

Postgraduate Diploma Design and Creation of 2D Fantasy and Horror Characters



Postgraduate Diploma Design and Creation of 2D Fantasy and Horror Characters

Course Modality: **Online**

Duration: **6 months.**

Certificate: **TECH Technological University**

Official N° of Hours: **450 h.**

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

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01

Introduction

It is indisputable that video games play an important role in today's world. Since their beginnings, they have always been characterized by having characters that help the gamer to identify the video game itself. Characters such as Crash Bandicoot or Super Mario are just some examples of this. Fantasy and horror themes have a high percentage of popularity within the types of video games most demanded by the public. This program is designed for professionals who want to learn and develop as experts in the creation of subjects in these environments.





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The creation of fantasy and horror characters is a very important role, as they will play a fundamental role in video games with this theme"

Video games are more and more popular nowadays, and so are their characters. Some of them become the public face and the reference point, so that the characteristics they have will be of the utmost importance. This is why it is increasingly common for game design and development companies to look for qualified personnel to take care of this part of the production. Thanks to this program, the student will be able to develop different skills. With them, you will be able to obtain the necessary qualifications to be able to give life to different fantastic and horror animation characters in the best companies of the sector.

The creation of a character is part of a process during which it is important to first follow some basic lines in order to give it shape. For example, it is important to decide what their appearance will be, their most characteristic features or even their poses. The personality goes hand in hand with the success of the video game. It's important to create charisma and attitude since, thanks to these aptitudes we will achieve better *engagement* with the character.

Within the theme of fantasy and horror, the possibilities are endless. Knowledge of different creatures and characters will help in the elaboration of a suitable character from scratch. A lot of them, however, are inspired by different works of literature or big works of cinema such as Harry Potter or Dracula. In these cases, the analysis of the main resources is a highly important task.

The Postgraduate Diploma in Design and Creation of 2D Fantasy and Horror Characters prepares the student to correctly develop this type of subjects, with special emphasis on different aspects such as anatomy and the geometric shapes that define them. Thanks to a highly qualified teaching team and the different modules included in this program, the student will develop all the necessary skills to become part of the best companies in the sector and become a professional in this field.

This **Postgraduate Diploma in Design and Creation of 2D Fantasy and Horror Characters** contains the most complete and innovative educational program on the market. Its key characteristics are as follows:

- ◆ Practical cases presented by experts in the creation of 2D fantasy and horror 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
- ◆ Practical exercises where self-assessment can be used to improve learning
- ◆ Special emphasis on innovative methodologies
- ◆ Theoretical lessons, questions for experts and individual reflection work
- ◆ Content that is accessible from any fixed or portable device with an Internet connection



Fantasy and horror characters are a fundamental pillar in creating an invaluable connection between gamers and video games in these categories"

“

Thanks to TECH's online methodology, you will become an expert in character creation without set timetables or restrictions”

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.

Dare to design characters that will impress everyone.

With this Postgraduate Diploma you will be able to stand out in the sector.



02

Objectives

This program has been designed so that the student will acquire all the necessary knowledge for the creation of both fantastic and horror characters applied to video games. In this way, once they have finished this program, students will be able to face the different tasks within the design of video games, focused on their specialty in an optimal and professional way.





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Learn in depth about the different fantasy and horror characters that exist and dare to design them like you had never imagined before, using the different techniques provided by our teaching team”



General Objectives

- ◆ Encourage the necessary documentation and reference taking needed to do the job correctly
- ◆ Know how to structure, create and build characters
- ◆ Acquire the necessary skills for the creation of fantasy characters
- ◆ Analyze the development and creation of horror characters
- ◆ Exhaustively develop characters specifically for 2D and 3D video games



This program is what you were looking for to help you become a relevant creator in the video game industry”





Specific Objectives

Module 1. 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 animals and how to define them
- ◆ Know the correct representation of limbs and hands in different types of characters

Module 2. Fantastic Creatures

- ◆ Deepen understanding of the different types of fantastic creatures
- ◆ Correctly differentiate between the different kinds of flying, aquatic and subterranean creatures
- ◆ Learn about the different types of fairytale creatures and hybrid beings, as well as demons and giants
- ◆ Learn to represent gods and demigods with greater strength

Module 3. Horror Characters

- ◆ Know the anatomy of horror characters and the keys to their correct representation
- ◆ Deepen knowledge in the creation and design of vampires, werewolves and mummies.
- ◆ Analyze classic horror figures such as Frankenstein's monster or Dr. Jekyll and Mr. Hyde
- ◆ Know the geometric shapes that define extraterrestrial or alien beings

03

Course Management

This program unites all the best professionals in the sector. Thanks to their skills, they will help students to achieve their objectives in the creation of characters, both fantastic and horror, in video games. With different successes behind them, the teaching staff will guide the students on a path of success in which they will learn and develop different skills.





