

Postgraduate Diploma

Aesthetics for Video Games



Postgraduate Diploma Aesthetics for Video Games

- » Modality: online
- » Duration: 6 months
- » Certificate: TECH Technological University
- » Dedication: 16h/week
- » Schedule: at your own pace
- » Exams: online

Website: www.techtute.com/pk/videogames/postgraduate-diploma/postgraduate-diploma-aesthetics-video-games

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01

Introduction

Video games have been considered an art form since 1980. Since their beginnings they had been taken as a distracting element, satisfying an entertainment need for a sector of society, but this has undergone considerable transformations with the arrival of new technologies, gaining more and more followers. That is why the industry has been growing rapidly, generating thousands of jobs around the world, so training and managing the most up-to-date techniques is an objective that must be achieved by any professional in the sector. This is how this program will provide the most avant-garde knowledge through a unique and specific methodology within the sector.



A close-up photograph of a person's face, likely of indigenous descent, wearing traditional makeup and a beaded headband. The person has large, dark eyes and is looking slightly to the side. The headband is made of blue and white beads, with a red and white beaded band across the forehead. The person's skin is adorned with white and blue patterns. The background is dark and out of focus.

“

*Develop your creative skills with
the most up-to-date techniques in
Aesthetics for Video Games"*

TECH Technological University has created a new program specialized in the art of video games, with specific content for those professionals who wish to obtain new knowledge that will lead them to become a differentiating agent in this sector.

With this specialization program, the student will be able to study, in depth, the detail of volume, color and aesthetics in each of their creations, making unique projects by applying innovative techniques and understanding the evolution of the art of video games and its importance today, thanks to the methodology offered by the teaching staff composed of experts in the art of video games.

A 100% online program that allows the student to take it comfortably, wherever and whenever they want. All you need is a device with internet access to take your career one step further. A modality in accord with the current times and all the guarantees to position professionals in a highly demanded field.

This **Postgraduate Diploma in Aesthetics for Video Games** contains the most complete and up to date program the market. Its most notable features are:

- ♦ The development of 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 self-assessment can be used 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



Become a leading figure in video game art by specializing in the aesthetics of each new project"

“

Every day the world of video games impresses more and more. Be part of the innovation and learn from the experts"

Get trained with the most specialized video game art technology.

Show the world your style by applying the best aesthetic trends to your creations.

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.

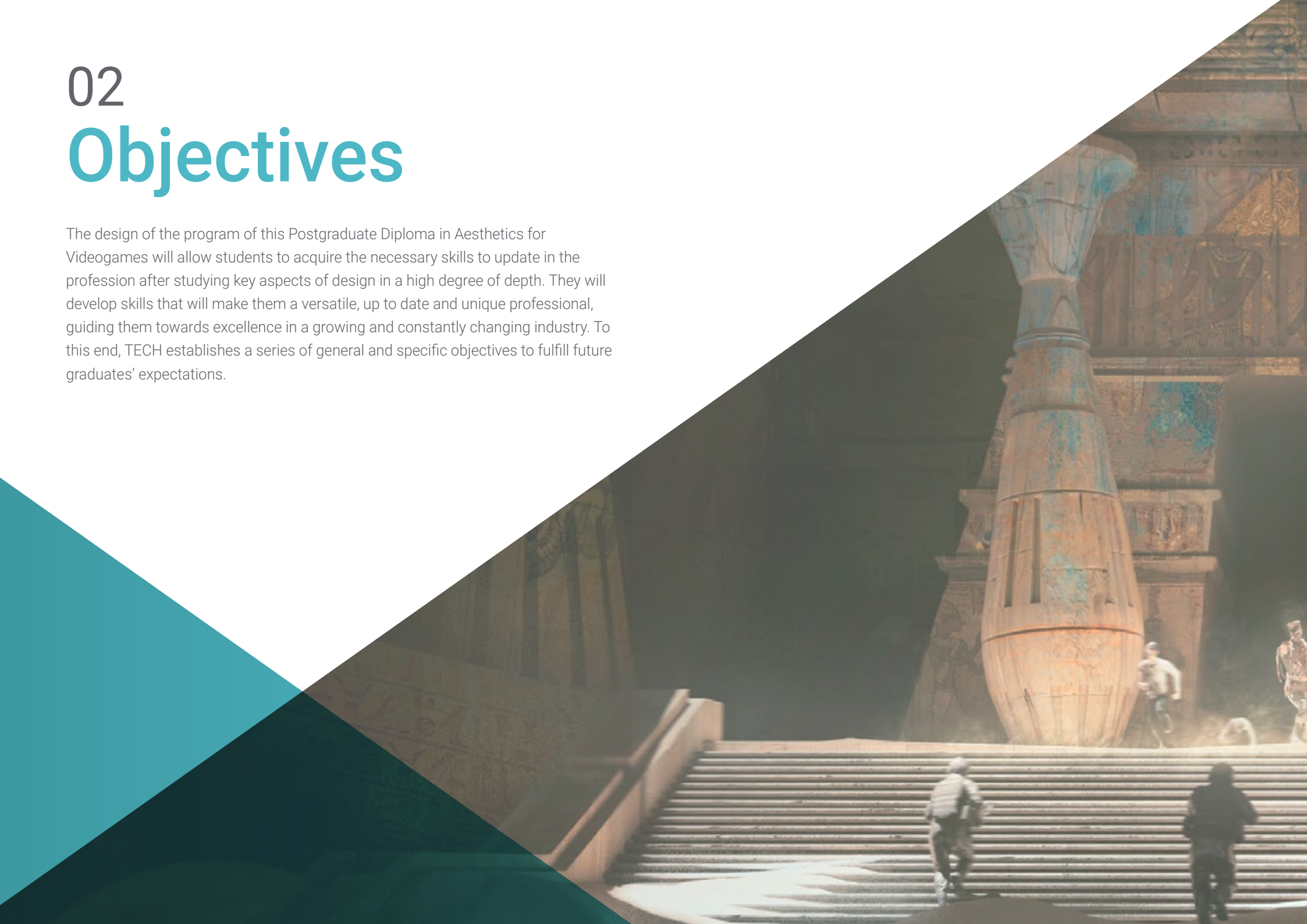
The multimedia content, developed with the latest educational technology, will provide the professional with situated and contextual learning, i.e., a simulated environment that will provide immersive specialization programmed to learn in real situations.

