

Postgraduate Diploma 2D Character Building





Postgraduate Diploma 2D Character Building

Course Modality: **Online**

Duration: **6 months.**

Certificate: **TECH Technological University**

Official N° of hours: **450 h.**

Website: www.techtute.com/videogames/postgraduate-diploma/postgraduate-diploma-2d-character-building

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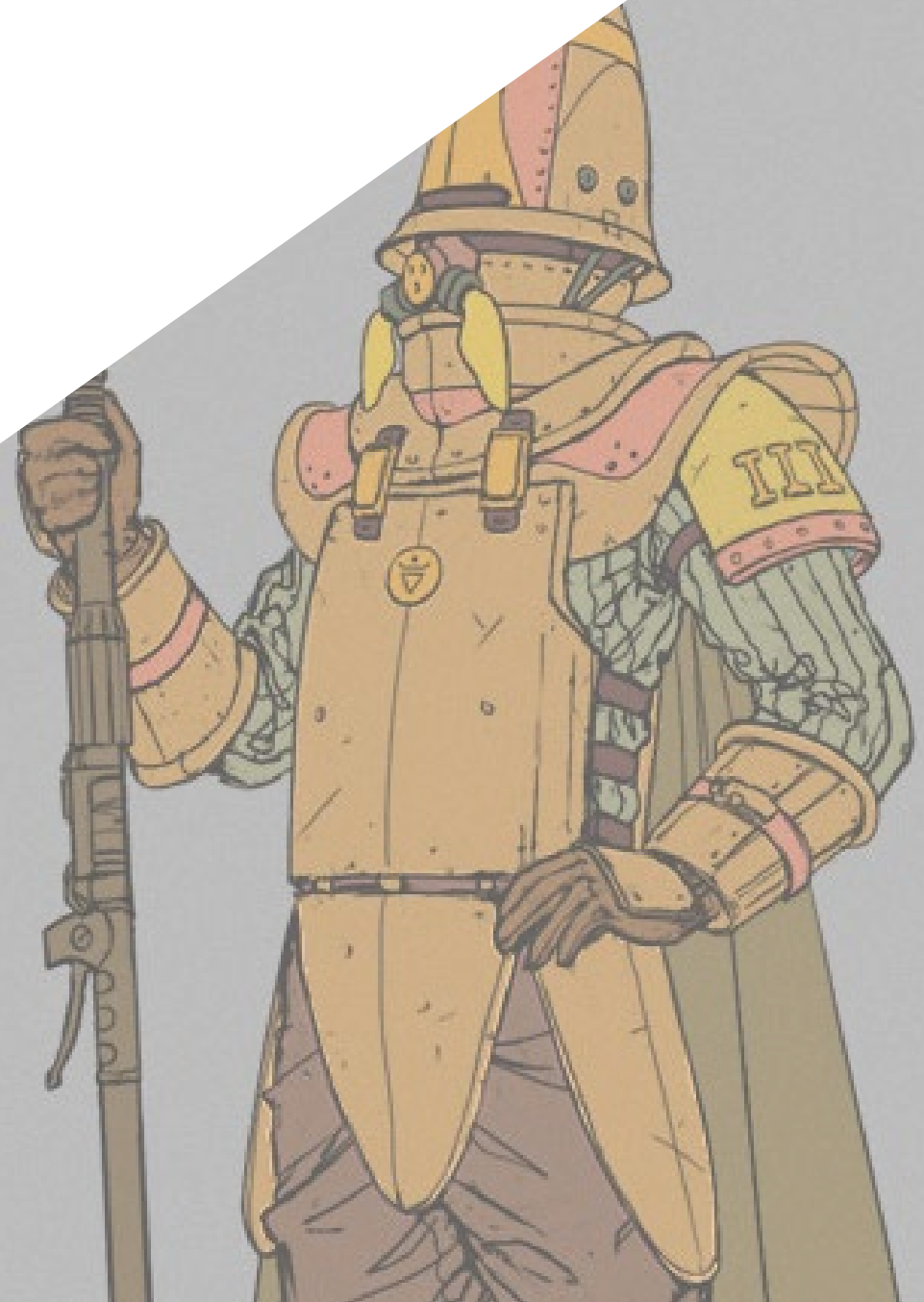
Certificate

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01

Introduction

Just as movies have their actors and actresses as key players, the world of video games revolves around their characters. In both cases, it is a complicated task, since it has the duty to get the audience hooked on the product by identifying in some way with what they see, even when it takes place in a fictitious world. In the technological era in which we live, video games have undeniably made a place in our society and that is why the demand for people to work in this industry is increasing. Therefore, our university offers a completely new program in which all the necessary concepts are taught to become a professional in the creation of 2D characters for video games.





