

Postgraduate Certificate Video Game Animation





Postgraduate Certificate Video Game Animation

- » 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/video-game-animation

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01

Introduction

Of all the elements that make up a video game, animation is one of the most perceptible to the user. Whether the player enjoys the experience or leaves the video game will depend, to a large extent, on the animation. For this reason, it is essential for companies to have trained animators to do a proper job. In fact, this is a position with few specialists, which is why the main companies in the sector are looking for new professionals who can carry out the animation of their next successful video games. This qualification prepares the student to face these challenges and to become an expert sought after by large companies in the industry.





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Think about your favorite video games and learn how to make the best animation thanks to this Postgraduate Certificate”

Video game development and design is one of the most specialized professions in the world. Video games are halfway between the technical and the cultural and artistic industries, so it requires transversal and specific skills to face the challenges that may arise in the creation and launch of a successful video game.

Due to their high specialization, large companies need dedicated personnel for each of the tasks to be performed in each development project. Therefore, programmers, art specialists, sound designers, composers or scriptwriters participate in the creation of each video game, and between the programmers and the art staff are the animators. Animators bring designs to life, so they are a vital part of every company.

However, there is not a large number of animators with sufficient level to meet the demands of these high-level companies, so the specialization and renewal of knowledge can be a solution for those students and professionals who want to make their way in the industry. For this reason, this Postgraduate Certificate in Video Game Animation offers a complete and deep learning on the subject, so that students obtain the indispensable knowledge to become key personnel in the sector.

This **Postgraduate Certificate in Video Game Animation** contains the most complete and up-to-date program 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



Animation is a vital aspect in the process of creating a video game. Become an indispensable professional for your company"

“

If you want to see your name in the credits of the next successful video games, you should take this qualification”

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 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.

The video game industry needs qualified professionals urgently. Don't make it wait.

Video games are the present and the future. Specialize and achieve a successful professional career in the sector.



02

Objectives

This Postgraduate Certificate in Video Game Animation has been designed with the objective of providing students with the best knowledge of the subject, so that they can develop their professional careers in the industry. This is expected to be achieved through a mix of comprehensive content, highly experienced faculty and innovative teaching methodologies.





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TECH helps you achieve your goals by offering you the best Video Game Animation course"



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
- ◆ Get to know the theoretical and practical bases of the artistic design of a video game





Specific Objectives

- ◆ Perform 2D and 3D animation
- ◆ Gain knowledge about the theory of animation on elements and characters
- ◆ Gain knowledge about 2D animation rigging
- ◆ Perform animation in 3D Studio Max: element and character movement
- ◆ Learn about 3D Studio Max Rigging
- ◆ Know how to perform advanced character animations



