

Master's Degree

Design and Creation of 2D
Characters for Animation
and Video Games



Master's Degree

Design and Creation of 2D Characters for Animation and Video Games

- » Modality: online
- » Duration: 12 months
- » Certificate: TECH Global University
- » Credits: 60 ECTS
- » Schedule: at your own pace
- » Exams: online

Website: www.techtute.com/us/videogames/master-degree/master-design-creation-2d-characters-animation-video-games

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01

Introduction

The creation of characters is one of the fundamental pillars of any video game studio, as designs such as Lara Croft, Link or Master Chief have become part of the history and idiosyncrasy of the industry itself. It is for this very reason that videogame professionals must be able to create not only mythical characters, but all kinds of creatures, *props* and vehicles that give the game its own personality and character. This TECH program delves into this important issue, giving the designer the most important keys to create, animate and develop their own iconic 2D characters.





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From the mere idea to the final execution and presentation, you will have a much more complete understanding of the character creation process"

The charisma, personality and attitude of a character, especially if it is a protagonist, are very relevant in the success or failure of video game projects. It is a great responsibility to create individuals or creatures that capture the attention of millions of players, so the design and animation professional for videogames must have skills corresponding to the level of demand.

Since few degrees focus on pre-production and character development from scratch, TECH wanted to create this Master's Degree with a modern and transversal vision. The program will meet the expectations of the most demanding designers, as it delves into the correct creation of characters, creatures, vehicles, plants and complements in an exhaustive way, starting from the idea itself to a fluid and professional work methodology.

Therefore, this program is an opportunity for every artist to focus their career on the best character creation and animation for video games. Supported by a highly recognized and prestigious teaching team, the syllabus contains the keys to success in order to improve skills in color, shapes, poses and appearance of *cartoon* or realistic figures.

In addition, the degree is taught in a completely online format, which allows the artist to make it flexible and adapt it to their own pace. Without face-to-face classes or predetermined schedules, it is the ideal degree to combine continuous professional improvement with current work or personal responsibilities.

This **Master's Degree in Design and Creation of 2D Characters for Animation and Video Games** contains the most complete and up-to-date educational program on the market. The most important features are:

- ♦ 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 scientific and 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
- ♦ 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



Access the keys to character, animal and prop construction that have led the staff to success and professional prestige"

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Take your professional portfolio to a new level, demonstrating that you are capable of taking on the creation of creatures, people and elements of all kinds"

You will not have to adapt or sacrifice any aspect of your life. At TECH, you decide when, where and how to study.

From classic cartoon characters like those in Cuphead to the hyper-realistic creation of The Last of Us 2, you will master any kind of assignment.

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.

