Postgraduate Diploma

Artistic Composition
for Video Games

tech *technological university*

tech technological university

Postgraduate Diploma
Artistic Composition
for Video Games

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

Website: **www.techtitute.com/in/videogames/postgraduate-diploma/postgraduate-diploma-artistic-composition-video-games**

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01
Introduction

For a video game to be successful, it must be composed of several factors, among which its design undoubtedly stands out, since visual composition is fundamental to attract the user at first sight. Animations for social media and virtual environments constantly bring interactive games to the attention of more and more people. To achieve this, video game artists or designers must know the latest techniques applied in the industry that will differentiate their work from the rest, learning to give it shape, color and depth as an expert, knowledge that they will acquire through this program.

With this program, you will learn how to shape your ideas in virtual environments by creating real experiences"

Graduates of the Postgraduate Diploma in Artistic Composition for Video Games will have the appropriate profile to develop in the professional environment of 2D and 3D artists. Enhancing their skills in the area of Concept Art, defining techniques in complex shapes representing the volume of the human body, working the anatomy in detail to create increasingly interesting characters and scenarios with a professional finish.

Students will understand the forms used throughout history in different cultures and that, today, are a very useful source of inspiration when developing their own style. Developing perspective techniques that will help them to give a greater sense of volume, depth and three-dimensionality to their future works.

Thanks to TECH's virtual campus, students will have fast, secure and reliable access. With contents designed by experts to make students' experience more productive, who will be able to share their experiences in meeting rooms, as well as acquire the tools they need from digital libraries, in addition to educational and theoretical audiovisual material.

This new certification will allow the student to translate all their talent into new projects that will drive them to achieve better results in their professional development, thanks to a learning process that is tailored to their needs in a 100% online and practical environment.

This **Postgraduate Diploma in Artistic Composition for Video Games** contains the most complete and up-to-date program on the market. The most important features include:

- Case studies presented by experts in Concept Art for Videogames
- 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

Study at your own pace, in a safe and quality environment, meeting your goals day by day"

Obtaining a Postgraduate Diploma will make you an attractive candidate to enter the best video game development companies.

If you want to develop in the video game industry, learn how to combine elements effectively to compose a perfect masterpiece.

"*Learn the importance of Subsurface Scattering and the use of light on different surfaces to obtain truly realistic images*"
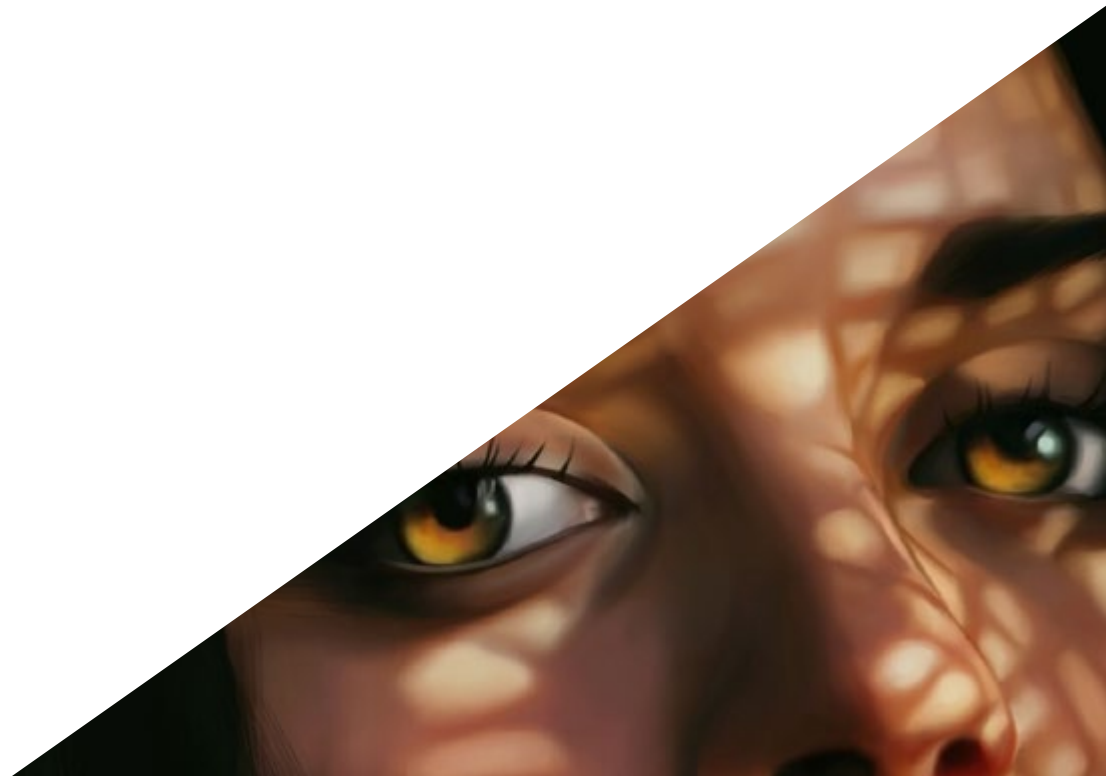
The program's teaching staff includes professionals from sector who contribute their work experience to this training program, as well as renowned specialists from leading societies and prestigious universities.

