

Postgraduate Certificate Art in Video Games





Postgraduate Certificate Art in 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/pk/videogames-design/postgraduate-certificate/art-video-games

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01

Introduction

The visual section is one of the most outstanding aspects of a video game, it is what players perceive first, and, therefore, it must be a spectacular and well worked element. This requires specific knowledge, as video game art design is a discipline with specific skills, so this qualification offers the necessary skills to all those professionals who want to specialize and work in the art department of a large company in the video game industry.





“

Surprise companies and gamers with your talented art designs, specialize with this Postgraduate Certificate and make your dreams come true”

The video game industry is an extremely complex industry that involves a wide variety of professionals and artists, who make games of different types and aimed at different groups of people. There are a number of companies dedicated to the development of titles of various genres and styles. Therefore, experts are always needed in the different areas that make up the realization of a video game.

One of these areas is the art department, which designs the aesthetic aspect of all visible elements of the video game: characters, scenery, objects... And it also shapes the artistic style of the video game, since it is this department that plans how the different items should look according to the type of work (a horror video game, a children's game, etc.), so it is a fundamental role in the organization. In essence, a large percentage of what the player perceives will depend on the work done by the art specialists.

For this reason, it is understood that this department is one of the most important, and companies need qualified and specialized personnel, since without them there may be deficiencies in the designs or a visual concept may be wrongly transferred, which may end up turning players away.

This Postgraduate Certificate in Art in Video Games, therefore, is a decisive step for all those professionals who want to become specialists and work for large companies in the industry designing the look of different types of works.

This **Postgraduate Certificate in Art in Video Games** contains the most complete and up-to-date educational program on the market. The most important features include:

- ◆ The special attention it pays to job opportunities, making its contents focused on this area
- ◆ The contents, presented in different formats, in order to offer a specialized teaching in Video Game Art, adjusted to the needs of the students
- ◆ Practical exercises where the self assessment process can be carried out to improve learning
- ◆ Content that is accessible from any fixed or portable device with an Internet connection



Make memorable designs, players will remember your art and companies will always want to count on you"

“*Art is fundamental in a video game, you can be the next great designer”*

The program's teaching staff includes professionals from sector who contribute their work experience to this 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 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.

Think of your favorite video game: this Postgraduate Certificate will be the first step to work on such a project.

If you have many ideas but do not know how to externalize them, with this title you will achieve it.