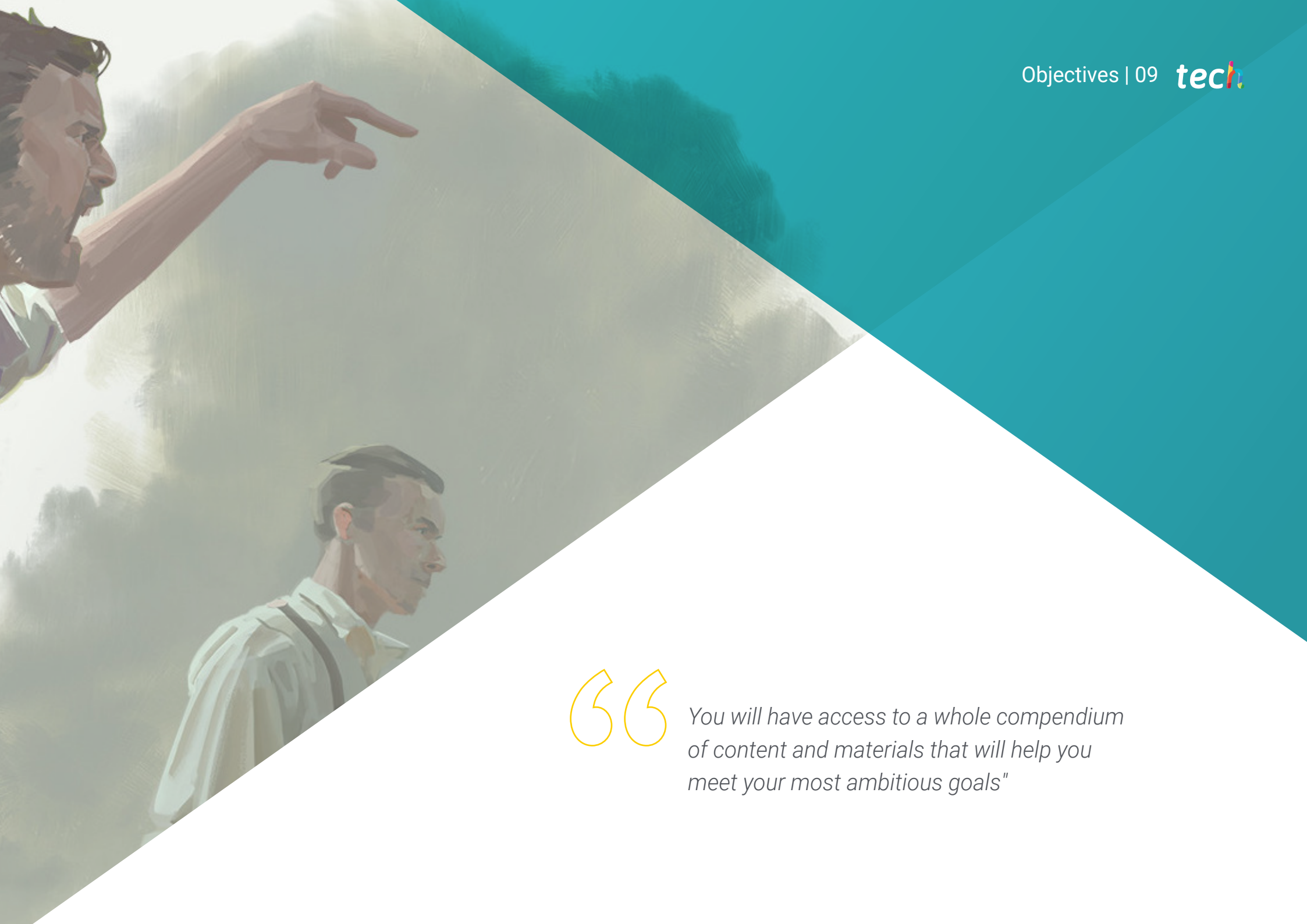
This program is designed around Problem Based Learning, whereby the professional must try to solve the different professional practice situations that arise during the academic year. For this purpose, the student will be assisted by an innovative interactive video system created by renowned and experienced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



02 Objectives

Since the characters are such a fundamental part of the development of any video game, the objective of this program is to reinforce and enhance the artist's skills and abilities to the maximum. Thanks to a complete syllabus and the support of a prestigious teaching staff, the student will graduate from the degree with a much greater and specialized understanding of 2D character creation.





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*You will have access to a whole compendium
of content and materials that will help you
meet your most ambitious goals”*



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
- ◆ Master the anatomy of all kinds of animals
- ◆ Analyze the development and creation of horror characters
- ◆ Master the art of adding color to characters created
- ◆ Exhaustively develop characters specifically for 2D and 3D videogames



You will be able to match the professional quality of the largest video game projects after completing this degree"



Specific Objectives

Module 1. Characters

- ◆ Know the different styles and techniques for character creation
- ◆ Differentiate between cartoon, manga and realistic characters
- ◆ Develop skills in animal character creation
- ◆ Delve into the physical, psychological and literary characteristics of the characters

Module 2. Character Building

- ◆ Define the lines of action for the characters and their complex forms
- ◆ Study the anatomy, hair and head of characters
- ◆ Gain in-depth knowledge in cartoon characters and animals and how to define them
- ◆ Know the correct representation of limbs and hands in different characters

Module 3. Model Sheet

- ◆ Recognize the importance of a good model sheet in the work flow of the artist
- ◆ Study the expressions, poses and guide lines that are essential in the model sheet
- ◆ Gain in-depth knowledge of mouth movements and character staging through the model sheet
- ◆ Elaborate a good failure sheet, essential for the later animation

Module 4. Props. Vehicles and Accessories

- ◆ Know the different types of real, fantastic and science fiction props and add-ons
- ◆ Deepen knowledge in the creation of cars, motorbikes and futuristic or current-day vehicles.
- ◆ Develop the ability to create firearms and bladed and futuristic weapons.
- ◆ Correctly integrate the different types of props in the videogame

Module 5. Animals.