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 objectives set out in this Postgraduate Diploma in Artistic Composition for Video Games provide the student with the tools they require to stand out in an increasingly demanded work environment. Taking care of the details in each design is essential to achieve the objectives set by the professional and for this the education will be aimed at giving the student the best content, following the educational methods of TECH, the largest digital university in the world. For this reason, a series of general and specific objectives are established for the satisfaction and achievement of the future graduate.

"
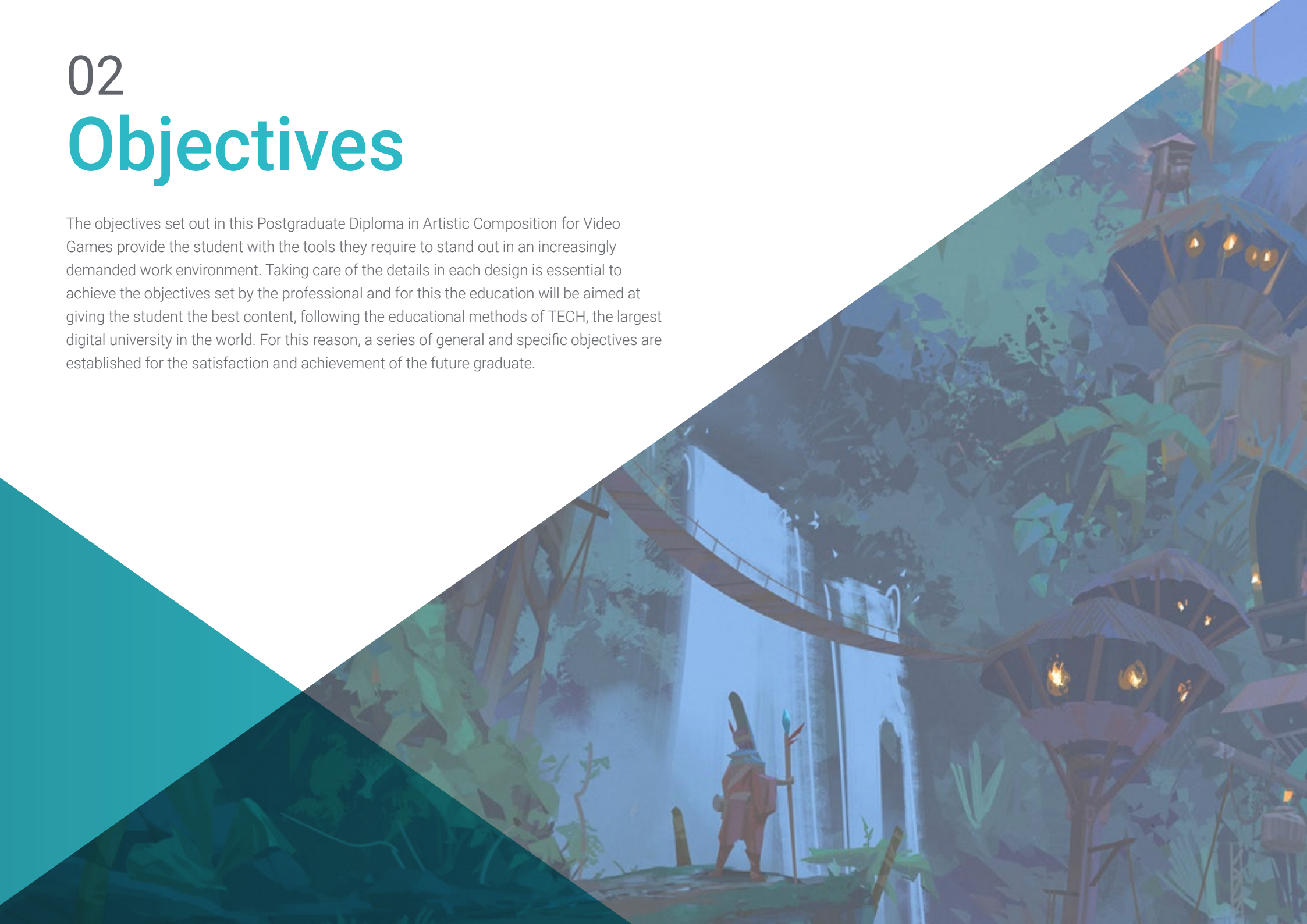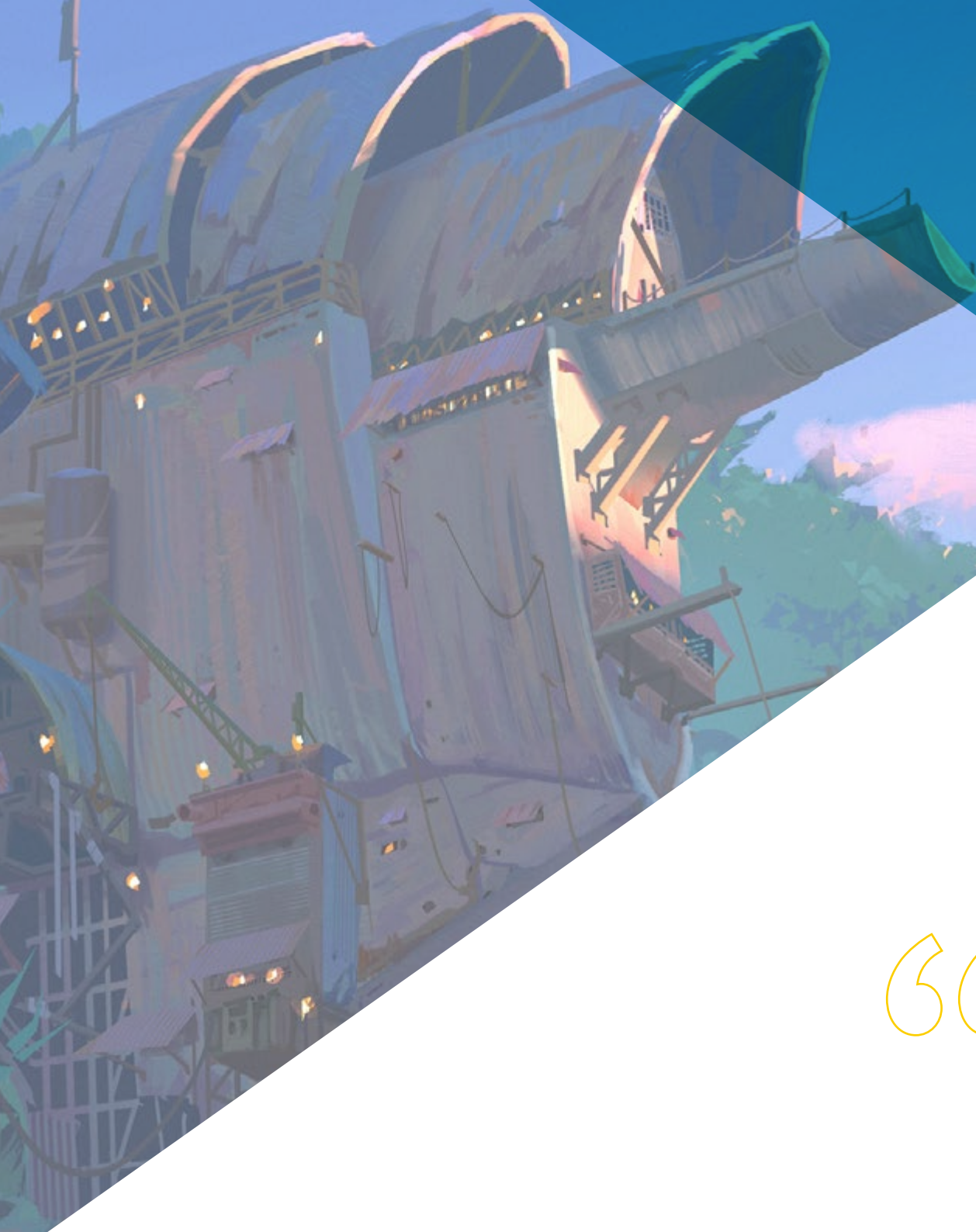
Perfect your ideas with the new techniques applied in 2D and 3D design"