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Become a professional in the techniques to create characters at the heights of Disney and Marvel”

To create eye-catching characters, in animation and design you must have specific knowledge of aspects such as iconography or the necessary techniques for their elaboration. Companies are looking for new characters that differentiate themselves from what already exists. For this reason, this program stands out for focusing on an exhaustive and concentrated study, a pre-production of visual projects and the construction of complete characters. By giving these characters a unique style and personality, they can serve as a product for all types of platforms.

This program seeks to provide a foundation of knowledge through the study of the aesthetics and culture of characters. In this way, the student will be able to create a complete iconography that is appropriate to the time and space being represented. This knowledge will give the artist the ability to create characters with strong and cultural personalities.

The chronogram is designed so that, step by step, the student can acquire the techniques to create a character from the first stroke through to completing the composition. From canons and anatomical shapes it is possible to create all kinds of forms. The student will have all the necessary elements for visual use, working with a professional model-sheet package for 2D modeling, and achieve the proper proportions of the models.

TECH offers an online program that allows students to take it at the pace that best suits their needs. Simply with just a device with internet connection, you can propel your career to success. This Postgraduate Diploma has all the advantages to enable students to approach their studies from a dynamic, creative and professional perspective.

This **Postgraduate Diploma in 2D Character Building** contains the most complete and up to date educational program on the market. The most important features are:

- ◆ Practical cases presented by experts in the creation of all kinds of 2D animated characters
- ◆ The graphic, schematic, and eminently practical contents with which they are created, provide practical information on the disciplines that are essential for professional practice
- ◆ Contains practical exercises where the self-assessment process can be carried out to improve learning
- ◆ Special emphasis on innovative methodologies
- ◆ Theoretical lessons, questions for experts, discussion forums on controversial issues and individual reflection work
- ◆ Content that is accessible from any fixed or portable device with an Internet connection



Develop your skills thanks to the 100% online methodology of this Postgraduate Diploma and achieve all your goals without leaving aside other responsibilities in your daily life"

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Learning concepts has never been so easy. Thanks to the Relearning methodology you will be able to try it”

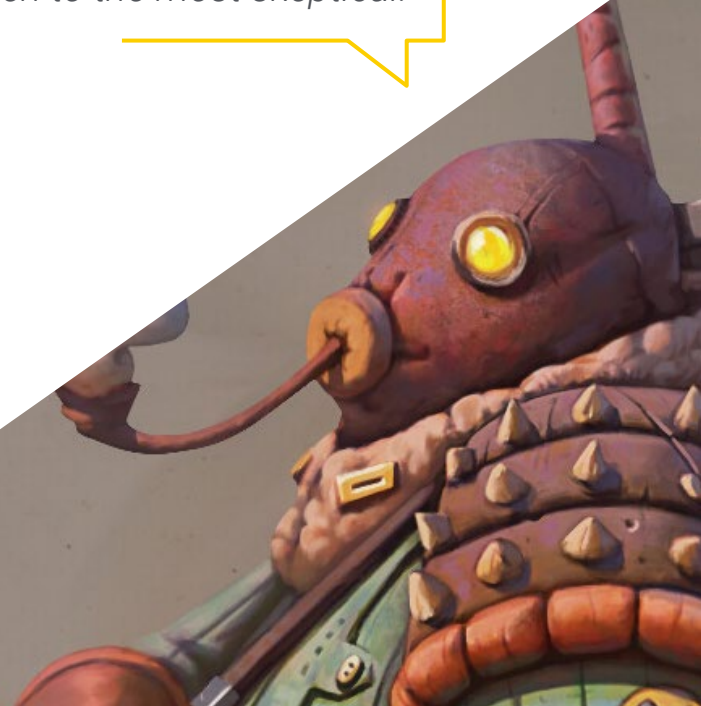
The program's teaching staff includes leading professionals who contribute their vast work experience to this training. It also has renowned specialists who have participated in the creation of widely recognised works.

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 the necessary knowledge to train students for real-life 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.

Learn the art of creating innovative characters that leave no one indifferent.

Find your style and project it in the creation of a unique character that transmits emotions even to the most skeptical.