- ♦ Study the difference between canines, felines, herbivores and big mammals
- ♦ Differentiate between realistic and cartoon animals in order to correctly create them
- ♦ Analyze other types of marine animals, birds, reptiles, amphibians and insects
- ♦ Know about dinosaurs in order to correctly execute their animation, creation and postures

Module 6. Objects and Plants as Characters

- ♦ Expand knowledge of the representation of flowers, vegetables, fruits and other types of plants
- ♦ Know examples and possible expressions of carnivorous plants
- ♦ Analyze the types of trees to create and design, as well as their possible role as characters
- ♦ Learn how to create household appliances and vehicles of different types and construction

Module 7. Fantastic Creatures

- ♦ Deepen understanding of the different types of fantastic creatures
- ♦ Correctly differentiate between the different kinds of flying, aquatic and subterranean creatures
- ♦ Learn about the different types of fairytale creatures and hybrid beings, as well as demons and giants
- ♦ Learn to represent gods and demigods with greater strength

Module 8. Horror Characters

- ♦ Know the anatomy of horror characters and the keys to their correct representation
- ♦ Deepen knowledge in the creation and design of vampires, werewolves and mummies.
- ♦ Analyze classic horror figures such as Frankenstein's monster or Dr. Jekyll and Mr. Hyde
- ♦ Know the geometric shapes that define extraterrestrial or alien beings

Module 9. Color

- ♦ Study color, its bases and theory of light and color itself
- ♦ Know the chromatic relationships between temperature, contrast and balance
- ♦ Analyze the psychology of color and the symbolism of certain colors
- ♦ Examine the digital applications that all content has

Module 10. Videogames and Characters

- ♦ Expand knowledge of the implementation of characters in videogames
- ♦ Know the fundamental differences between 2D and 3D
- ♦ Establish your own style of characters, light and colors
- ♦ Create a good working methodology with references for 3D modeling

03 Skills

The skills of any artist who wants to work on large video game projects must be as high as possible, in order to meet the demands of triple-A titles or big-budget indie developments. This leads the artist to a process of constant up-to-date training which is where this TECH degree comes into play. It provides the right knowledge and skills to continue at the forefront of character creation and design for videogames.





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You will graduate from this Master's Degree with a set of skills highly demanded by the most powerful companies and developers in the market"



General Skills

- ◆ Know and have a global vision of character creation
- ◆ Study the complete pre-production period of a project
- ◆ Give personality and style to the characters and *props* created
- ◆ Be professional when dealing with *cartoon*, fantasy or realistic styles
- ◆ Understand the steps needed to create characters, *props* or creatures of any kind

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You will demonstrate your capabilities and excellent skills in a professional manner, with an impeccable workflow"





Specific Skills

- ◆ Create characters based on all types of vegetables
- ◆ Create all kinds of fantastic characters
- ◆ Master the creation of characters from the first sketch to the final composition
- ◆ Create a work discipline which includes the correct creation of a *model sheet*
- ◆ Build models of classic, modern and futuristic vehicles and accessories.
- ◆ Convert vegetables into animated *cartoon* or realistic characters
- ◆ Design fantastic or horror characters in a realistic and professional way
- ◆ Know the color palette as well as the applicable theories of color and light
- ◆ Differentiate between all the types of animals possible to create, including dinosaurs
- ◆ Understand the methodology and implementation of characters in videogames

04

Course Management

TECH has brought together the best professionals, outstanding for their academic and professional merits, for the creation of this degree. Their expertise in the development of characters for various national award-winning projects enriches the syllabus with the keys that will lead the student to a much more prestigious environment. All this is a great guarantee of quality both for the contents and for its representation of the reality of the current market.





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You will learn from successful professionals the keys that have led them to be recognized nationally”

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

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)
- ♦ Design and Illustration Projects in Merlin Games, Antivirus McAfee, Revista Club Megatrix, Amstel and Ikea, among many others

Mr. Custodio, Nacho

- ♦ Freelance Animator with 20 years experience
- ♦ Collaborator as an animator in short films such as Another way to fly, Kuri and Cazatalentos; Cut out series such as Forrito and Four and half friends, 3d series such as Nivis and feature films like Arrugas



Our teaching team will provide you with all their knowledge so that you are up to date with the latest information on the subject"

05

Structure and Content

In order to make studying as easy as possible for the student, the degree has been structured in a concise and clear way, being accessible to the student at all times. In addition, TECH relies on a successful teaching methodology that ensures the highest profitability. Thanks to *relearning*, the student learns and improves their skills in a natural way even before the end of the program itself, avoiding having to invest long hours of study.



