

Postgraduate Certificate

Anatomy in Art for Video Games





Postgraduate Certificate Anatomy in Art for Video Games

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

Website: www.techtitute.com/in/videogames/postgraduate-certificate/anatomy-art-video-games

Index

01

Introduction

p. 4

02

Objectives

p. 8

03

Course Management

p. 12

04

Structure and Content

p. 16

05

Methodology

p. 20

06

Certificate

p. 28

01

Introduction

In the development of video games, design plays a fundamental role, the beauty and realism of the characters combined with fun and playability, will define the success of the project. It is increasingly difficult to innovate in a market where everything seems to have been done already, hence the importance of perfecting techniques and studying new possibilities. With the Art for Video Games program specialized in anatomy, the different types of bodies, skeletons and shapes will be defined, especially the head and face, to design realistic characters, providing the necessary tools for the professional to stand out in their professional environment.





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The knowledge of anatomy in the design technique will make your creativity flow, this Postgraduate Certificate gives you the tools you need"

With the knowledge of the human body and its parts, the professional will have an expanded vision of how to perfectly design each character according to its history and style, making increasingly realistic figures. It is especially aimed at those who wish to perfect their techniques and specialize as artists in the video game industry.

In this program you will learn about the physical structure of the human being through practices, exercises and theoretical content about muscles, skull, face, body types, how to give color in the shadows, the use of translucency and the combination of tones; the differences of complex skeletons with those of simple shapes. And you will understand the main aspects of anatomy ¾ and profile anatomy in order to perfect your creations.

During the learning process, the teaching team of the Postgraduate Certificate in Anatomy in Art for Video Games will accompany students to facilitate their education process through TECH's virtual campus, making the study experience more dynamic and allowing them to implement what they have learned along the way.

TECH's secure environment offers the student the possibility of accessing all the content through any type of device with an internet connection, as well as downloading the study material to be able to consult it when required. The digital campus offers forums, meeting rooms, digital libraries, chats and *Streaming*, platforms to keep you always up to date in your learning process.

This **Postgraduate Certificate in Anatomy in Art for Video Games** contains the most complete and up-to-date educational program on the market. Its most notable features are:

- ◆ The development of case studies presented by experts in video game design and art.
- ◆ The graphic and schematic content of the system provides practical information on those disciplines that are essential for professional practice
- ◆ The process of self-assessment to improve learning through practical exercises
- ◆ Its special emphasis on the multiple facets that make up a video game development project
- ◆ Theoretical lessons, questions to the expert, debate forums on controversial topics, and individual reflection assignments
- ◆ The availability of access to downloadable content from any fixed or portable device with an Internet connection



The results obtained by our students make the effectiveness of the applied study methodology outstanding”

“*Designing faces is one of the most complex things in videogame art. Learn how to do it efficiently with this Postgraduate Certificate*”

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 specialization programmed to learn in real situations.

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

Combining fun, playability and beauty is the most difficult thing to do when making a video game, in this Postgraduate Certificate you will learn to design realistic characters from the knowledge of anatomy.

Raise your level of professionalization with the most innovative online study system on the market.



02

Objectives

With the Postgraduate Certificate in Anatomy in Art for Video Games, the student will comprehensively understand the human body, its parts and types, adding layers of complexity during their study to reach the creation of complete characters. The objective is for professionals to develop the necessary skills to create unique pieces and models appropriate to each story from their imagination, a quality highly valued in the industry.



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Training you in specific units will make you stand out in the professional environment, learn all about anatomy, an essential unit to create video games”



General Objectives

- ◆ Study anatomy to generate lifelike characters in virtual environments
- ◆ In-depth knowledge of all parts of the human body focused on design
- ◆ Differentiate the skeleton in its simple and complex form
- ◆ Carry out practical work applying the techniques learned thanks to the interactive methodology of the course
- ◆ Acquire skills to make efficient use of resources and materials appropriate to each creation





Specific Objectives

- ◆ Study the Anatomy of Organic Forms
- ◆ Differentiate between the complex and simple skeleton
- ◆ Learn to avoid common mistakes when portraying a human face
- ◆ Know how to correctly apply color according to tones and shades on the human body

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With your imagination and new knowledge you will achieve amazing designs in as little as six weeks”

03

Course Management

A team of well-versed teachers with experience in video game art integrates the staff of this Postgraduate Certificate, who impart the artistic and technical knowledge that will lead the student on a journey full of learning within the Anatomy in Art for Video Games. With this, the graduate guarantees to broaden his or her professional horizons thanks to the experiences acquired within the program, with the study of practical cases and the interactive community of experts that will accompany him or her throughout the process.



