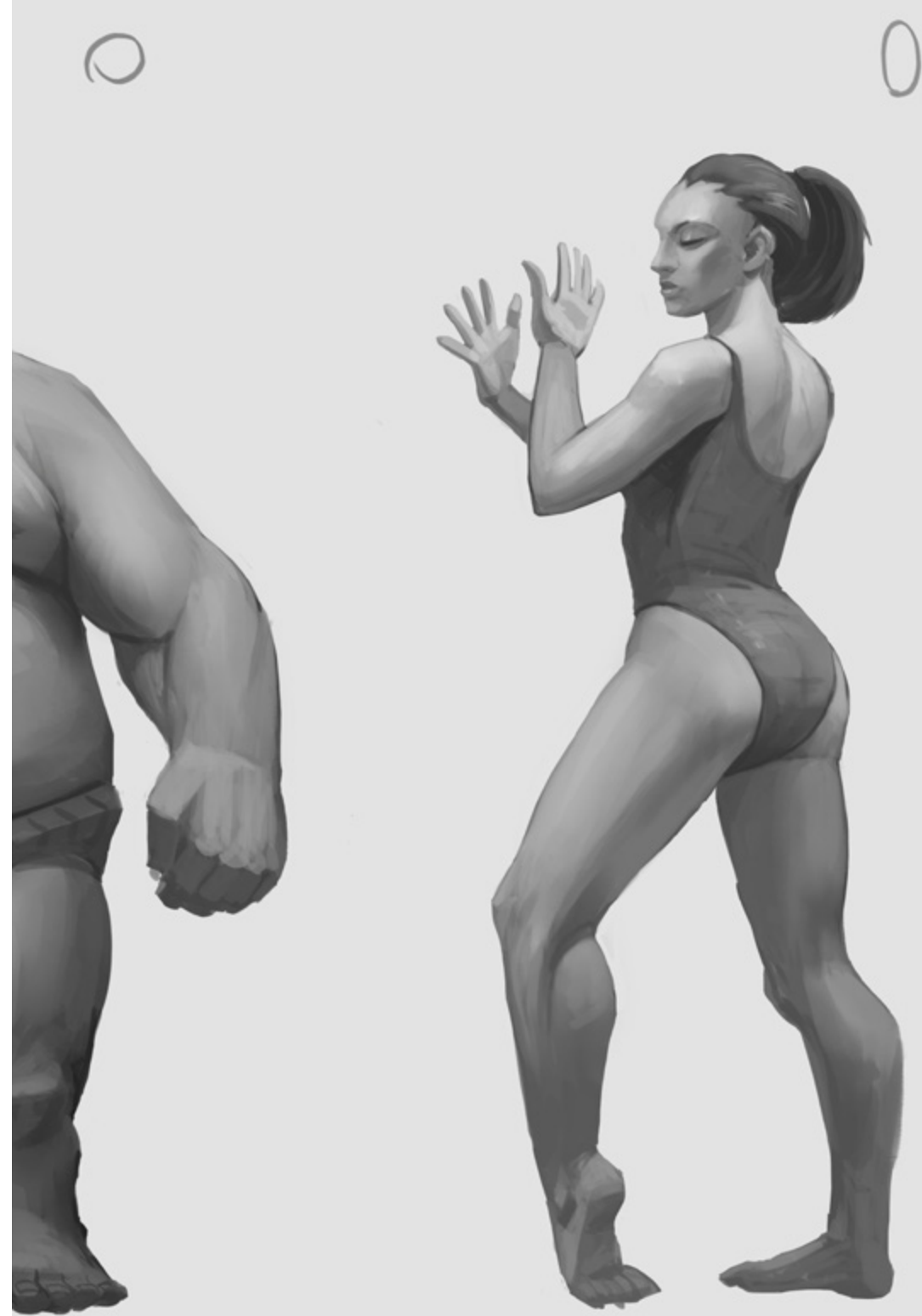


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A comprehensive and up-to-date syllabus structured as a high-quality training tool of exceptional quality”