“

You will be able to access a good amount of support material, including video summaries, supplementary readings and exercises on each part of the syllabus”

Module 1. Characters

- 1.1. Characters
 - 1.1.1. Analysis and Development of Characters
 - 1.1.2. Styles and Designs Based on Zones and Cultures
 - 1.1.3. Evolution of Characters and Current Styles
- 1.2. Styles of Each Product
 - 1.2.1. Characters for Cinema
 - 1.2.2. Characters for Series
 - 1.2.3. Characters for Videogames
- 1.3. Style Techniques
 - 1.3.1. 2D
 - 1.3.2. 3D
 - 1.3.3. *Cut-out*
- 1.4. Characters in Advertising
 - 1.4.1. Advertising Styles Through History
 - 1.4.2. Current 2D
 - 1.4.3. Current 3D
- 1.5. Analysis of Types of Characters
 - 1.5.1. *Cartoon*
 - 1.5.2. *Manga*
 - 1.5.3. *Realistic*
- 1.6. Typology
 - 1.6.1. Hero– Antihero
 - 1.6.2. Villano– Antithesis
 - 1.6.3. Strongman– Goofy
- 1.7. Image Type
 - 1.7.1. Professions
 - 1.7.2. Age
 - 1.7.3. Personalities
- 1.8. Animal Characters
 - 1.8.1. Zoomorphic Humans
 - 1.8.2. Anthropomorphic Animals
 - 1.8.3. Pets

- 1.9. Characteristics of Characters
 - 1.9.1. Literary
 - 1.9.2. Psychological Techniques/Tactics
 - 1.9.3. Physics
- 1.10. *Merchandising* of Characters
 - 1.10.1. History
 - 1.10.2. Style Guides
 - 1.10.3. Commercial Application

Module 2. Character Building

- 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. *Model Sheet*

- 3.1. Construction
 - 3.1.1. Three Quarters
 - 3.1.2. Division of Heads
 - 3.1.3. *Clean Up*
- 3.2. *Turn Around*
 - 3.2.1. The Five Poses
 - 3.2.2. Guidelines
 - 3.2.3. Symmetries and Asymmetries

- 3.3. Poses
 - 3.3.1. Action Poses
 - 3.3.2. Interrelation with *Props*
 - 3.3.3. Position of the Camara in the Pose
- 3.4. Expressions
 - 3.4.1. Neutral
 - 3.4.2. Happy
 - 3.4.3. Sad and Angry
- 3.5. Hands
 - 3.5.1. Construction
 - 3.5.2. Positions and Turns
 - 3.5.3. Interrelation with *Props*
- 3.6. Comparisons
 - 3.6.1. Division of Heads and Guidelines
 - 3.6.2. Adjustment of the Other Characters to the Main Character
 - 3.6.3. Interrelation
- 3.7. Mouth Movements
 - 3.7.1. Universal Standard and Add-ons
 - 3.7.2. Corresponding to Phonetic Sayings and Reading
 - 3.7.3. Neutral, Happy, Angry and Sad
- 3.8. *Blinks*
 - 3.8.1. Neutral Forms and Other Expressions
 - 3.8.2. Closed Position
 - 3.8.3. Interleaved
- 3.9. Staging
 - 3.9.1. Background Position
 - 3.9.2. Camera Positions
 - 3.9.3. Relations
- 3.10. Error Sheets
 - 3.10.1. Do's
 - 3.10.2. Don'ts
 - 3.10.3. Animator Support

Module 4. *Props*. Vehicles and Accessories

- 4.1. *Props*
 - 4.1.1. What is a *Prop*?
 - 4.1.2. Generalities
 - 4.1.3. *Props* with a Strong Argument
- 4.2. Add-Ons
 - 4.2.1. Add-Ons and Wardrobe
 - 4.2.2. Real Accessories. Professions
 - 4.2.3. Fantasy or Science Fiction Add-Ons
- 4.3. Cars
 - 4.3.1. Classic
 - 4.3.2. Current
 - 4.3.3. Futuristic
- 4.4. Motorbikes
 - 4.4.1. Current
 - 4.4.2. Futuristic
 - 4.4.2. 3-Wheeled Vehicles
- 4.5. Other Vehicles
 - 4.5.1. Land
 - 4.5.2. Air
 - 4.5.3. Sea
- 4.6. Weapons
 - 4.6.1. Types and Sizes
 - 4.6.2. Design Based on Century
 - 4.6.3. Shields
- 4.7. Firearms
 - 4.7.1. Long
 - 4.7.2. Short
 - 4.7.3. Functioning Moving Parts

- 4.8. Futuristic Weapons
 - 4.8.1. Fire
 - 4.8.2. Energy
 - 4.8.3. FX of Futuristic Weapons
- 4.9. Armor
 - 4.9.1. Classic and Current
 - 4.9.2. Futuristic
 - 4.9.3. Mechanized and Robotic
- 4.10. *Props* in Videogames
 - 4.10.1. Differences to Animation *Props*
 - 4.10.2. *Props* and Their Uses
 - 4.10.3. Design

Module 5. Animals.