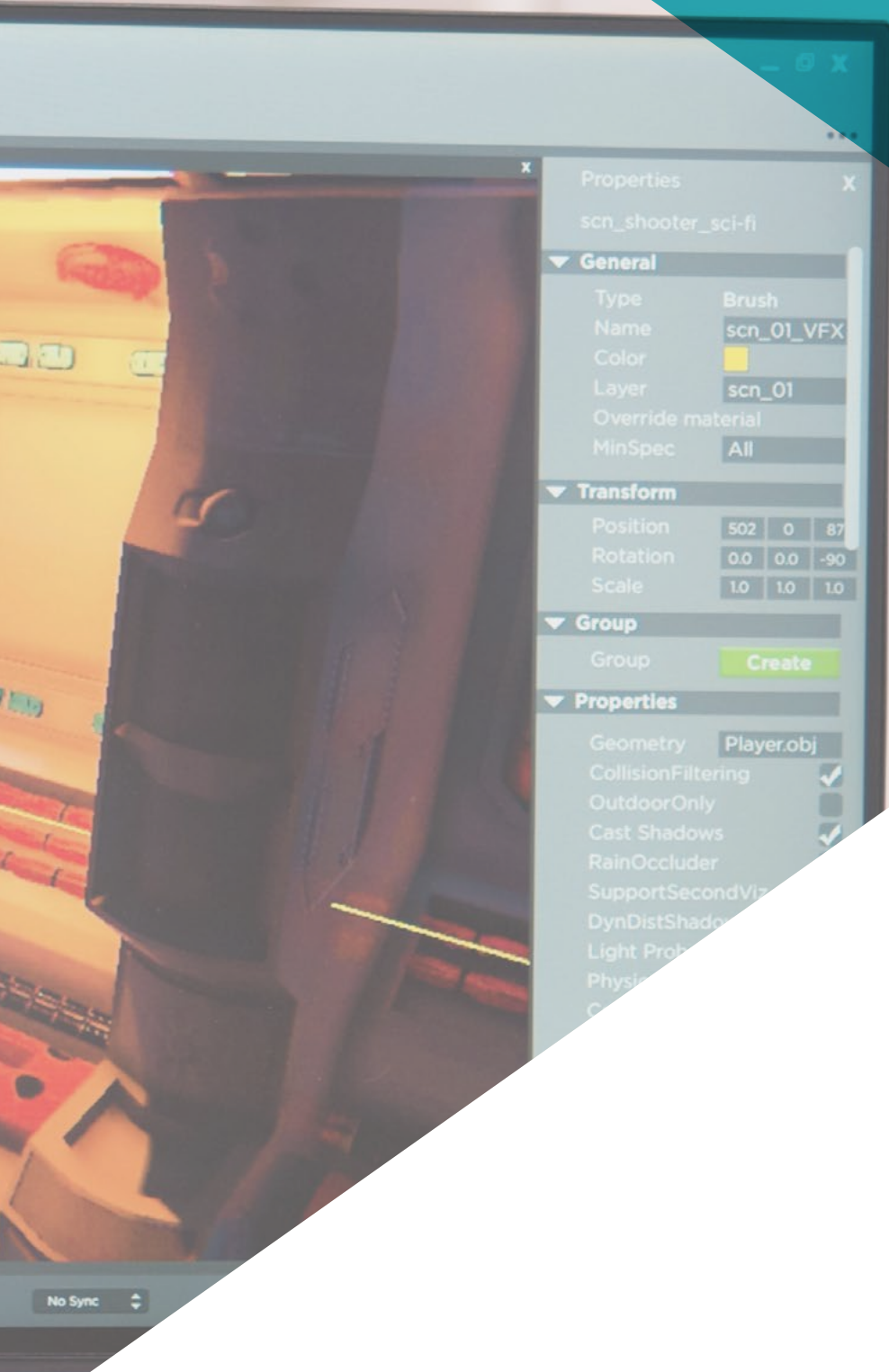
If your goal is to work for the video game industry, with this Postgraduate Certificate you will achieve it"

03

Course Management

This Postgraduate Certificate in Video Game Animation is taught by the best teachers, experts in the field and who know the industry to perfection, so they will be able to adequately transmit the necessary knowledge to work in this sector.