General Objectives

- Composing professional quality works for the video game industry
- Education to effectively apply volume, color and anatomy design techniques
- Understand the functioning of the artistic industry in video games
- Enhancing individual and teamwork skills
- Perfect the design of the human figure within the video game
- Be able to present final works in a professional manner
- Stand out with your professional profile in today's competitive environment

You will achieve your objectives step by step with the study methodology applied by TECH in this Postgraduate Diploma"

Specific Objectives

Module 1. Volume
- Study the differences between 2D and 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. 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

Module 3. Anatomy
- Study the Anatomy of Organic Forms
- Differentiate between the complex and simple skeleton
- Learn to avoid common mistakes when portraying a human face
- Know how to correctly apply color according to tones and shades on the human body

03

Course Management

In each of its programs, TECH chooses the most qualified professionals within the area of expertise, in order to provide students with the tools they require to excel in the design of video games. This Postgraduate Diploma in Artistic Composition includes the most up-to-date knowledge taught by an innovative and modern teaching staff; providing the student with quality in all technical and professional aspects of the syllabus, being able to lead any major work project at the end of the course.

"Learn how to compose new stories to make them visible in an increasingly demanding market"

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

TECH's learning system allows students to assimilate knowledge in a practical and self-paced manner, with the advantages of access to virtual teaching environments led by experts in each subject, called Learnig from an Expert. This Postgraduate Diploma in Artistic Composition for Video Games developed in 3 modules will allow students to enhance their skills by understanding the new concepts and procedures applied in the world of the video game industry and virtual realities.
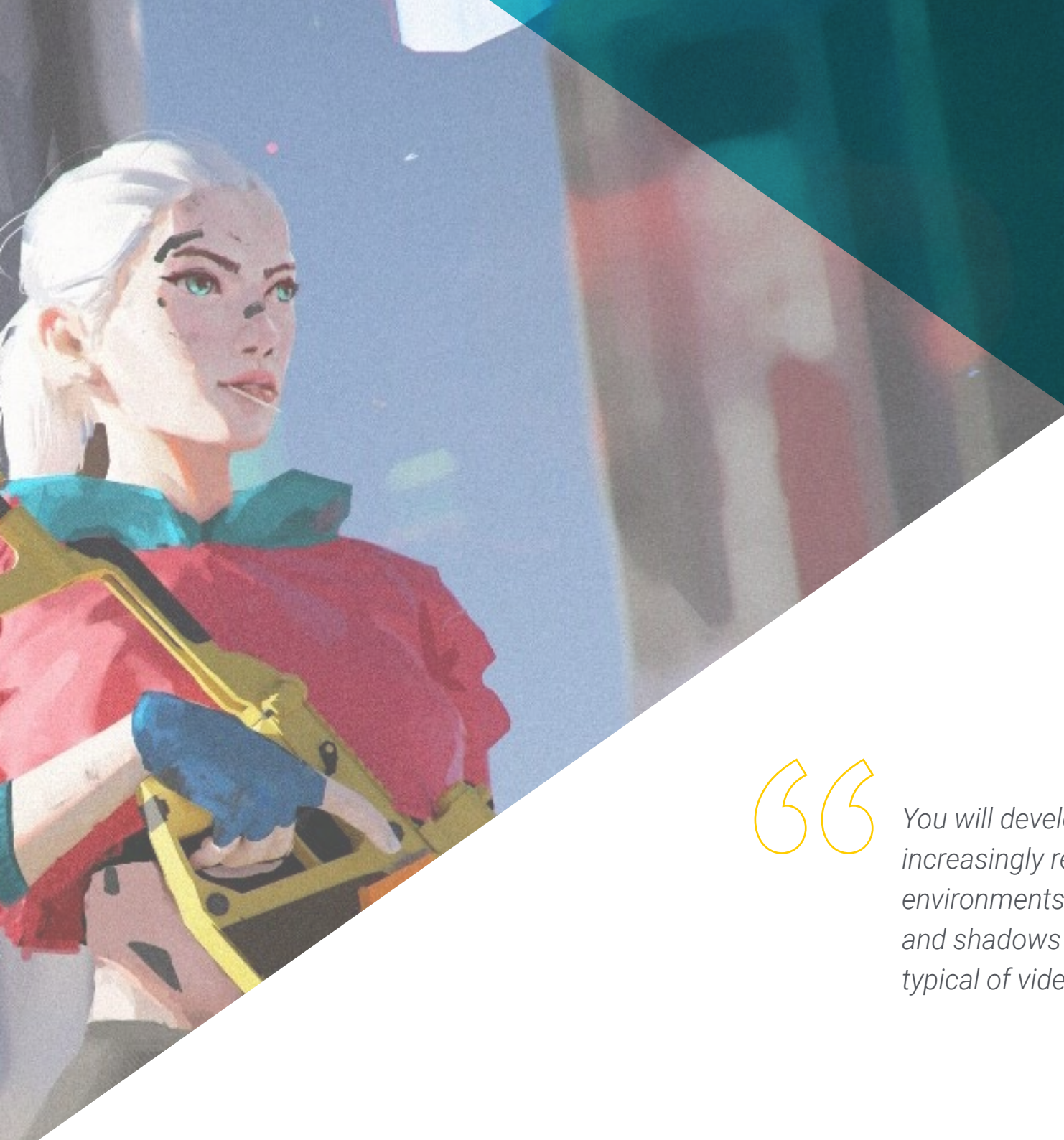
"
You will develop the ability to make increasingly realistic pieces in virtual environments, mixing shapes, colors and shadows with techniques typical of video game art"