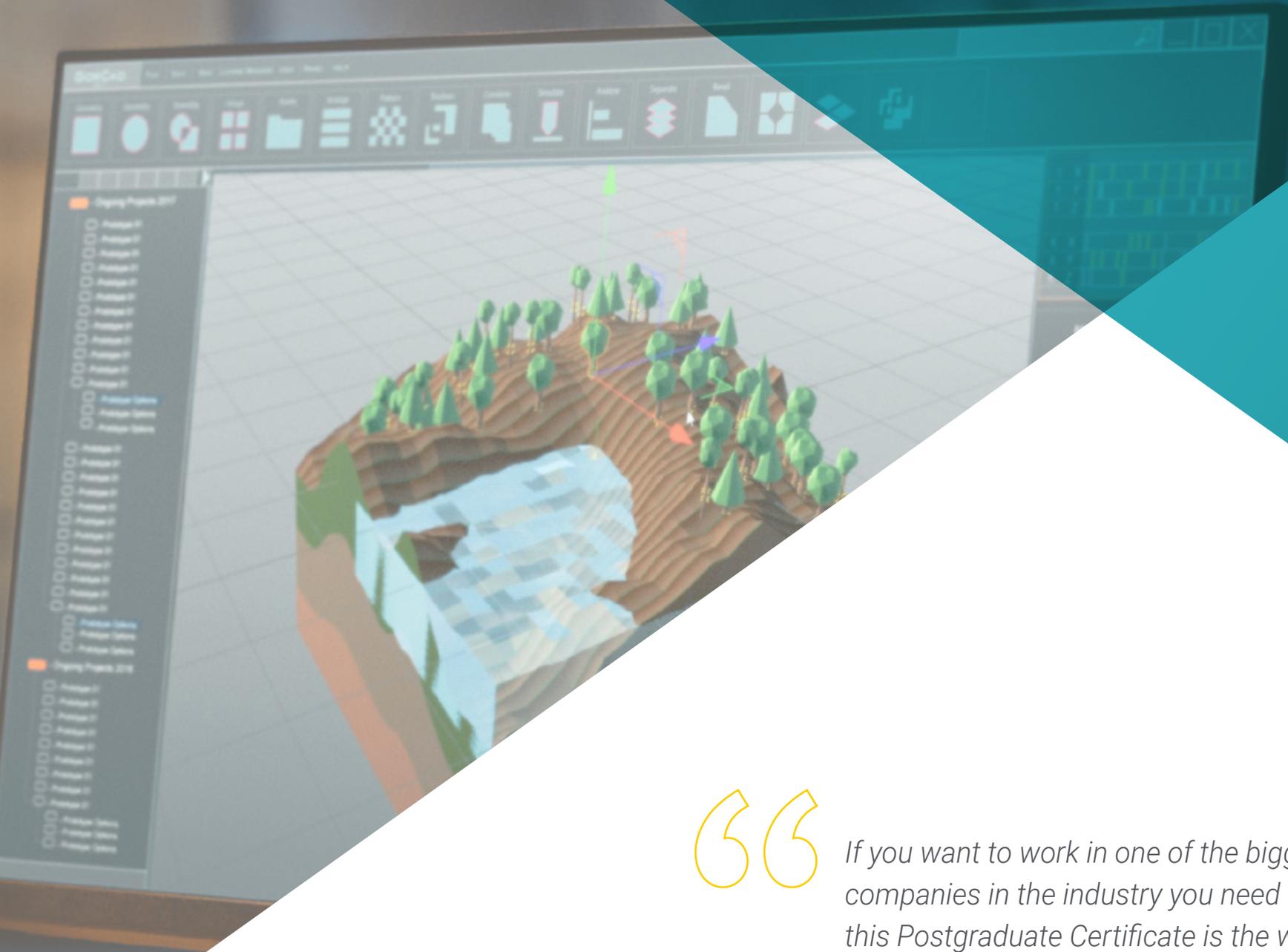


02

Objectives

With this Postgraduate Certificate in Art in Video Games the student will be able to obtain all the necessary skills to face an art project applied to video games, as well as to learn all those processes involved in the design of a game, so that it can focus more adequately to the labor market.





“

If you want to work in one of the biggest companies in the industry you need to specialize, this Postgraduate Certificate is the way to do it”



General Objectives

- ◆ Gain knowledge about the different video game genres, the concept of gameplay and its characteristics to apply them in the analysis of video games or in the creation of video game design
- ◆ Deepen understanding of the production of video games and in the SCRUM methodology for project production
- ◆ Learn the fundamentals of video game design and the theoretical knowledge that a video game designer should know
- ◆ Generate ideas and create entertaining stories, plots and scripts for video games
- ◆ Get to know the theoretical and practical bases of the artistic design of a video game
- ◆ Be able to create an independent digital entertainment startup





Specific Objectives

- ◆ Gain knowledge about the artistic theory, color theory, character and environment theory
- ◆ Create complex sketches and concept art
- ◆ Get into the 2D art of characters, objects and environments with Photoshop programs
- ◆ Create 3D objects, characters and environments with 3D Studio Max and Mudbox
- ◆ Know the artistic styles of characters and scenery, as well as the typologies of setting and presentation in drawings

“*Your goals are within reach,
enroll now and start your way
in the video game industry”*



03

Course Management

In order to offer top-notch teaching, the best faculty has been recruited to provide first hand experience of the video game industry and the profession of an artist in this field. As a result, the students will be able to use this experience in their own careers, so that there is a direct and immediate transfer of knowledge.