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*A team of experts will accompany
you on your way to success”*

Management



Mr. Mikel Alaez, Jon

- Conceptual artist for characters in English Coach Podcast
- Conceptual Artist in Master D
- Graduated in Art at the University of Fine Arts UPV
- Concept Art and Digital Illustration in Master D Rendr



04

Structure and Content

In order for the student of the Postgraduate Certificate in Anatomy in Art for Video Games to receive the best tools for their future performance as professionals, TECH's expert teaching team has designed a program with specific content in the area of anatomy to create characters in increasingly realistic virtual environments. Taught through the most innovative methodology in the current educational sector, based on *Relearning* with practical and dynamic processes, giving the student the opportunity to assimilate the knowledge in a more effective and lasting way; also being able to download their study material and consult it from different devices at any time.

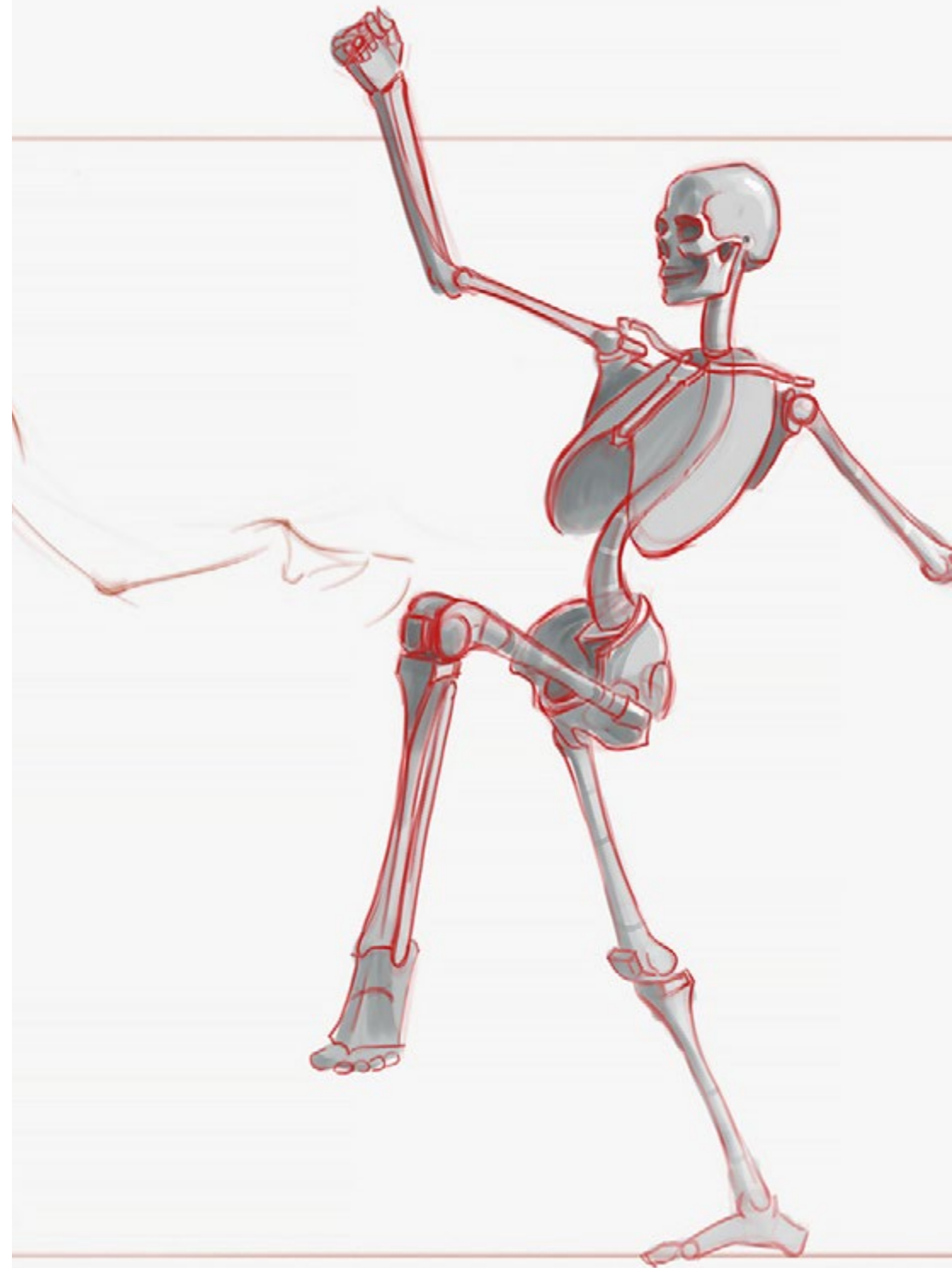


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*Turn technology and new study practices
into your allies for professional growth”*

Module 1. Anatomy

- 1.1. Lace and Organic Shapes
 - 1.1.1. Practice
 - 1.1.2. Complexity
 - 1.1.3. Routine
- 1.2. References
 - 1.2.1. Live
 - 1.2.2. Websites
 - 1.2.3. Good References
- 1.3. Skeleton Simple Shapes
 - 1.3.1. Understanding
 - 1.3.2. About Images
 - 1.3.3. Simplify
- 1.4. Complex Skeleton
 - 1.4.1. Progress
 - 1.4.2. Nomenclature
 - 1.4.3. From Simple to Complex
- 1.5. Muscles
 - 1.5.1. About References
 - 1.5.2. Muscles for Utility
 - 1.5.3. Body Types
- 1.6. Cranium
 - 1.6.1. Structure
 - 1.6.2. Loomins
 - 1.6.3. Advice
- 1.7. The Human Face
 - 1.7.1. Proportions
 - 1.7.2. Common Errors
 - 1.7.3. Advice





- 1.8. Anatomy Profile
 - 1.8.1. Advice
 - 1.8.2. Differences
 - 1.8.3. Construction
- 1.9. Anatomy 3/4
 - 1.9.1. What to Consider
 - 1.9.2. Advice
 - 1.9.3. Differences
- 1.10. Color of the Human Body
 - 1.10.1. Translucency
 - 1.10.2. Color in the Shadows
 - 1.10.3. Tones

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Get trained to enter the video game art industry, a growing market worldwide”

05

Methodology

This academic program offers students a different way of learning. Our methodology uses a cyclical learning approach: **Relearning**.

