

Postgraduate Certificate Color in Video Games



Postgraduate Certificate Color 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/postgraduate-certificate/color-video-games

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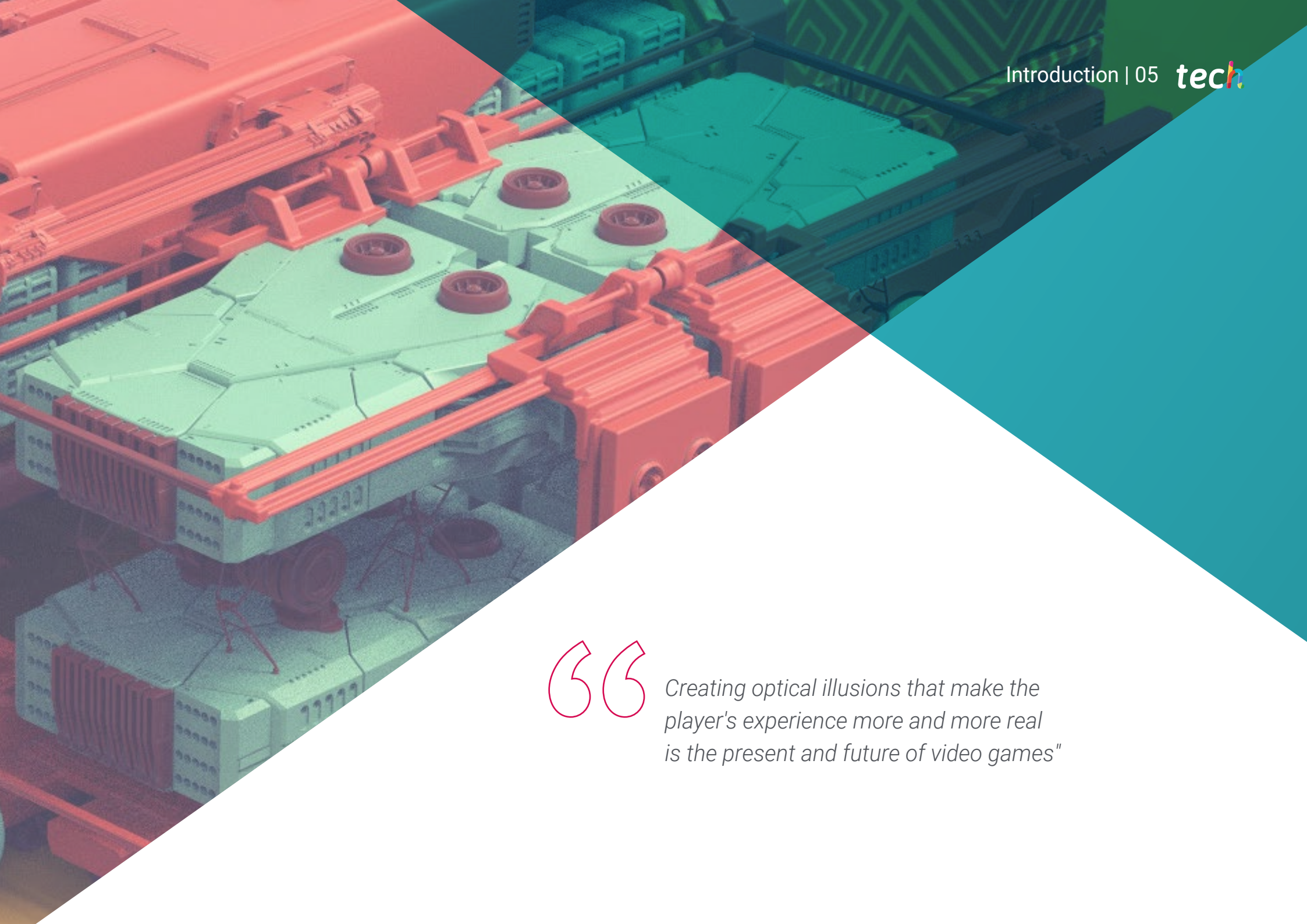
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01

Introduction

The most basic design studies demonstrate the importance of the correct implementation of color theory to achieve an impact in any visual project. The effective mixing of pigments and colors will help to make the creation process more efficient. For the audiovisual industry, it is becoming easier to generate good results using appropriate technology; but without the knowledge of the techniques and the use of resources, this is impossible to achieve success. In the case of video games, the quality of the graphics will influence the user's gameplay experience, which is why the professionalism of the design team for virtual environments is so important. This program will allow you to go one step further towards your preparation as a Color in Video Games expert.