- 5.1. Quadrupeds
 - 5.1.1. Compared Anatomy
 - 5.1.2. Realistic Models and Their Use
 - 5.1.3. *Cartoon*
- 5.2. Canines
 - 5.2.1. Anatomy
 - 5.2.2. Design
 - 5.2.3. Poses
- 5.3. Felines
 - 5.3.1. Compared Anatomy
 - 5.3.2. Design
 - 5.3.3. Poses
- 5.4. Herbivores
 - 5.4.1. Ruminants
 - 5.4.2. Equine
 - 5.4.3. *Cartoon*
- 5.5. Big Mammals
 - 5.5.1. Compared Anatomy
 - 5.5.2. Construction
 - 5.5.3. Poses
- 5.6. Marine Creatures
 - 5.6.1. Mammals
 - 5.6.2. Fish
 - 5.6.3. Crustaceans
- 5.7. Birds
 - 5.7.1. Anatomy
 - 5.7.2. Poses
 - 5.7.3. *Cartoon*
- 5.8. Amphibious Reptiles
 - 5.8.1. Construction
 - 5.8.2. Poses
 - 5.8.3. *Cartoon*
- 5.9. Dinosaurs
 - 5.9.1. Types
 - 5.9.2. Construction
 - 5.9.3. Poses
- 5.10. Insects
 - 5.10.1. Design
 - 5.10.2. Poses
 - 5.10.3. Comparisons

Module 6. Objects and Plants as Characters

- 6.1. Flowers
 - 6.1.1. Examples:
 - 6.1.2. Construction
 - 6.1.3. Poses and Expressions
- 6.2. Vegetables
 - 6.2.1. Examples:
 - 6.2.2. Construction
 - 6.2.3. Poses and Expressions
- 6.3. Fruit
 - 6.3.1. Examples:
 - 6.3.2. Construction
 - 6.3.3. Poses and Expressions
- 6.4. Carnivorous Plants
 - 6.4.1. Examples:
 - 6.4.2. Construction
 - 6.4.3. Poses and Expressions
- 6.5. Trees
 - 6.5.1. Types
 - 6.5.2. Construction
 - 6.5.3. Poses and Expressions
- 6.6. Shrubs
 - 6.6.1. Types
 - 6.6.2. Construction
 - 6.6.3. Poses and Expressions
- 6.7. Objects
 - 6.7.1. Examples:
 - 6.7.2. Personality
 - 6.7.3. Types
- 6.8. Household Appliances
 - 6.8.1. Types
 - 6.8.2. Construction
 - 6.8.3. Poses and Expressions



- 6.9. Vehicles
 - 6.9.1. Types
 - 6.9.2. Construction
 - 6.9.3. Poses and Expressions
- 6.10. Other Objects
 - 6.10.1. Types
 - 6.10.2. Construction
 - 6.10.3. Poses and Expressions

Module 7. Fantastic Creatures

- 7.1. Dragons and Hydras
 - 7.1.1. Examples:
 - 7.1.2. Construction
 - 7.1.3. Poses and Expressions
- 7.2. Giants
 - 7.2.1. Examples:
 - 7.2.2. Construction
 - 7.2.3. Poses and Expressions
- 7.3. Flyers
 - 7.3.1. Compared Anatomy
 - 7.3.2. Construction
 - 7.3.3. Poses and Expressions
- 7.4. Aquatic
 - 7.4.1. Modifications of Real Types
 - 7.4.2. Construction
 - 7.4.3. Poses and Expressions
- 7.5. Subterranean
 - 7.5.1. Geometric Shapes
 - 7.5.2. Development
 - 7.5.3. Poses and Expressions

