

Postgraduate Certificate

Design and Creation of 2D Horror Characters





Postgraduate Certificate Design and Creation of 2D Horror Characters

Course Modality: **Online**

Duration: **6 weeks**

Certificate: **TECH Technological University**

Teaching Hours: **150 hours.**

Website: www.techtitute.com/videogames/postgraduate-certificate/design-creation-2D-horror-characters

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

Horror is quite a recurring theme in video games. This is why an increasing number of companies in the video game industry are looking for specialized people to create new characters that surprise and terrify in equal parts. This degree has a syllabus, prepared by professionals in the sector, in which the most important aspects of the creation of characters of the genre are worked on. Likewise, it also has a unique methodology, being the only online university with the *Relearning* learning system. This has been labeled as one of the most efficient on the current teaching landscape.





“

Learn to improve the quality of your horror characters with us. We will teach you the keys to make your designs successful”

Fear is an innate feeling we are born with. Horror characters have always been in different areas through stories that prevent sleep and create uneasiness. But at the same time, all that terror provokes an adrenaline that attracts and pleases in equal parts. Since its inception, the world of video games has relied on cinematic and literary works to produce characters to accompany a chilling plot. Zombies attacking a city in search of food, vampires with sharp fangs or the famous Frankenstein are examples of typical characters that never go out of fashion.

This Postgraduate Certificate offers the graduate the possibility of learning how to develop characters of this theme together with experts in character design. With a very complete syllabus, ranging from the recognition and classification of the different horror characters to the design of new ones taking into account very specific stylistic guidelines. Shapes and expressions, poses, anatomy through geometric shapes, etc. Everything is part of a quality content that aims to train the student in detail.

One of the novelties of this Postgraduate Certificate is the possibility of taking it from anywhere in the world. This option exists because TECH offers a 100% online education that allows you to study anywhere in the world as long as you have access to the Internet. Another of the strong points of its methodology is the implementation of an innovative learning system known as *Relearning*, which consists of the repetition of key concepts by the teacher to the students.

This **Postgraduate Certificate in Design and Creation of 2D Horror Characters** contains the most complete and up-to-date program on the market. The most important features include:

- ◆ Practical cases so that learning is carried out in a more direct way
- ◆ Specialized content on development and animation in video games
- ◆ 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



This degree offers you a wealth of educational resources to make your learning effective and convenient"

“

TECH is committed to the Relearning methodology, which is based on the cyclical repetition of concepts by the teaching staff to the students"

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.