This teaching system is used, for example, in the most prestigious medical schools in the world, and major publications such as the **New England Journal of Medicine** have considered it to be one of the most effective.





“

Discover Relearning, a system that abandons conventional linear learning, to take you through cyclical teaching systems: a way of learning that has proven to be extremely effective, especially in subjects that require memorization"

Case Study to contextualize all content

Our program offers a revolutionary approach to developing skills and knowledge. Our goal is to strengthen skills in a changing, competitive, and highly demanding environment.

“

At TECH, you will experience a learning methodology that is shaking the foundations of traditional universities around the world”



You will have access to a learning system based on repetition, with natural and progressive teaching throughout the entire syllabus.



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

A learning method that is different and innovative

This TECH program is an intensive educational program, created from scratch, which presents the most demanding challenges and decisions in this field, both nationally and internationally. This methodology promotes personal and professional growth, representing a significant step towards success. The case method, a technique that lays the foundation for this content, ensures that the most current economic, social and professional reality is taken into account.

“*Our program prepares you to face new challenges in uncertain environments and achieve success in your career”*

The case method 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.



06 Certificate

The Postgraduate Certificate in Anatomy in Art for Video Games guarantees students, in addition to the most rigorous and up-to-date education, access to a Postgraduate Certificate issued by TECH Technological University.



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

This **Postgraduate Certificate in Anatomy in Art for Video Games** contains the most complete and up-to-date program on the market.

After the student has passed the assessments, they will receive their corresponding **Postgraduate Certificate** issued by **TECH Technological University** via tracked delivery*.

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

Title: **Postgraduate Certificate in Anatomy in Art for Video Games**

Official Number of Hours: **150 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
online training
development language
classroom



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