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.



02 Objectives

The design of the program of this Postgraduate Diploma in Aesthetics for Videogames will allow students to acquire the necessary skills to update in the profession after studying key aspects of design in a high degree of depth. They will develop skills that will make them a versatile, up to date and unique professional, guiding them towards excellence in a growing and constantly changing industry. To this end, TECH establishes a series of general and specific objectives to fulfill future graduates' expectations.



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*Learn the necessary techniques to develop yourself
in the world of video game art and surpass the goal"*



General Objectives

- ♦ Become a unique artist in the world of video game art
- ♦ Effective and innovative management of different volume, color and aesthetic techniques
- ♦ Unify elements of art history with new technologies
- ♦ Be able to apply in detail the variables of aesthetics in design
- ♦ Optimize results by learning innovative methodologies applied in this program
- ♦ Achieve differentiating knowledge for each project



*Stand out and make a difference
in the world of video games with
the most up-to-date knowledge"*





Specific Objectives

Module 1. Volume

- ♦ Study the differences from 2D to 3D in depth
- ♦ Develop knowledge in shadows in planes and anatomy
- ♦ Know the different types of shading according to the chosen style
- ♦ Know how to apply volume according to perspective and color

Module 2. Aesthetics

- ♦ Study the different styles and modern canons
- ♦ Study the stylization of the human being in depth
- ♦ Developing your own style
- ♦ Enhance the visual narrative of the works

Module 3. Color

- ♦ 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

03

Course Management

With the premise of offering a first-class education for all, TECH works with specialized professionals so that the student acquires a solid knowledge in each of its programs. That is why the Postgraduate Diploma in Aesthetics for Video Games has an outstanding teaching staff, which will offer the best tools and knowledge for students to develop all their skills. Thereby helping students stand out in the increasingly competitive world of video game art.





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To be innovative you need constant education, with this program you will be able to develop the aesthetic judgment necessary to make a difference"