“

*The best teachers guide you to
achieve what you set out to do”*

Management



Mr. Blasco Vilches, Luis Felipe

- ♦ Narrative designer at Stage Clear Studios, developing a confidential product
- ♦ Narrative designer at HeYou Games in the “Youturbo” project
- ♦ E-learning and serious games product designer and scriptwriter for Telefónica Learning Services, TAK and Bizpills
- ♦ Level designer at Indigo for the “Meatball Marathon” project
- ♦ Screenwriting teacher in the Master’s Degree in Video Game Creation at the University of Malaga
- ♦ Lecturer in Video Game Narrative Design and Production at the TAI Film Department, Madrid
- ♦ Narrative Design and Script Workshops teacher, and in the Video Game Design Degree at ESCAV, Granada
- ♦ Degree in Hispanic Studies from the University of Granada, Spain
- ♦ Master’s Degree in Creativity and Television Screenwriting, Rey Juan Carlos University



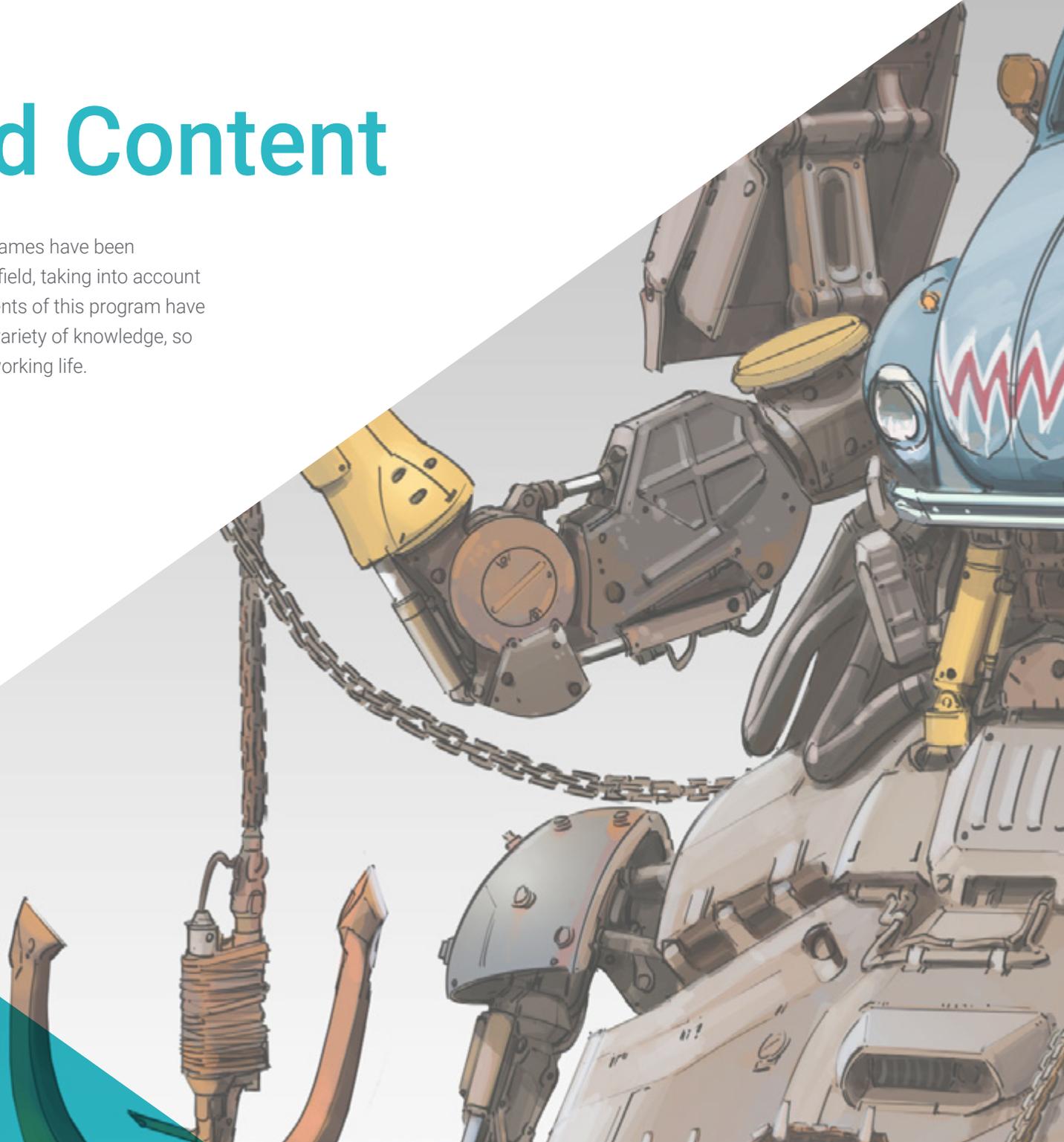
“

*An excellent teaching cadre
for professionals who want
to advance their careers”*

04

Structure and Content

The contents of this Postgraduate Certificate in Art in Video Games have been specifically designed to prepare students for the professional field, taking into account the latest developments in the video game industry. The contents of this program have been structured in a module with 10 topics that cover a wide variety of knowledge, so that the graduates will have obtained different skills for their working life.