02 Objectives

The design of this program will allow students to acquire the skills required to update themselves in the profession after deepening their knowledge of the key aspects of 2D Character Building. By reinforcing all the technical aspects of a professional, it is possible to perfect their skills and abilities. For this reason, TECH offers a complete program of studies, which offers students the opportunity to expand and deepen their knowledge in this field. It is a set of general and specific objectives that together make up the theoretical and practical knowledge necessary for the student to acquire all the necessary knowledge.





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Our goal is to propel you as a professional, helping you become a master of 2D character building"



General Objectives

- ◆ Encourage the necessary documentation and reference taking needed to do the job correctly
- ◆ Know how to structure, create and build characters
- ◆ Gain deeper knowledge in the development of model portfolios needed in the animation industry
- ◆ Create all types of anatomical characters for use in 2D animation disciplines
- ◆ Master the anatomy of the characters
- ◆ Analyze the development and creation of characters
- ◆ Master the art of adding color to characters created
- ◆ Exhaustively develop characters specifically for 2D videogames



Enter the world of 2D character creation and let your imagination run wild"





Specific Objectives

Module 1. Characters

- ◆ Know the different styles and techniques for character creation
- ◆ Differentiate between cartoon, manga and realistic characters
- ◆ Develop skills in human character creation
- ◆ Delve into the physical, psychological and literary characteristics of the characters

Module 2. Character Building

- ◆ Define the lines of action for the characters and their complex forms
- ◆ Study the anatomy, hair and head of characters
- ◆ Gain in-depth knowledge in cartoon characters and how to define them
- ◆ Know the correct representation of limbs and hands in different types of characters

Module 3. Model Sheet

- ◆ Recognize the importance of a good model sheet in the work flow of the artist
- ◆ Study the expressions, poses and guide lines that are essential in the model sheet
- ◆ Gain in-depth knowledge of mouth movements and character staging through the model sheet
- ◆ Elaborate a good failure sheet, essential for the later animation

03

Course Management

Every artist should know the necessary techniques and learn them first-hand from the experts. For this reason, TECH offers a highly qualified teaching staff in this program. All of them have a renowned track record both academically and professionally. Their skills and knowledge have led them to win prestigious national awards. Students will receive a high quality learning experience at the level of today's market.





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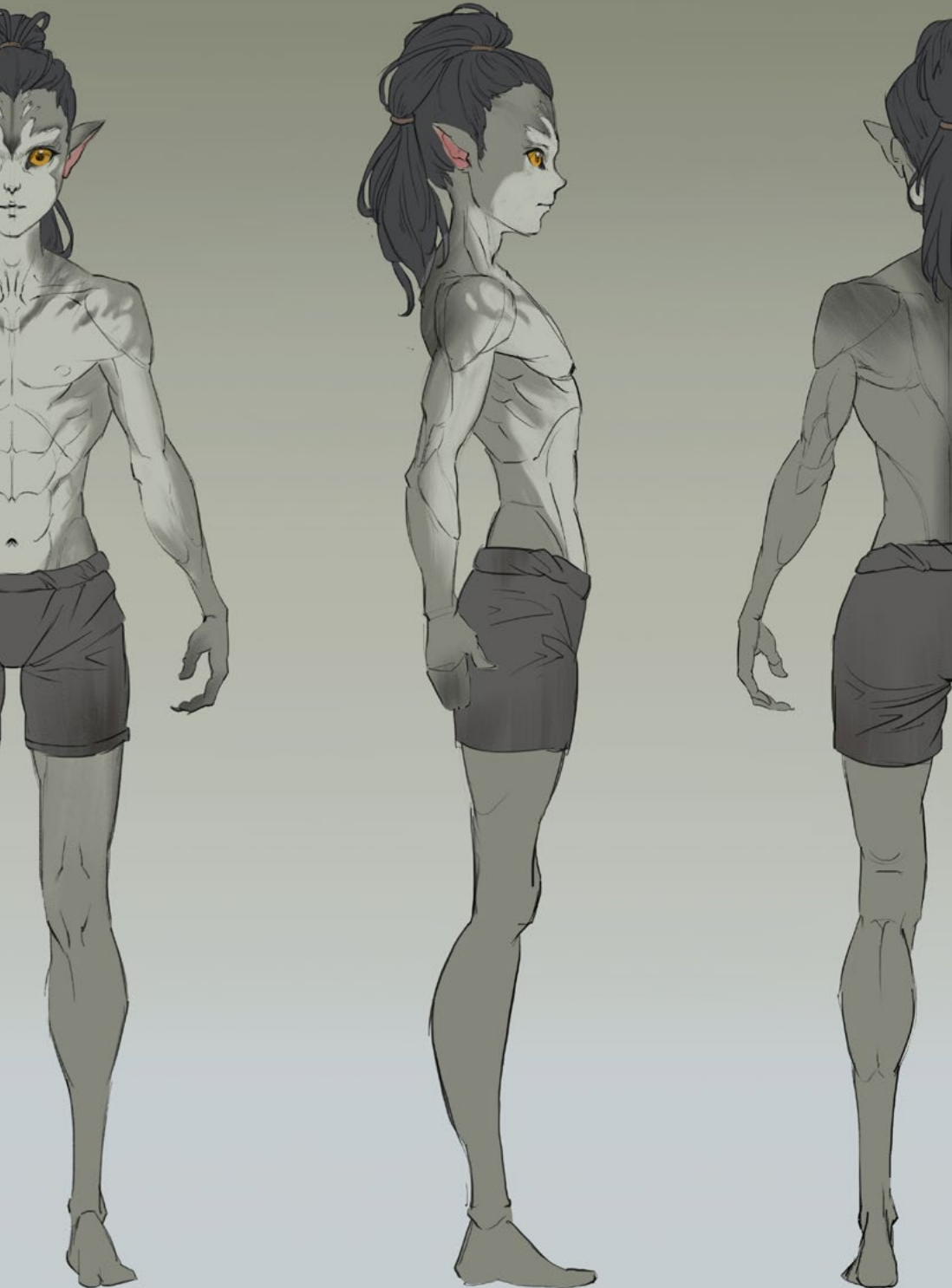
You will have the expert advice of a teaching team ready to help you on your way to the most notorious success in the video game art industry”