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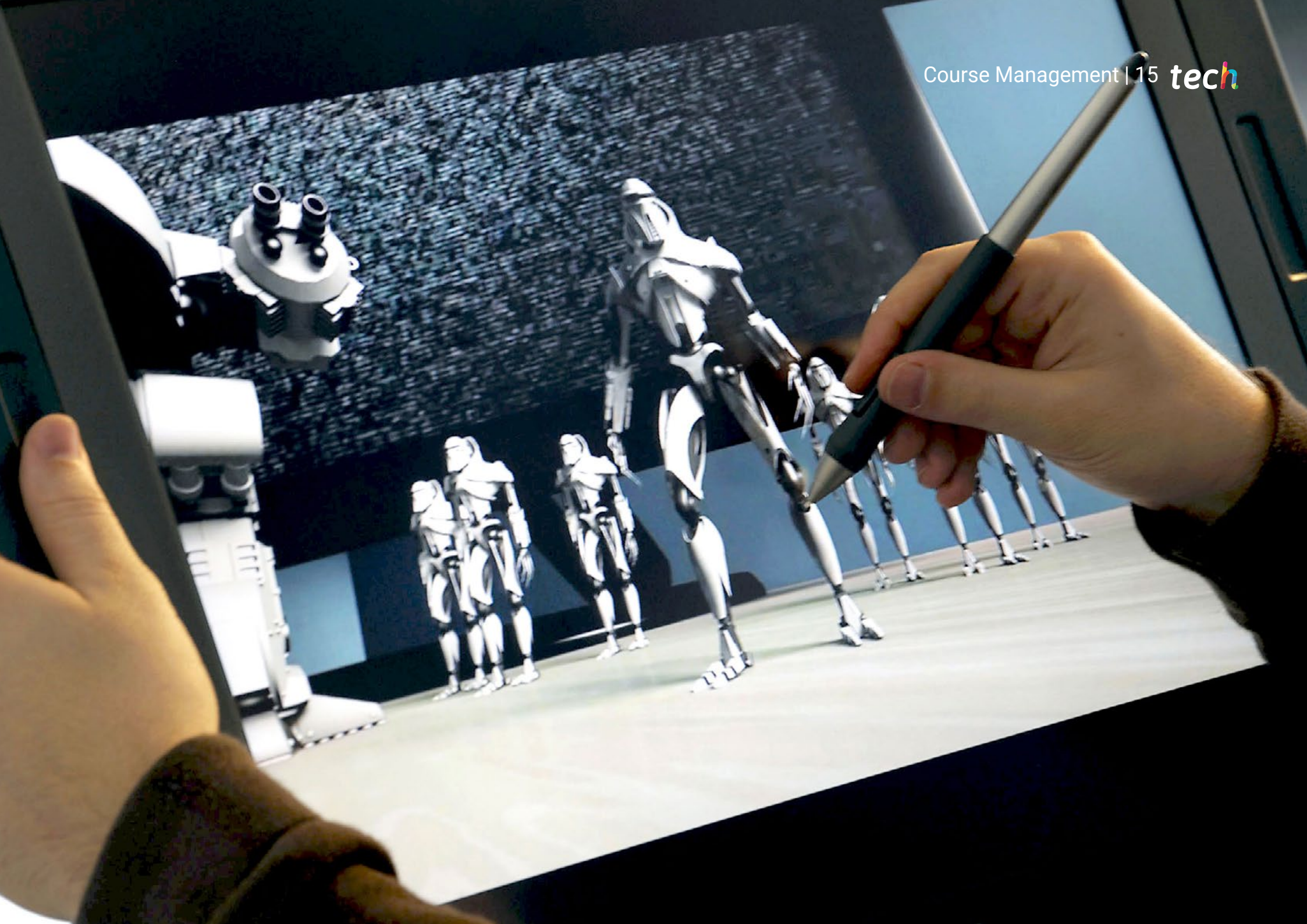
The best specialists teach you how to animate video games"