Management



Mr. Mikel Alaez, Jon

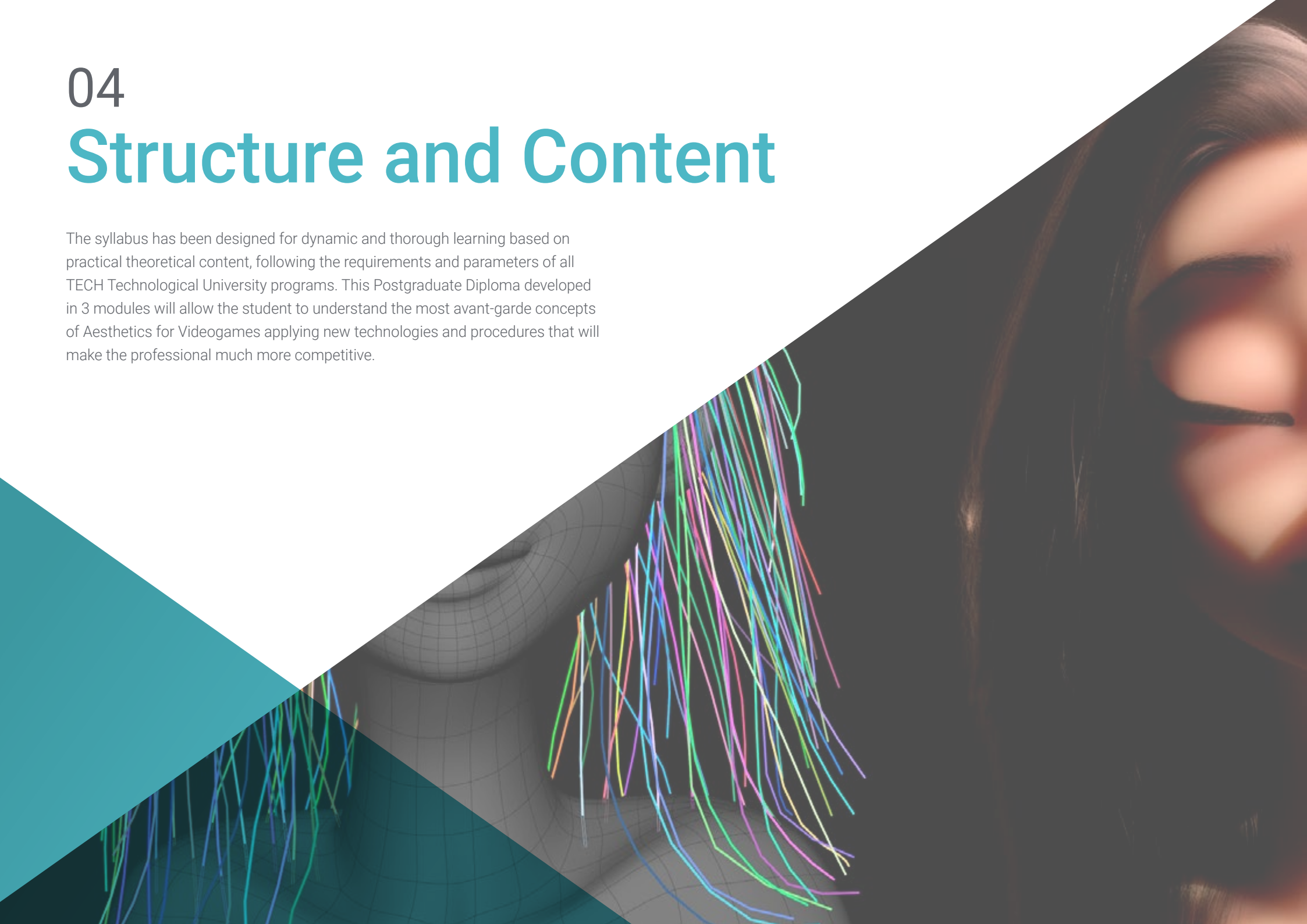
- Conceptual artist for characters in English Coach Podcast
- Conceptual Artist in Master D
- Graduated in Art at the University of Fine Arts UPV.
- Concept Art and Digital Illustration in Master D Rendr



04

Structure and Content

The syllabus has been designed for dynamic and thorough learning based on practical theoretical content, following the requirements and parameters of all TECH Technological University programs. This Postgraduate Diploma developed in 3 modules will allow the student to understand the most avant-garde concepts of Aesthetics for Videogames applying new technologies and procedures that will make the professional much more competitive.