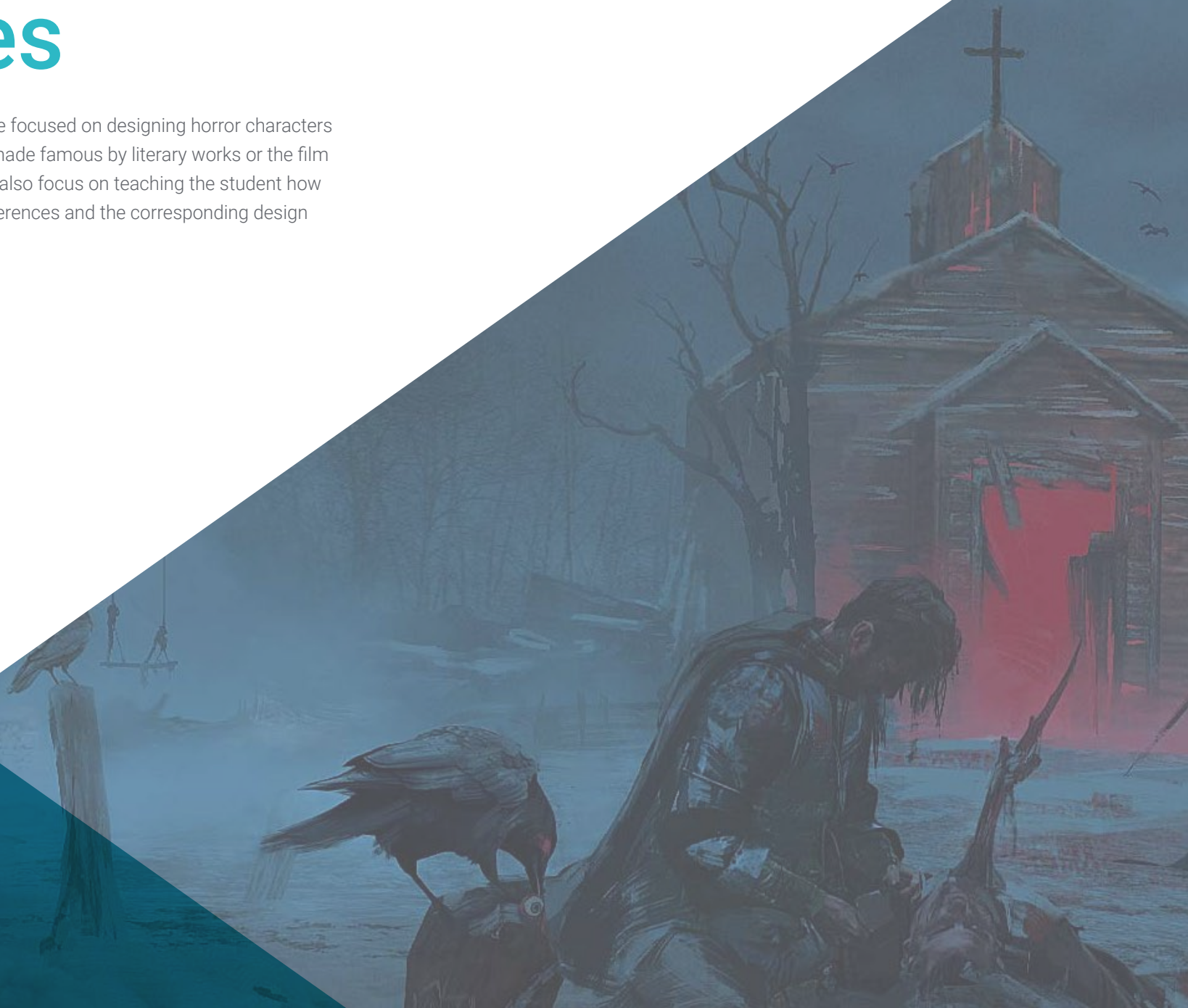
A city full of zombies, or a mummy from ancient Egypt can be examples of your next creations.

Design characters that inspire supernatural terror.



02 Objectives

The objectives of this academic program are focused on designing horror characters based on the different figures of the genre made famous by literary works or the film industry. But not only that, this program will also focus on teaching the student how to create new designs based on existing references and the corresponding design guidelines.



“

Follow the objectives of this program. By the time you reach them, you will have attained a high degree of knowledge of the main features of horror character creation"



General Objectives

- ◆ Encourage the necessary documentation and reference taking needed to do the job correctly
- ◆ Know how to structure, create and build characters
- ◆ Acquire all the necessary skills to create all types of horror characters





Specific Objectives

- ◆ Work in detail on the whole range of already known terrifying characters
- ◆ Experiment with creating more varieties and generating new characters

“

Follow the objectives of this Postgraduate Certificate to reach your full potential and give the best of yourself”

03

Course Management

The teaching staff of this program is composed of experts in the field who will help the student to develop characters with their corresponding points to stand out within the field of horror. With important works in their curriculum, they will act as guides in the world of animation using their own experience as a basis for the correct development of the graduates' skills.