“Contents designed to help you advance professionally”

Module 1. Art in Video Games

- 1.1. Art
 - 1.1.1. Artistic Foundations
 - 1.1.2. Color Theory
 - 1.1.3. Software
- 1.2. Concept Art
 - 1.2.1. Sketch
 - 1.2.2. Concept Art
 - 1.2.3. Details
- 1.3. Video Game Scenarios
 - 1.3.1. Non-Modular Scenarios
 - 1.3.2. Modular Scenarios
 - 1.3.3. Props and Environmental Objects
- 1.4. Ambience
 - 1.4.1. Fantasy
 - 1.4.2. Realistic
 - 1.4.3. Science Fiction
- 1.5. Props and Objects
 - 1.5.1. Organic
 - 1.5.2. Inorganic
 - 1.5.3. Details
- 1.6. Video Game Characters and Elements
 - 1.6.1. Character Creation
 - 1.6.2. Video Game Environment Creation
 - 1.6.3. Object and Prop Creation
- 1.7. Cartoon Styles
 - 1.7.1. Cartoon
 - 1.7.2. Manga
 - 1.7.3. Hyperrealism





- 1.8. Manga Style
 - 1.8.1. Manga Character Drawing
 - 1.8.2. Manga Environment Drawing
 - 1.8.3. Manga Objects Drawing
- 1.9. Realistic Style
 - 1.9.1. Realistic Character Drawing
 - 1.9.2. Realistic Environments
 - 1.9.3. Realistic Objects
- 1.10. Final Details
 - 1.10.1. Final Touches
 - 1.10.2. Evolution and Style
 - 1.10.3. Details and Enhancements

“

Game development companies are looking for you, don't make them wait and get a qualification”

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.