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*An expertly crafted syllabus with up-to-date content
will propel your learning to the next level”*

Module 1. Volume

- 1.1. Three-Dimensional Shapes
 - 1.1.1. 2D to 3D
 - 1.1.2. Mixing Shapes
 - 1.1.3. Study
- 1.2. Shadows on Planes
 - 1.2.1. Lack of Light
 - 1.2.2. Light Direction
 - 1.2.3. Shadows on Different Objects
- 1.3. Ambient Occlusion
 - 1.3.1. Definition
 - 1.3.2. Light Difficulty
 - 1.3.3. Contact
- 1.4. Shadows in Anatomy
 - 1.4.1. Face
 - 1.4.2. Human Body Plans
 - 1.4.3. Lighting
- 1.5. Narrative Shading
 - 1.5.1. Example
 - 1.5.2. When to Use?
 - 1.5.3. Exaggeration
- 1.6. Comic Shading
 - 1.6.1. Styles
 - 1.6.2. Plots
 - 1.6.3. Authors
- 1.7. Sleeve Shading
 - 1.7.1. Styles
 - 1.7.2. Authors
 - 1.7.3. Implementation
- 1.8. Plots
 - 1.8.1. Traditional
 - 1.8.2. Digital
 - 1.8.3. Pre-Made Plots

- 1.9. Volume and Perspective
 - 1.9.1. Without Shading
 - 1.9.2. Shapes
 - 1.9.3. Implementation
- 1.10. Volume by Color
 - 1.10.1. Depth
 - 1.10.2. Shape
 - 1.10.3. Brushstroke

Module 2. Aesthetics

- 2.1. Styles
 - 2.1.1. Seniority
 - 2.1.2. Modern
 - 2.1.3. Video Games
- 2.2. Modern Styles and Canon
 - 2.2.1. 8 Heads
 - 2.2.2. Disney
 - 2.2.3. Video Games
- 2.3. American Style
 - 2.3.1. Comics
 - 2.3.2. Illustration
 - 2.3.3. Animation
- 2.4. Asian Style
 - 2.4.1. Manga
 - 2.4.2. Anime
 - 2.4.3. Traditional
- 2.5. European Style
 - 2.5.1. History
 - 2.5.2. Comics
 - 2.5.3. Illustration
- 2.6. Aesthetics by Gender
 - 2.6.1. Infantile/Juvenile
 - 2.6.2. Fantasy
 - 2.6.3. Other

- 2.7. Canons
 - 2.7.1. History
 - 2.7.2. Canons
 - 2.7.3. Flexibility
- 2.8. Styling
 - 2.8.1. The Human Being
 - 2.8.2. Adaptation
 - 2.8.3. Shapes
- 2.9. Visual Storytelling
 - 2.9.1. Meaning
 - 2.9.2. Intention
 - 2.9.3. Environment
- 2.10. Own Style
 - 2.10.1. Analysis
 - 2.10.2. Practice
 - 2.10.3. Advice

Module 3. Color

- 3.1. Light Propagation
 - 3.1.1. Technicality
 - 3.1.2. Example
 - 3.1.3. Light Color
- 3.2. Light on Surfaces
 - 3.2.1. Reflexes
 - 3.2.2. Bounces
 - 3.2.3. *Subsurface Scattering*
- 3.3. Design and Color
 - 3.3.1. Exaggeration
 - 3.3.2. Imagination
 - 3.3.3. Use
- 3.4. Light in Shadows
 - 3.4.1. Reflexes
 - 3.4.2. Color in the Shadows
 - 3.4.3. Tricks
- 3.5. HUE/Matrix
 - 3.5.1. Definition
 - 3.5.2. Importance
 - 3.5.3. Use
- 3.6. Saturation
 - 3.6.1. Definition
 - 3.6.2. Importance
 - 3.6.3. Use
- 3.7. *Value*
 - 3.7.1. Definition
 - 3.7.2. Contrast on Site
 - 3.7.3. Use
- 3.8. Color in Illustration
 - 3.8.1. Differences
 - 3.8.2. Freedom
 - 3.8.3. Theory
- 3.9. Color in *Concept Art*
 - 3.9.1. Importance
 - 3.9.2. Design and Color
 - 3.9.3. *Prop* Scenario Character
- 3.10. Color in Art
 - 3.10.1. History
 - 3.10.2. Changes
 - 3.10.3. Reference

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.

“*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.

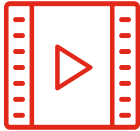
Relearning will allow you to learn with less effort and better performance, involving you more in your training, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation for success.

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.