- 7.6. Fairytale Beings
 - 7.6.1. Human Anatomy
 - 7.6.2. Construction
 - 7.6.3. Poses and Expressions
- 7.7. Hybrid
 - 7.7.1. Basics
 - 7.7.2. Design
 - 7.7.3. Poses and Expressions
- 7.8. Demon Beings
 - 7.8.1. Anatomy
 - 7.8.2. Design
 - 7.8.3. Poses and Expressions
- 7.9. Gods and Demigods
 - 7.9.1. Human Anatomy
 - 7.9.2. Construction
 - 7.9.3. Poses and Expressions
- 7.10. Other Fantasy Creatures
 - 7.10.1. Examples:
 - 7.10.2. Construction
 - 7.10.3. Poses and Expressions

Module 8. Horror Characters

- 8.1. Vampires
 - 8.1.1. Human Anatomy
 - 8.1.2. Design
 - 8.1.3. Poses and Expressions
- 8.2. Frankenstein's Monster
 - 8.2.1. Anatomy
 - 8.2.2. Construction
 - 8.2.3. Poses and Expressions

- 8.3. Werewolf
 - 8.3.1. Compared Anatomy
 - 8.3.2. Construction
 - 8.3.3. Poses and Expressions
- 8.4. Mummy
 - 8.4.1. Human Anatomy
 - 8.4.2. Design
 - 8.4.3. Poses and Expressions
- 8.5. Swamp Monster
 - 8.5.1. Anatomy
 - 8.5.2. Construction
 - 8.5.3. Poses and Expressions
- 8.6. Ghosts
 - 8.6.1. Examples:
 - 8.6.2. Construction
 - 8.6.3. Poses and Expressions
- 8.7. Zombies
 - 8.7.1. Human Anatomy
 - 8.7.2. Animal Zombies
 - 8.7.3. Construction and Pose
- 8.8. Dr. Jekyll and Mr. Hyde
 - 8.8.1. Human Anatomy
 - 8.8.2. Construction
 - 8.8.3. Poses and Expressions
- 8.9. Death
 - 8.9.1. Anatomy
 - 8.9.2. Construction
 - 8.9.3. Poses and Expressions
- 8.10. Aliens and Beings from Other Dimensions
 - 8.10.1. Geometric Shapes
 - 8.10.2. Design
 - 8.10.3. Poses and Expressions

Module 9. Color

- 9.1. Color Bases
 - 9.1.1. Primary, Secondary and Tertiary Colors
 - 9.1.2. Digital Color and the Problem of Color in Different Screens and Displays
 - 9.1.3. Color and Pigmentation
- 9.2. Color Theory
 - 9.2.1. The Color Wheel and its Scales
 - 9.2.2. CMYK and RGB
 - 9.2.3. *Hexadecimal Pantone*
- 9.3. Light Theory
 - 9.3.1. Light and its Effects
 - 9.3.2. Schemes in Animated Cinema
 - 9.3.3. Physical Qualities of Color
- 9.4. Chromatic Relationships
 - 9.4.1. Temperature
 - 9.4.2. Contrast, Balance
 - 9.4.3. Perception. Synesthesia
- 9.5. Contrasts and Harmonies
 - 9.5.1. Visual Weight of Color
 - 9.5.2. Color and Music
 - 9.5.3. Harmonies and Equivalents
- 9.6. Psychology, Symbolism and Metaphor of Color
 - 9.6.1. Emotional and Symbolic Color
 - 9.6.2. The Meaning of Color in Different Cultures
 - 9.6.3. Goethe's Theory of Color
- 9.7. The Color of Narration
 - 9.7.1. Color Analysis in Different Narrations
 - 9.7.2. *Color Script*
 - 9.7.3. Project
- 9.8. Color of Characters in the Background
 - 9.8.1. Ambience
 - 9.8.2. Contrasts
 - 9.8.3. Color Palettes