Management



Mr. Quilez Jordán, Francisco Manuel

- Winner of a Goya Award for the short film "Pollo" in which he participated as assistant and background actor
- Professional in the creation of backgrounds, storyboard, animation and assistant in TV series, advertising, feature films, e-learning, such as: "A Midsummer Night's Dream", "The Spirit of the Forest", "Wrinkles" and "Phineas and Ferb"
- Animator of "Juanito Jones" and "Miniman"
- Interleaver and designer of "Las Tres Mellizas"



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

Dr. Delgado Sánchez, Cruz

- ◆ Production coordinator of several feature films and television series: Gulliver's Travels, The 4 Musicians of Bremen (Goya Award), Los Trotamúsicos (also screenwriter)
- ◆ PhD in Audiovisual Communication
- ◆ Professor of Production and Scriptwriting and coordinator of the Animation Specialty at ECAM (School of Cinematography and Audiovisuals of the Community of Madrid)
- ◆ Professor of the subject History of Animation Cinema at the University School of Design, Innovation and Technology (ESNE) and at U-tad.
- ◆ Lecturer on topics related to animated films at several universities (CEES European University, San Pablo-CEU)
- ◆ Academic Member of the Academy of Motion Picture Arts and Sciences
- ◆ Author of five books on animation and contributor to different written media
- ◆ Collaborator on cinematographic topics in various programs of Cadena COPE