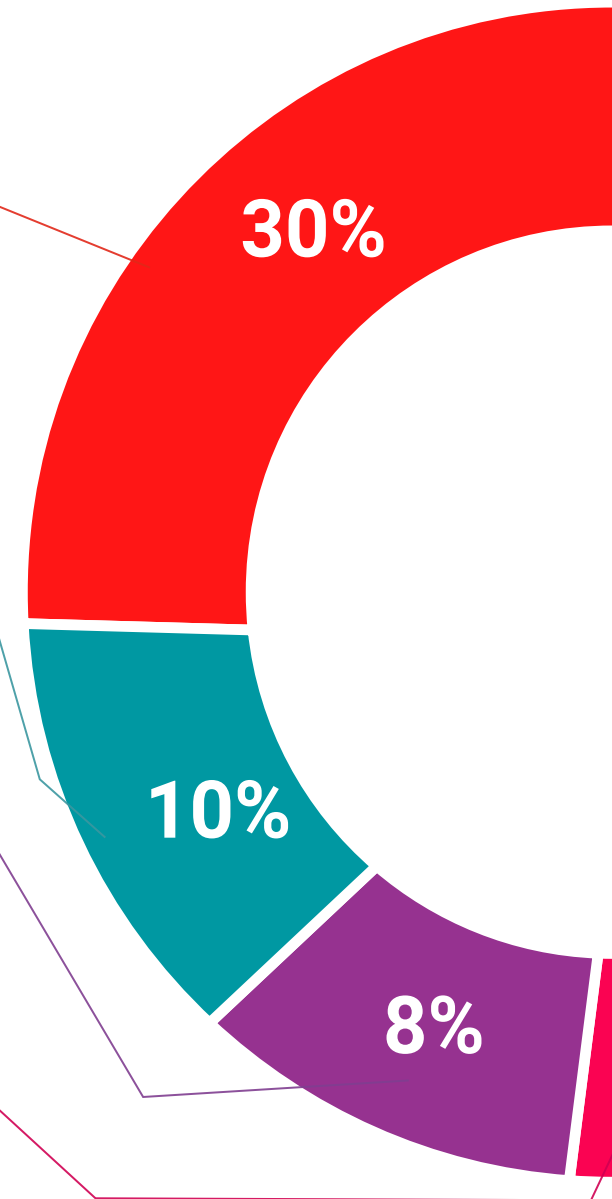
Practising Skills and Abilities

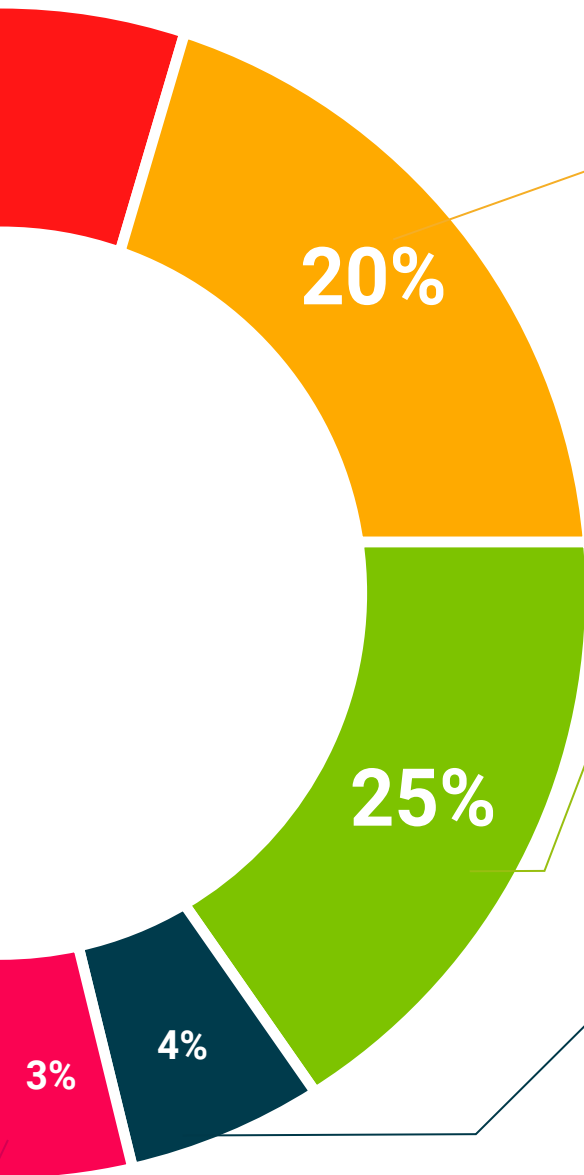
They will carry out activities to develop specific skills and abilities in each subject area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization we live in.



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 Aesthetics for Video Gamess guarantees students, in addition to the most rigorous and up-to-date education, access to a qualification 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 Diploma in Aesthetics for Video Games** contains the most complete and up-to-date program 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 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 Diploma in Aesthetics for Video Games**

Official N° of hours: **450 h.**





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