9.9. Digital Application

9.9.1. Layers

9.9.2. Filters

9.9.3. Texture.

9.10. Lighting

9.10.1. Light

9.10.2. Shade

9.10.3. Brightness

Module 10. Videogames and Characters

10.1. Characters and Videogames

10.1.1. Analysis of Characters in Videogames

10.1.2. *Target* of the Character

10.1.3. References

10.2. Types

10.2.1. 2D-3D

10.2.2. Platforms and Types

10.2.3. Pixelated Characters

10.3. Methodology

10.3.1. Planning of Work and Types of Documents

10.3.2. Analytical Animation

10.3.3. Line Draughtsman and Shape Draughtsman

10.4. Define a Style

10.4.1. References and Key Points

10.4.2. Light and Color: Creating an Atmosphere

10.4.3. Characters: Personality and Consistency

10.5. Traditional 2D

10.5.1. References

10.5.2. Creation

10.5.3. *Model Sheet* Package10.6. *Cut Out I*

10.6.1. References

10.6.2. Methodology

10.6.3. Construction

10.7. *Cut Out II*

10.7.1. Color

10.7.2. *Rig*

10.7.3. Libraries

10.8. 3D

10.8.1. References

10.8.2. Design

10.8.3. Construction

10.9. Pixelated Characters

10.9.1. References and Documentation

10.9.2. Design

10.9.3. Poses

10.10. Reference for the 3D Model

10.10.1. Color Palettes

10.10.2. Texture.

10.10.3. Light and Shade



Thanks to the best educational technology and teaching methodology, you will get the most out of all the time you invest in the program"

06 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.



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

The case method has been the most widely used learning system among the world's leading business schools for as long as they have existed. 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 that you are presented with in the case method, an action-oriented learning method. Over the course of 4 years, you will be presented with multiple practical case studies. You will have to combine all your knowledge, and research, argue, and defend your 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.

This methodology has 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, and financial markets and 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.