Management



Dr. Blasco Vilches, Luis Felipe

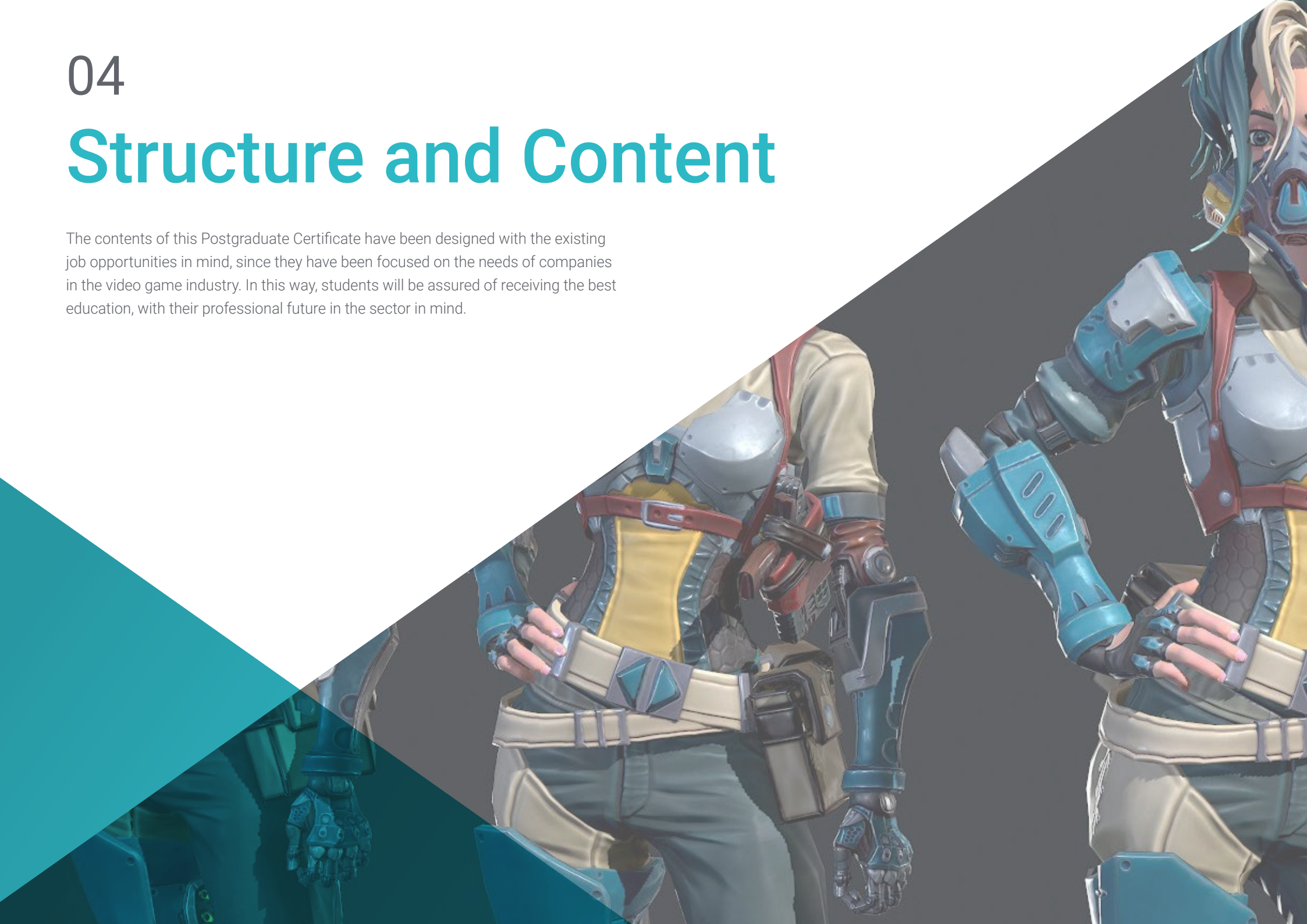
- Narrative designer at Stage Clear Studios, developing a confidential product
- Narrative designer at HeYou Games in the “Youturbo” project
- E-learning and serious games product designer and scriptwriter for Telefónica Learning Services, TAK and Bizpills
- Level designer at Indigo for the “Meatball 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



04

Structure and Content

The contents of this Postgraduate Certificate have been designed with the existing job opportunities in mind, since they have been focused on the needs of companies in the video game industry. In this way, students will be assured of receiving the best education, with their professional future in the sector in mind.