“

During this program you will be accompanied by character design professionals to give you the best tricks and keys for your creations to succeed"

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

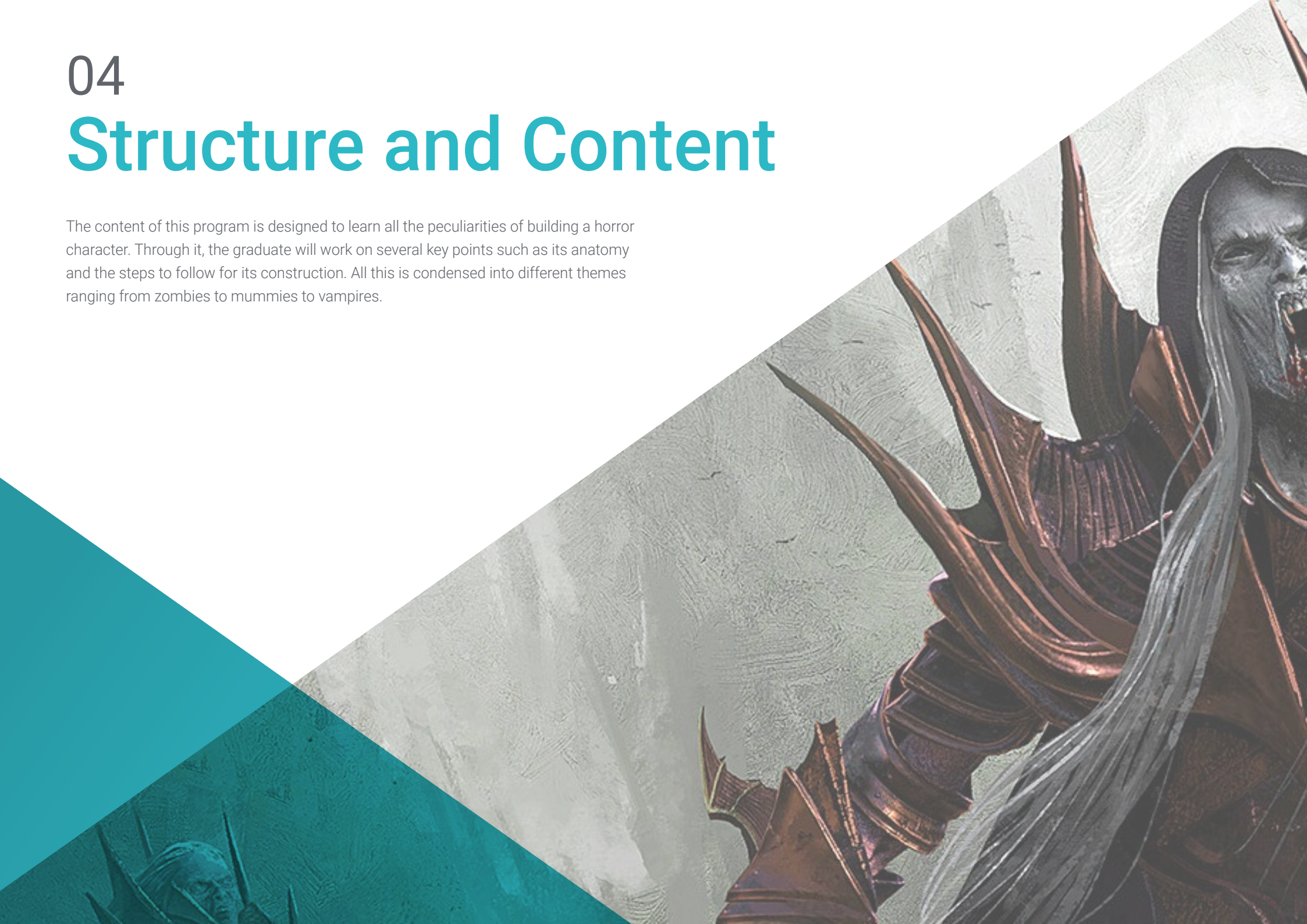
- ♦ Manager and director of the production company 12 Pingüinos SL.
- ♦ Manager and director of the production company Cazatalentos SL.
- ♦ Academic Member of the Academy of Motion Picture Arts and Sciences of Spain
- ♦ Professor at the Complutense University of Madrid, in the Faculty of Fine Arts, of the course Experimental Drawing and 2D Animation



04

Structure and Content

The content of this program is designed to learn all the peculiarities of building a horror character. Through it, the graduate will work on several key points such as its anatomy and the steps to follow for its construction. All this is condensed into different themes ranging from zombies to mummies to vampires.