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.   Brush Stroke

Module 2. Color

2.1.   Light Propagation
    2.1.1.   Technicality
    2.1.2.   Example
    2.1.3.   Light Color
2.2.   Light on Surfaces
    2.2.1.   Reflexes
    2.2.2.   Bounces
    2.2.3.   Subsurface Scattering
2.3.   Design and Color
    2.3.1.   Exaggeration
    2.3.2.   Imagination
    2.3.3.   Use
2.4.   Light in Shadows
    2.4.1.   Reflexes
    2.4.2.   Color in the Shadows
    2.4.3.   Tricks
2.5.   HUE/Matrix
    2.5.1.   Definition
    2.5.2.   Importance
    2.5.3.   Use
2.6.   Saturation
    2.6.1.   Definition
    2.6.2.   Importance
    2.6.3.   Use

Module 3. Anatomy

Create pieces with unique style thanks to the techniques learned in this program"

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.

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.

The student will learn to solve complex situations in real business environments through collaborative activities and real cases.

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.

01 learning from evidence

02 relearning from evidence

03 testing

04 learning from an expert

05 neurocognitive context dependent learning

06 Von-Restorff effect

07 case based learning through storytelling

08 competencies testing (retesting)

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.

30%

10%

8%

20%

25%

4%

3%

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 Artistic Composition for Video Games guarantees students, in addition to the most rigorous and up-to-date education, access to a Postgraduate Diploma issued by TECH Technological University.

" *Successfully complete this program and receive your university qualification without having to travel or fill out laborious paperwork"*

This **Postgraduate Diploma in Artistic Composition for 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 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 Artistic Composition for Video Games**

Official Nº of hours: **450 h.**

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Awards the following
CERTIFICATE
to

Mr./Ms. _____ with identification number _____.
For having passed and accredited the following program

POSTGRADUATE DIPLOMA
in

Artistic Composition for Video Games

This is a qualification awarded by this University, equivalent to 450 hours, with a start date of dd/mm/yyyy and an end date of dd/mm/yyyy.

TECH is a Private Institution of Higher Education recognized by the Ministry of Public Education as of June 28, 2018.

June 17, 2020

Tere Guevara Navarro
Dean

This qualification must always be accompanied by the university degree issued by the competent authority to practice professionally in each country.   Unique TECH Code: AFWORD23S   techtitute.com/certificates

*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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