Mr. Rodríguez Tendero, Rodrigo

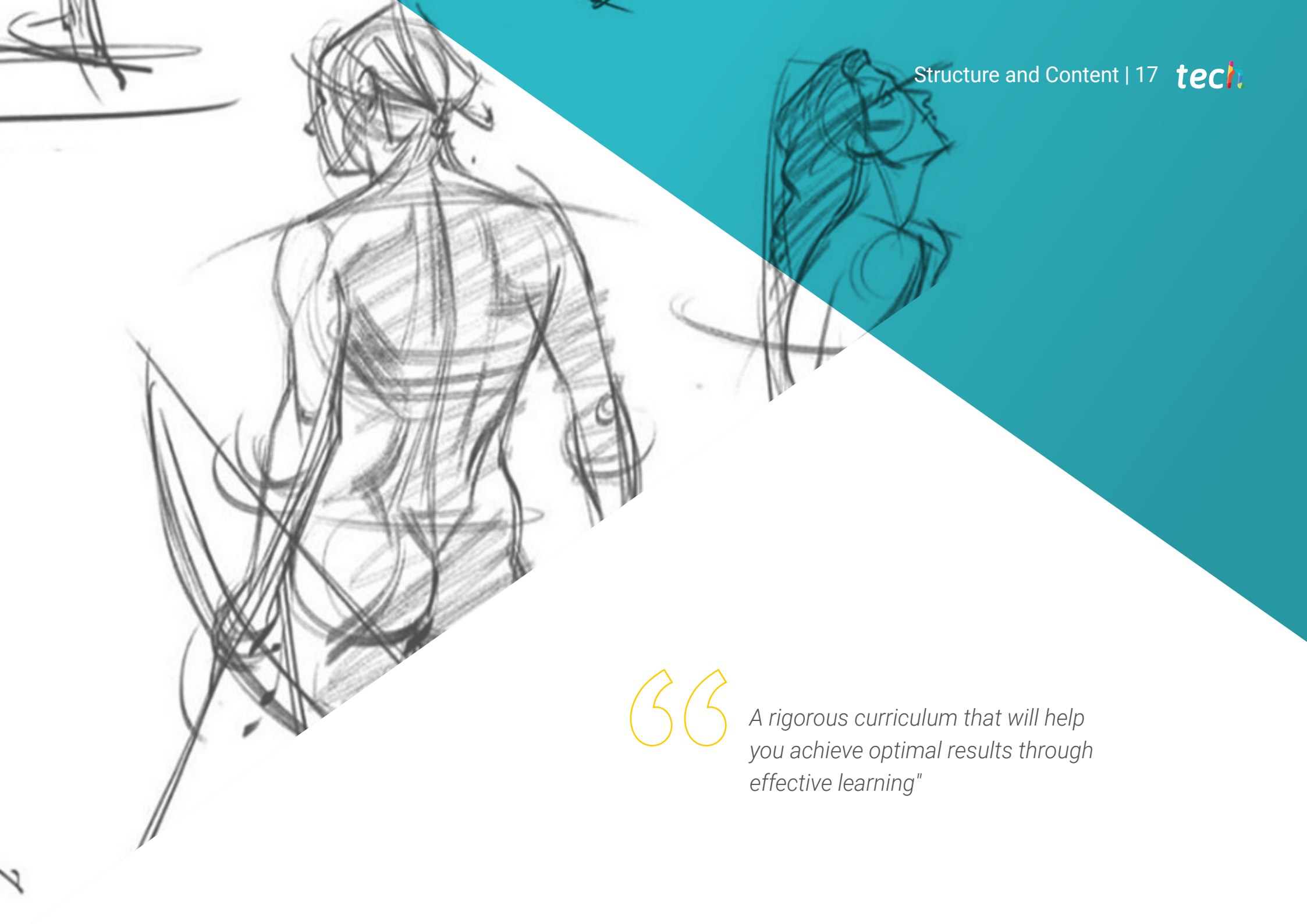
- ◆ Cartoon collaborations with the 12 Pingüinos Studio: Tirma, Chupachups, Parque Temático Warner, Kalise-Menorquina, Las tres mellizas, Pollo (short film winner of the Goya Award for best animated short film)
- ◆ Design and Illustration Projects in Merlin Games, Antivirus McAfee, Revista Club Megatrix, Amstel and Ikea, among many others

04

Structure and Content

A syllabus designed with a complete structure, to offer the knowledge and techniques in an optimal and precise way. Through a theoretical and practical structure, the student will acquire all the necessary tools, in order to promote a professional development that will allow them to face future workplace challenges. In order to put into practice your skills and creativity in the construction of 2D characters, TECH offers a *Relearning* teaching methodology.





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A rigorous curriculum that will help you achieve optimal results through effective learning”

Module 1. Characters

- 1.1. Characters
 - 1.1.1. Analysis and Development of Characters
 - 1.1.2. Styles and Designs Based on Zones and Cultures
 - 1.1.3. Evolution of Characters and Current Styles
- 1.2. Styles of Each Product
 - 1.2.1. Characters for Cinema
 - 1.2.2. Characters for Series
 - 1.2.3. Characters for Videogames
- 1.3. Style Techniques
 - 1.3.1. 2D
 - 1.3.2. 3D
 - 1.3.3. Cut-out
- 1.4. Characters in Advertising
 - 1.4.1. Advertising Styles Through History
 - 1.4.2. Current 2D
 - 1.4.3. Current 3D
- 1.5. Analysis of Types of Characters
 - 1.5.1. Cartoon
 - 1.5.2. Manga
 - 1.5.3. Realistic
- 1.6. Typology
 - 1.6.1. Hero– Antihero
 - 1.6.2. Villano– Antithesis
 - 1.6.3. Strongman– Goofy
- 1.7. Image Type
 - 1.7.1. Professions
 - 1.7.2. Age
 - 1.7.3. Personalities
- 1.8. Animal Characters
 - 1.8.1. Zoomorphic Humans
 - 1.8.2. Anthropomorphic Animals
 - 1.8.3. Pets