“

Transylvania, Loch Ness, an abandoned city, and so on. These are the perfect settings to develop creepy characters”

Module 1. Horror Characters

- 1.1. Vampires
 - 1.1.1. Human Anatomy
 - 1.1.2. Design
 - 1.1.3. Poses and Expressions
- 1.2. Frankenstein's Monster
 - 1.2.1. Anatomy
 - 1.2.2. Construction
 - 1.2.3. Poses and Expressions
- 1.3. Werewolf
 - 1.3.1. Compared Anatomy
 - 1.3.2. Construction
 - 1.3.3. Poses and Expressions
- 1.4. Mummy
 - 1.4.1. Human Anatomy
 - 1.4.2. Design
 - 1.4.3. Poses and Expressions
- 1.5. Swamp Monster
 - 1.5.1. Anatomy
 - 1.5.2. Construction
 - 1.5.3. Poses and Expressions
- 1.6. Ghosts
 - 1.6.1. Examples:
 - 1.6.2. Construction
 - 1.6.3. Poses and Expressions





- 1.7. Zombies
 - 1.7.1. Human Anatomy
 - 1.7.2. Animal Zombies
 - 1.7.3. Construction and Pose
- 1.8. Dr. Jekyll and Mr. Hyde
 - 1.8.1. Human Anatomy
 - 1.8.2. Construction
 - 1.8.3. Poses and Expressions
- 1.9. Death
 - 1.9.1. Anatomy
 - 1.9.2. Construction
 - 1.9.3. Poses and Expressions
- 1.10. Aliens and Beings from Other Dimensions
 - 1.10.1. Geometric Shapes
 - 1.10.2. Design
 - 1.10.3. Poses and Expressions



Design terrifying characters for the best video games on the market"

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.

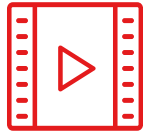
Relearning will allow you to learn with less effort and better performance, involving you more in your training, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation for success.

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.