“ Creating optical illusions that make the player's experience more and more real is the present and future of video games”

This syllabus presents the future designer with the appropriate colorimetric tools to implement in projects for the audiovisual industry, especially for video games, thanks to the pedagogical system of TECH Technological University, which has developed an entire educational program dedicated to art in this sector. In this program, the student will be able to specialize in each of the areas of competence according to their interests and needs.

In this Postgraduate Certificate in Color in Video Games, the student will not only review the fundamental concepts of color in design, but will learn all about *Concept Art* and *Prop* designs, the correct use of light and contrast, saturations; the freedom to give free rein to their creativity to achieve unique pieces with their own style, learning from great references in the history of the creative process of video games.

After this education, professionals will have a broad handling of artistic tools, taking their creativity to the next level, understanding how light affects different surfaces. They will learn about reflection and its use in design and the influence of the environment on the color of shapes.

A program developed for six weeks of online study from any device and place, making the learning process easy and comfortable, with the constant support of the teaching team specialized in video game art that integrates this educational space.

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

- ◆ Case studies presented by experts in Art for Video Games
- ◆ The graphic, schematic and eminently 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 in Advanced Practice Nursing
- ◆ 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



The use of color in video games makes a difference in the type of user experience, which is why it is so important to apply the theories correctly"

“

Aim to be one of the best conceptual artists for video games is now easier with the specialized program offered by TECH, the largest digital university in the world”

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.

If the first video games were green, can you imagine what's coming in the future.

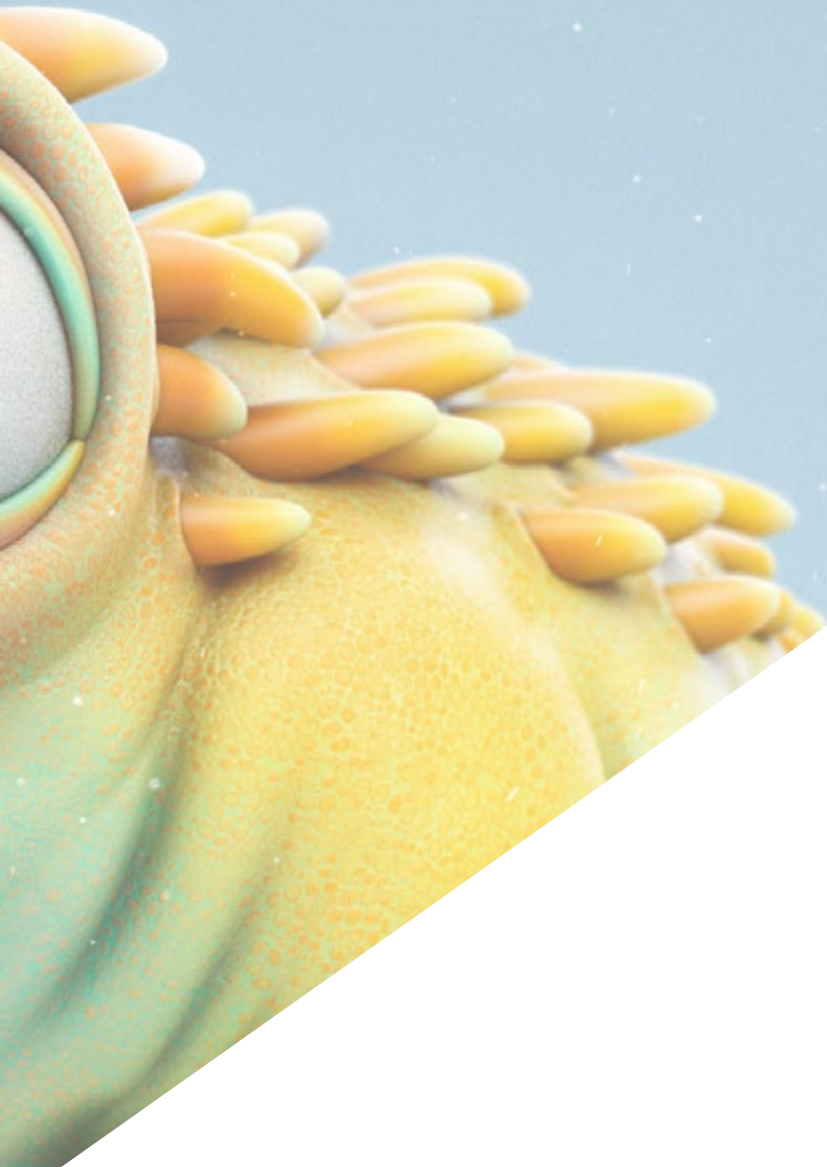
You will apply color theory correctly to illustrate your imagination.