- 1.9. Characteristics of Characters
 - 1.9.1. Literary
 - 1.9.2. Psychological Techniques/Tactics
 - 1.9.3. Physics
- 1.10. Merchandising of Characters
 - 1.10.1. History
 - 1.10.2. Style Guides
 - 1.10.3. Commercial Application

Module 2. Character Building

- 2.1. Geometric Shapes
 - 2.1.1. Basic
 - 2.1.2. Combination of Shapes
 - 2.1.3. Axis
- 2.2. Lines of Action
 - 2.2.1. Curves, Horizontal and Diagonal
 - 2.2.2. Simple Shapes in the Line of Action
 - 2.2.3. Structure and Extremities
- 2.3. Complex Shapes
 - 2.3.1. Combined Geometries
 - 2.3.2. Pose
 - 2.3.3. Division of Heads
- 2.4. Anatomy
 - 2.4.1. Classic Human Canon
 - 2.4.2. Proportions
 - 2.4.3. Action Poses
- 2.5. Head
 - 2.5.1. Construction
 - 2.5.2. Axis
 - 2.5.3. Eyes and Parts of the Face
- 2.6. Hair
 - 2.6.1. Female
 - 2.6.2. Male
 - 2.6.3. Hairstyles

- 2.7. Creation of Cartoon Characters
 - 2.7.1. Exaggerated Proportions
 - 2.7.2. Heads and Expressions
 - 2.7.3. Silhouette and Poses
- 2.8. Cartoon Animals
 - 2.8.1. Pets
 - 2.8.2. Quadrupeds and Birds
 - 2.8.3. Other Types
- 2.9. Extremities
 - 2.9.1. Construction
 - 2.9.2. Joints
 - 2.9.3. Poses
- 2.10. Hands
 - 2.10.1. General Construction
 - 2.10.2. Human
 - 2.10.3. Cartoon

Module 3. Model Sheet

- 3.1. Construction
 - 3.1.1. Three Quarters
 - 3.1.2. Division of Heads
 - 3.1.3. Clean Up
- 3.2. Turn Around
 - 3.2.1. The Five Poses
 - 3.2.2. Guidelines
 - 3.2.3. Symmetries and Asymmetries
- 3.3. Poses
 - 3.3.1. Action Poses
 - 3.3.2. Interrelation with Props
 - 3.3.3. Position of the Camera in the Pose

- 3.4. Expressions
 - 3.4.1. Neutral
 - 3.4.2. Happy
 - 3.4.3. Sad and Angry
- 3.5. Hands
 - 3.5.1. Construction
 - 3.5.2. Positions and Turns
 - 3.5.3. Interrelation with Props
- 3.6. Comparisons
 - 3.6.1. Division of Heads and Guidelines
 - 3.6.2. Adjustment of the Other Characters to the Main Character
 - 3.6.3. Interrelation
- 3.7. Mouth Movements
 - 3.7.1. Universal Standard and Add-ons
 - 3.7.2. Corresponding to Phonetic Sayings and Reading
 - 3.7.3. Neutral, Happy, Angry and Sad
- 3.8. Blinks
 - 3.8.1. Neutral Forms and Other Expressions
 - 3.8.2. Closed Position
 - 3.8.3. Interleaved
- 3.9. Staging
 - 3.9.1. Background Position
 - 3.9.2. Camera Positions
 - 3.9.3. Relations
- 3.10. Error Sheets
 - 3.10.1. Do's
 - 3.10.2. Don'ts
 - 3.10.3. Animator Support

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.





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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.

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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.

“*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 Diploma in 2D Character Building guarantees, in addition to the most rigorous and up-to-date training, access to a Postgraduate Diploma issued by TECH Technological University.



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*Successfully complete this training program
and receive your university certificate without
travel or laborious paperwork"*

This **Postgraduate Diploma in 2D Character Building** 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 Diploma** issued by **TECH Technological University** via tracked delivery*.

The diploma 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 Diploma in 2D Character Building**

Official N° of hours: **450 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
development language
classroom



Postgraduate Diploma 2D Character Building

Course Modality: Online

Duration: 6 months.

Certificate: TECH Technological University

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Postgraduate Diploma 2D Character Building