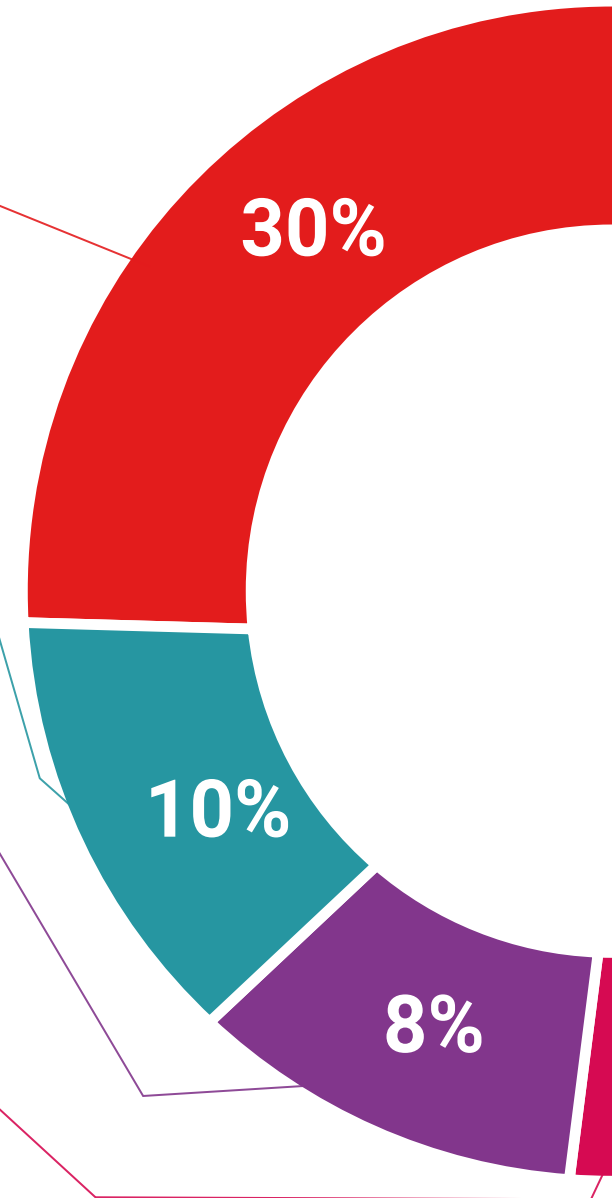
Practising Skills and Abilities

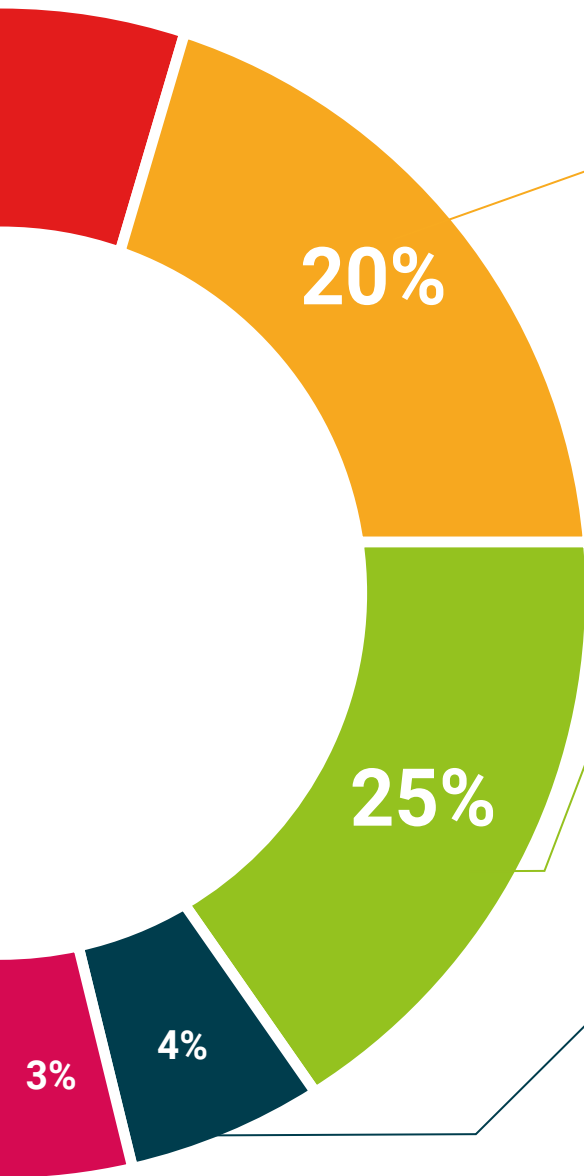
They will carry out activities to develop specific competencies and skills in each thematic area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization we live in.



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 Design and Creation of 2D Horror Characters guarantees, in addition to the most rigorous and up-to-date training, access to a Postgraduate Certificate issued by TECH Technological University.



“

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

This **Postgraduate Certificate in Design and Creation of 2D Horror Characters** 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** diploma issued by **TECH Technological University** via tracked delivery*.

The diploma 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 Design and Creation of 2D Horror Characters**

Official N° of Hours: **150 h.**



*Apostille Convention. In the event that the student wishes to have their paper diploma 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 languages
classroom



Postgraduate Certificate
Design and Creation
of 2D Horror
Characters

Course Modality: **Online**

Duration: **6 weeks**

Certificate: **TECH Technological University**

Official N° of Hours: **150 h.**

Postgraduate Certificate

Design and Creation of 2D Horror Characters