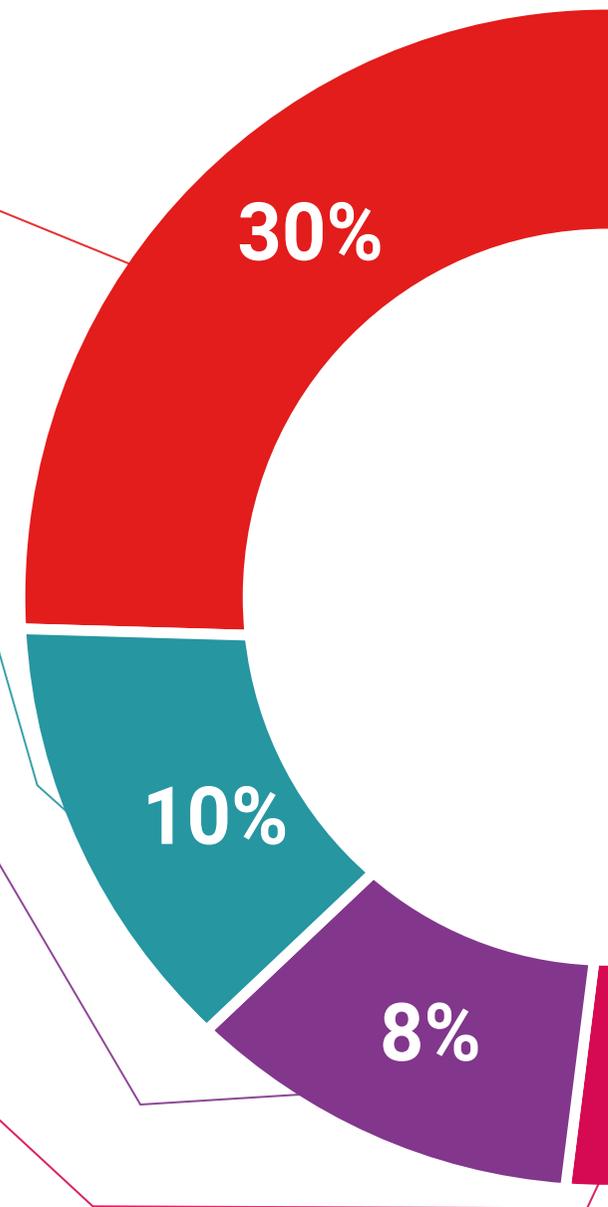
Practising Skills and Abilities

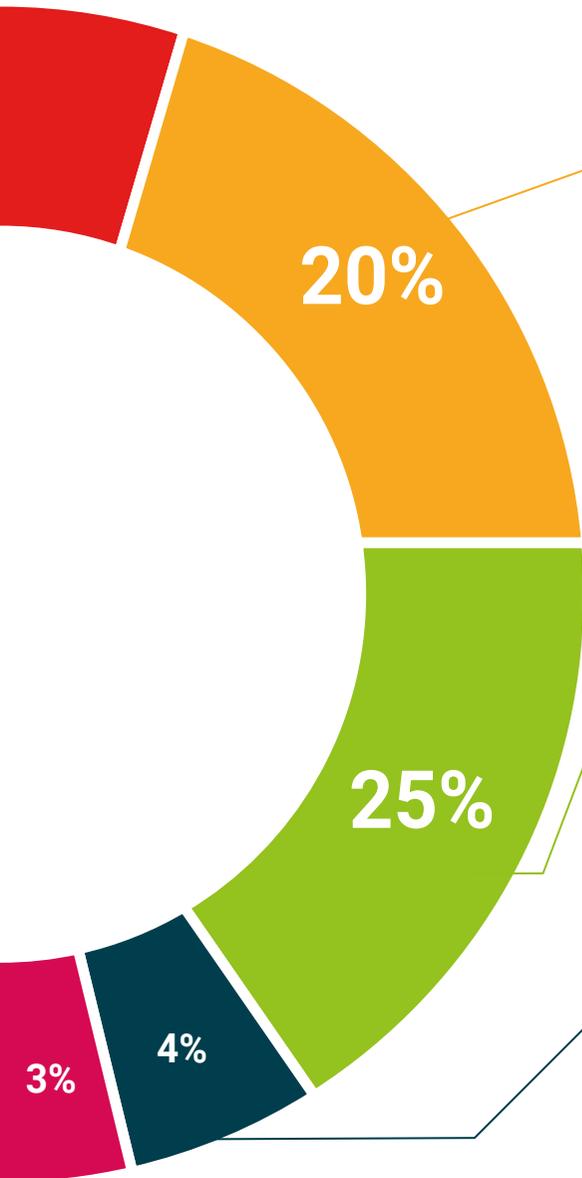
They will carry out activities to develop specific skills and abilities in each subject area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization we live in.



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



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

This **Postgraduate Certificate in Art in 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 Art in Video Games**

Official N° 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 quality
development language
classroom



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