02 Objectives

This Postgraduate Certificate in Color in Video Games will allow students to profile themselves in the conceptual art market, providing them with the necessary skills that will allow them to study in depth the coloring techniques of a virtual work. You will be able to discover your own style, among a variety of examples and practical exercises supported by theoretical content developed by experts after an exhaustive selection of the best tools. Within this selection process, TECH has established a series of general and specific objectives to make the teaching process of the future graduate more efficient.





“

Every technique learned and practiced in this Postgraduate Certificate in Color in Video Games will bring you closer to the goal of being the best professional"



General Objectives

- ◆ Generate professional quality designs for the audiovisual industry
- ◆ Composing a specialized portfolio with innovative color techniques
- ◆ Broaden your knowledge of color application techniques
- ◆ Promote the presentation of works in a professional manner
- ◆ Study technical artistic knowledge in depth





Specific Objectives

- ◆ Know the behavior of light and its propagation
- ◆ Assess the different aspects of light, shades, saturation and contrast
- ◆ Study the different techniques to apply color
- ◆ Know the importance of color in Art for Video Games

“

When your goal is to be the best at what you do, preparation must be constant, TECH accompanies you in the process”

03

Course Management

The teaching staff of TECH Technological University offers with its experience in each subject, an education of excellence for all, thanks to the processes and methodology of study applied from its virtual campus. This is how the Postgraduate Certificate in Color in Video Games has experts in art, with extensive experience and with a specific preparation that allows them to teach the best tools to the student, facilitating the development of all their skills, improving their professional profile and managing to stand out in increasingly competitive markets such as art for video games.





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Learning new tools from reputable professionals will inspire you to continue perfecting your style"

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

The Postgraduate Certificate in Color in Video Games syllabus has been designed for dynamic learning based on TECH Technological University's proven *relearning* system.. The syllabus covered in this module will allow the student to understand the most up to date concepts, through practical theoretical content, applying new technologies and procedures that will allow easy learning and will highlight the profile of the new professional.





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You will study the most prominent color references in art, learning to apply hue, saturation, light and contrast appropriate to video games”

Module 1. Color

- 1.1. Light Propagation
 - 1.1.1. Technicality
 - 1.1.2. Example
 - 1.1.3. Light Color
- 1.2. Light on Surfaces
 - 1.2.1. Reflexes
 - 1.2.2. Bounces
 - 1.2.3. Subsurface Scattering
- 1.3. Design and Color
 - 1.3.1. Exaggeration
 - 1.3.2. Imagination
 - 1.3.3. Use
- 1.4. Light in Shadows
 - 1.4.1. Reflexes
 - 1.4.2. Color in the Shadows
 - 1.4.3. Tricks
- 1.5. HUE/Matrix
 - 1.5.1. Definition
 - 1.5.2. Importance
 - 1.5.3. Use
- 1.6. Saturation
 - 1.6.1. Definition
 - 1.6.2. Importance
 - 1.6.3. Use





- 1.7. Value
 - 1.7.1. Definition
 - 1.7.2. Contrast
 - 1.7.3. Use
- 1.8. Color in Illustration
 - 1.8.1. Differences
 - 1.8.2. Freedom
 - 1.8.3. Theory
- 1.9. Color in Concept Art
 - 1.9.1. Importance
 - 1.9.2. Design and Color
 - 1.9.3. Prop Scenario Character
- 1.10. Color in Art
 - 1.10.1. History
 - 1.10.2. Changes
 - 1.10.3. Reference

“

Now education is much more accessible and specialized, your future depends on you"

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.



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.

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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.

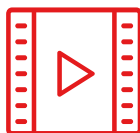
Relearning will allow you to learn with less effort and better performance, involving you more in your training, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation for success.

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.