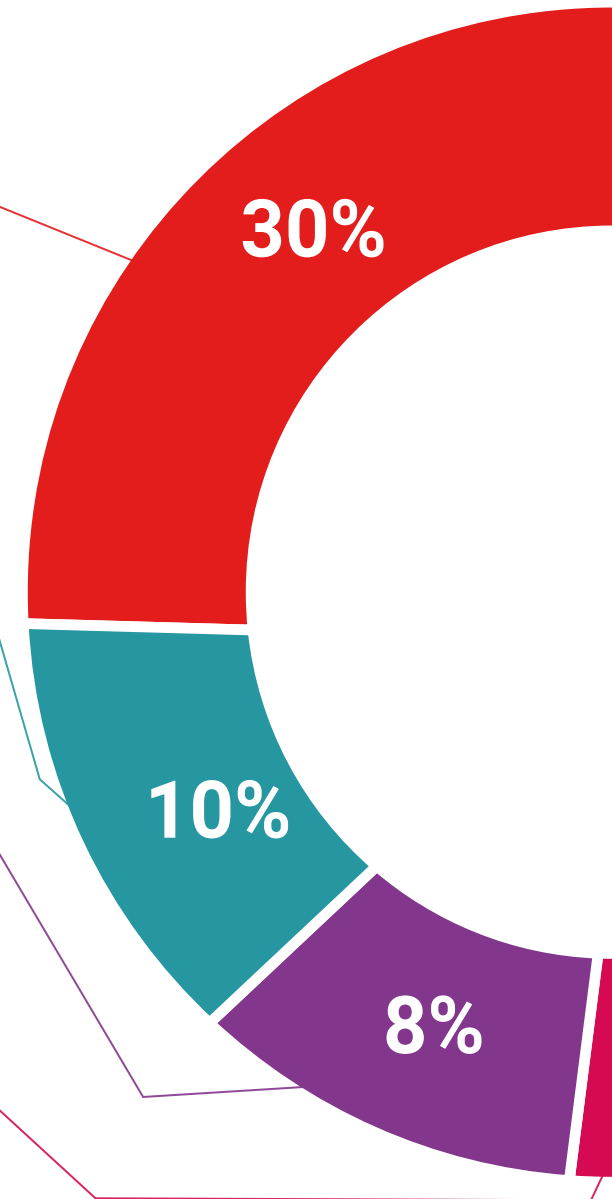
Practising Skills and Abilities

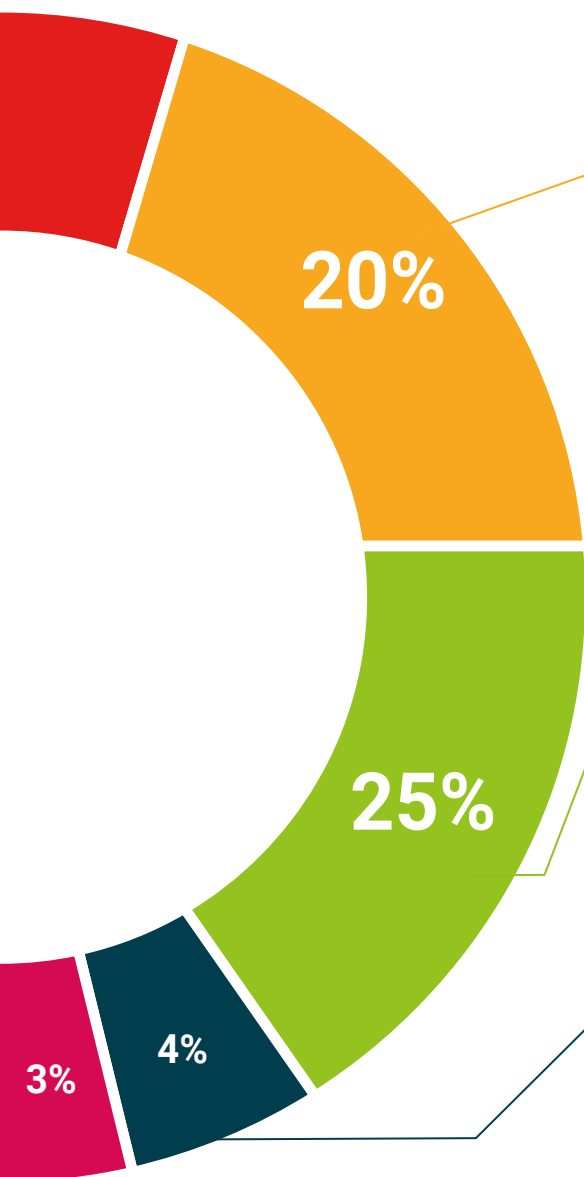
They will carry out activities to develop specific skills and abilities in each subject area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization we live in.



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

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.



07 Certificate

The Master's Degree in Design and Creation of 2D Characters for Animation and Video Games guarantees, in addition to the most rigorous and up-to-date training, access to a Master's Degree issued by TECH Global University.



“

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

This program will allow you to obtain your **Master's Degree diploma in Design and Creation of 2D Characters for Animation and Video Games** 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.

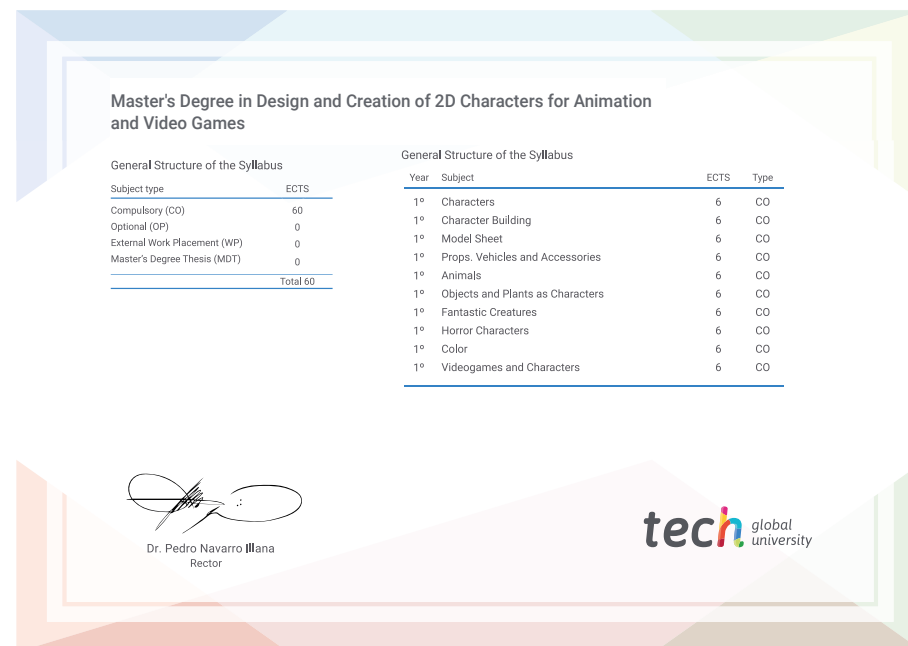
This **TECH Global University** title is a European program of continuing education and professional updating that guarantees the acquisition of competencies in its area of knowledge, providing a high curricular value to the student who completes the program.

Title: **Master's Degree in Design and Creation of 2D Characters for Animation and Video Games**

Modality: **online**

Duration: **12 months**

Accreditation: **60 ECTS**





Master's Degree

Design and Creation of 2D
Characters for Animation
and Video Games

- » Modality: online
- » Duration: 12 months
- » Certificate: TECH Global University
- » Credits: 60 ECTS
- » Schedule: at your own pace
- » Exams: online

Master's Degree

Design and Creation of 2D
Characters for Animation
and Video Games