Module 1. Vector Animation

- 1.1. Bitmaps and Vectors
 - 1.1.1. Bitmap
 - 1.1.2. Vector Drawing
 - 1.1.3. Comparisons and Applications
- 1.2. Using Adobe Animate
 - 1.2.1. Symbols, Graphics and Movie Clip Tool
 - 1.2.2. Motion Interpolation and Semi-Three Dimensional Motion
 - 1.2.3. Shape Interpolation and Virtual Camera
- 1.3. Use of Toon Boom Harmony
 - 1.3.1. Libraries
 - 1.3.2. Bones and Deformers
 - 1.3.3. Auto Color
- 1.4. Preparing a Character for Adobe Animate
 - 1.4.1. Separation of Elements and Tracing
 - 1.4.2. Internal Key Tracing
 - 1.4.3. Character Building
- 1.5. Preparing a Character for Toon Boom Harmony
 - 1.5.1. Tracing
 - 1.5.2. Bones and Digital Control
 - 1.5.3. Adjustments
- 1.6. Lights and Shading in Toon Boom Harmony
 - 1.6.1. Setting Volumes
 - 1.6.2. Virtual Lights and Camera
 - 1.6.3. Shadow Casting
- 1.7. Using Story Board Pro
 - 1.7.1. Interface
 - 1.7.2. Timeline
 - 1.7.3. Digital Edition





- 1.8. Alternative Software
 - 1.8.1. Krita
 - 1.8.2. Animation Paper
 - 1.8.3. Open Toonz - Anime
- 1.9. Using Moho
 - 1.9.1. Exploration of Interface
 - 1.9.2. Smart Warp Tool
 - 1.9.3. Smart Bones and Pin Bones Tools
- 1.10. Using Blender's Grease Pencil
 - 1.10.1. Software Recognition
 - 1.10.2. Drivers and Additional Features
 - 1.10.3. Automated Lip Synchronization



Don't miss the opportunity to boost your career thanks to this innovative 6-weeks program"

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.

“*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.

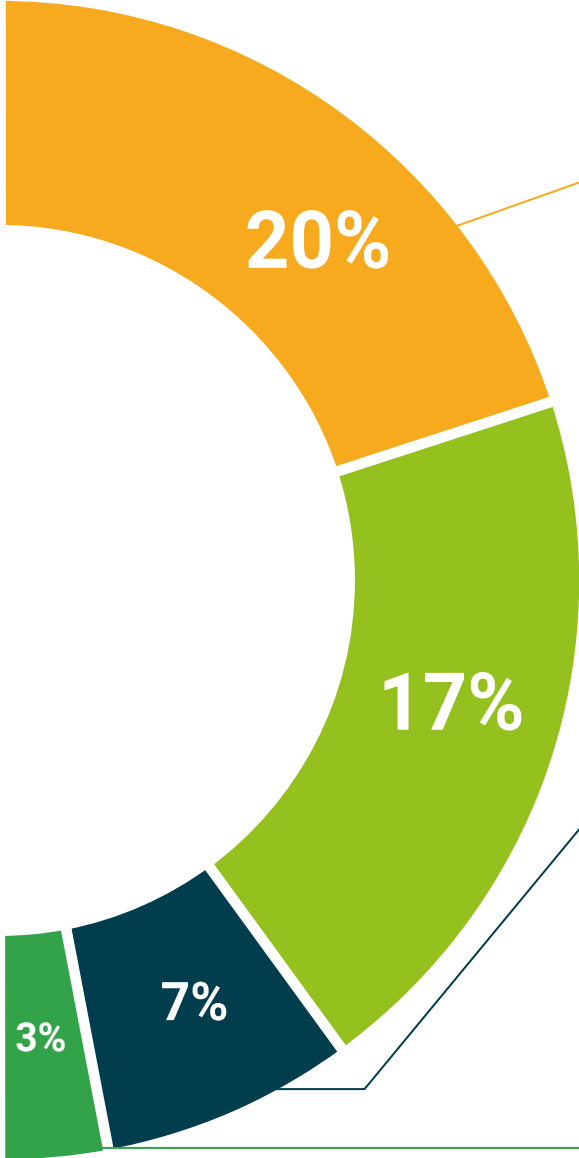
This exclusive educational system for presenting multimedia content was awarded by Microsoft as a "European Success Story".



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 Vector 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 Vector 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 Vector 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.



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