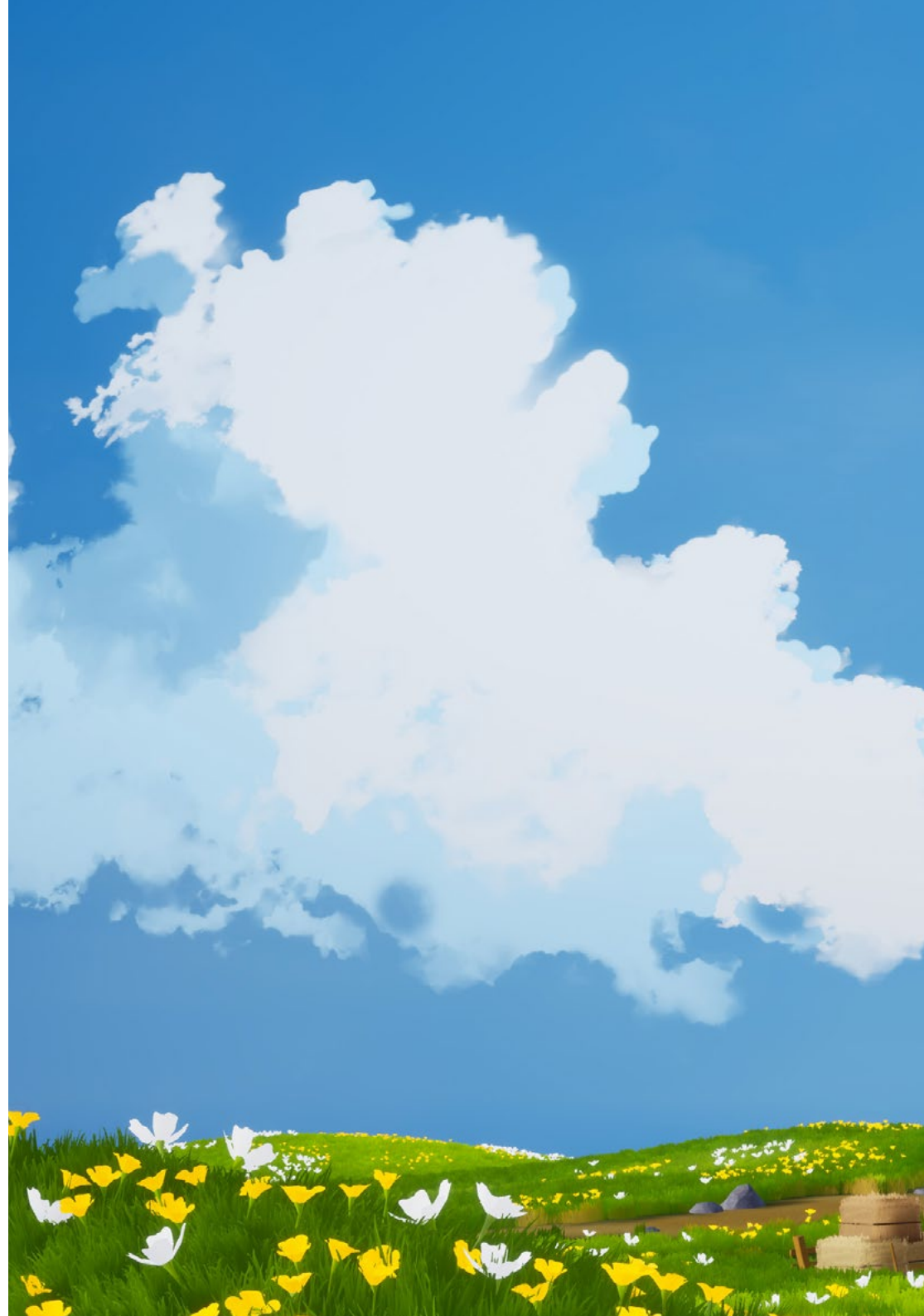


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Content designed with the professional market in mind”

Module 1. Animation

- 1.1. Animation
 - 1.1.1. Traditional Animation
 - 1.1.2. 2D Animation
 - 1.1.3. 3D Animation
- 1.2. 12 Principles of Animation I
 - 1.2.1. Stretch and Shrink
 - 1.2.2. Anticipation
 - 1.2.3. Staging
- 1.3. 12 Principles of Animation II
 - 1.3.1. Direct Action and Pose-by-Pose
 - 1.3.2. Continuous and Superimposed Action
 - 1.3.3. Acceleration and Deceleration
- 1.4. 12 Principles of Animation III
 - 1.4.1. Arcs
 - 1.4.2. Secondary Action
 - 1.4.3. Timing
- 1.5. 12 Principles of Animation IV
 - 1.5.1. Exaggeration
 - 1.5.2. Solid Drawing
 - 1.5.3. Personality
- 1.6. 3D Animation
 - 1.6.1. 3D Animation I
 - 1.6.2. 3D Animation II
 - 1.6.3. 3D Kinematics
- 1.7. Advanced 2D Animation
 - 1.7.1. Character Movements I
 - 1.7.2. Character Movements II
 - 1.7.3. Character Movements III





- 1.8. 2D Animation Rigging
 - 1.8.1. Introduction to 2D Rig
 - 1.8.2. 2D Rig Creation
 - 1.8.3. 2D Facial Rig
- 1.9. 2D Animation
 - 1.9.1. Object Movements I
 - 1.9.2. Object Movements II
 - 1.9.3. Object Movements III
- 1.10. Kinematics
 - 1.10.1. Creation of a 2D Kinematic: Basic Introduction
 - 1.10.2. Creation of a 2D Kinematic: Movements in the Environment
 - 1.10.3. Creation of a 2D Kinematic: Export

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A complete program where nothing is missing: enroll and become a video game animator”

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 Video Game Animation guarantees, in addition to the most rigorous and updated training, 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 Video Game Animation** 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 Diploma, and meets the requirements commonly demanded by labor exchanges, competitive examinations, and professional career evaluation committees.

Title: **Postgraduate Certificate in Video Game Animation**

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
virtual classroom



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