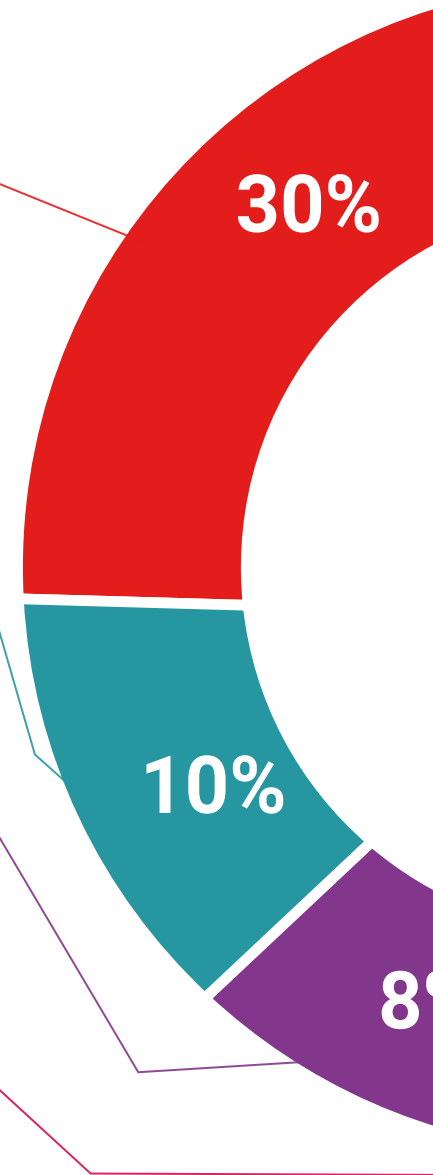
Practising Skills and Abilities

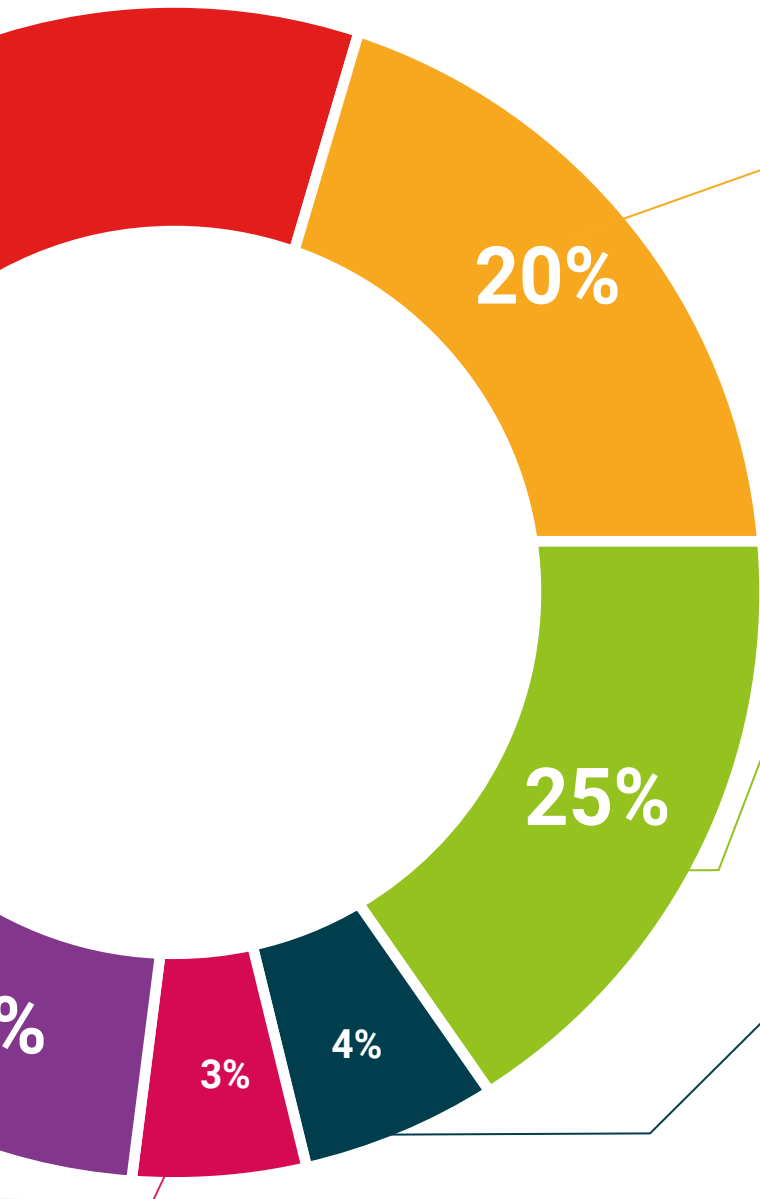
They will carry out activities to develop specific skills and abilities in each subject area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization we live in.



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.



06 Certificate

The Postgraduate Certificate in Color in 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 Color 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 Color in Videogames**

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.



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