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In the path towards success, you will be guided by the best professionals in the creation of video game characters”

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

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

This syllabus has been designed with the objective of learning everything necessary for a correct and advanced creation of characters of the fantasy and horror genre in the world of video games. The program offers students everything they need to obtain all the key skills for this task, as well as specialized knowledge. Thus, the 3 modules that make up this Postgraduate Diploma provide the student with all the necessary tools to develop naturally and with insight into the field.





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This syllabus is the key to a correct development in the professional environment of this very specific field"

Module 1. Character Building

- 1.1. Geometric Shapes
 - 1.1.1. Basic
 - 1.1.2. Combination of Shapes
 - 1.1.3. Axis
- 1.2. Lines of Action
 - 1.2.1. Curves, Horizontal and Diagonal
 - 1.2.2. Simple Shapes in the Line of Action
 - 1.2.3. Structure and Extremities
- 1.3. Complex Shapes
 - 1.3.1. Combined Geometries
 - 1.3.2. Pose
 - 1.3.3. Division of Heads
- 1.4. Anatomy
 - 1.4.1. Classic Human Canon
 - 1.4.2. Proportions
 - 1.4.3. Action Poses
- 1.5. Head
 - 1.5.1. Construction
 - 1.5.2. Axis
 - 1.5.3. Eyes and Parts of the Face
- 1.6. Hair
 - 1.6.1. Female
 - 1.6.2. Male
 - 1.6.3. Hairstyles
- 1.7. Creation of *Cartoon* Characters
 - 1.7.1. Exaggerated Proportions
 - 1.7.2. Heads and Expressions
 - 1.7.3. Silhouette and Poses
- 1.8. *Cartoon* Animals
 - 1.8.1. Pets
 - 1.8.2. Quadrupeds and Birds
 - 1.8.3. Other Types

- 1.9. Extremities
 - 1.9.1. Construction
 - 1.9.2. Joints
 - 1.9.3. Poses
- 1.10. Hands
 - 1.10.1. General Construction
 - 1.10.2. Human
 - 1.10.3. Cartoon

Module 2. Fantastic Creatures

- 2.1. Dragons and Hydras
 - 2.1.1. Examples:
 - 2.1.2. Construction
 - 2.1.3. Poses and Expressions
- 2.2. Giants
 - 2.2.1. Examples:
 - 2.2.2. Construction
 - 2.2.3. Poses and Expressions
- 2.3. Flyers
 - 2.3.1. Compared Anatomy
 - 2.3.2. Construction
 - 2.3.3. Poses and Expressions
- 2.4. Aquatic
 - 2.4.1. Modifications of Real Types
 - 2.4.2. Construction
 - 2.4.3. Poses and Expressions
- 2.5. Subterranean
 - 2.5.1. Geometric Shapes
 - 2.5.2. Development
 - 2.5.3. Poses and Expressions
- 2.6. Fairytale Beings
 - 2.6.1. Human Anatomy
 - 2.6.2. Construction
 - 2.6.3. Poses and Expressions

- 2.7. Hybrid
 - 2.7.1. Basics
 - 2.7.2. Design
 - 2.7.3. Poses and Expressions
- 2.8. Demon Beings
 - 2.8.1. Anatomy
 - 2.8.2. Design
 - 2.8.3. Poses and Expressions
- 2.9. Gods and Demigods
 - 2.9.1. Human Anatomy
 - 2.9.2. Construction
 - 2.9.3. Poses and Expressions
- 2.10. Other Fantasy Creatures
 - 2.10.1. Examples:
 - 2.10.2. Construction
 - 2.10.3. Poses and Expressions

Module 3. Horror Characters

- 3.1. Vampires
 - 3.1.1. Human Anatomy
 - 3.1.2. Design
 - 3.1.3. Poses and Expressions
- 3.2. Frankenstein's Monster
 - 3.2.1. Anatomy
 - 3.2.2. Construction
 - 3.2.3. Poses and Expressions
- 3.3. Werewolf
 - 3.3.1. Compared Anatomy
 - 3.3.2. Construction
 - 3.3.3. Poses and Expressions
- 3.4. Mummy
 - 3.4.1. Human Anatomy
 - 3.4.2. Design
 - 3.4.3. Poses and Expressions

- 3.5. Swamp Monster
 - 3.5.1. Anatomy
 - 3.5.2. Construction
 - 3.5.3. Poses and Expressions
- 3.6. Ghosts
 - 3.6.1. Examples:
 - 3.6.2. Construction
 - 3.6.3. Poses and Expressions
- 3.7. Zombies
 - 3.7.1. Human Anatomy
 - 3.7.2. Animal Zombies
 - 3.7.3. Construction and Pose
- 3.8. Dr. Jekyll and Mr. Hyde
 - 3.8.1. Human Anatomy
 - 3.8.2. Construction
 - 3.8.3. Poses and Expressions
- 3.9. Death
 - 3.9.1. Anatomy
 - 3.9.2. Construction
 - 3.9.3. Poses and Expressions
- 3.10. Aliens and Beings from Other Dimensions
 - 3.10.1. Geometric Shapes
 - 3.10.2. Design
 - 3.10.3. Poses and Expressions



With this program you will be able to go as far as you want to go"

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





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

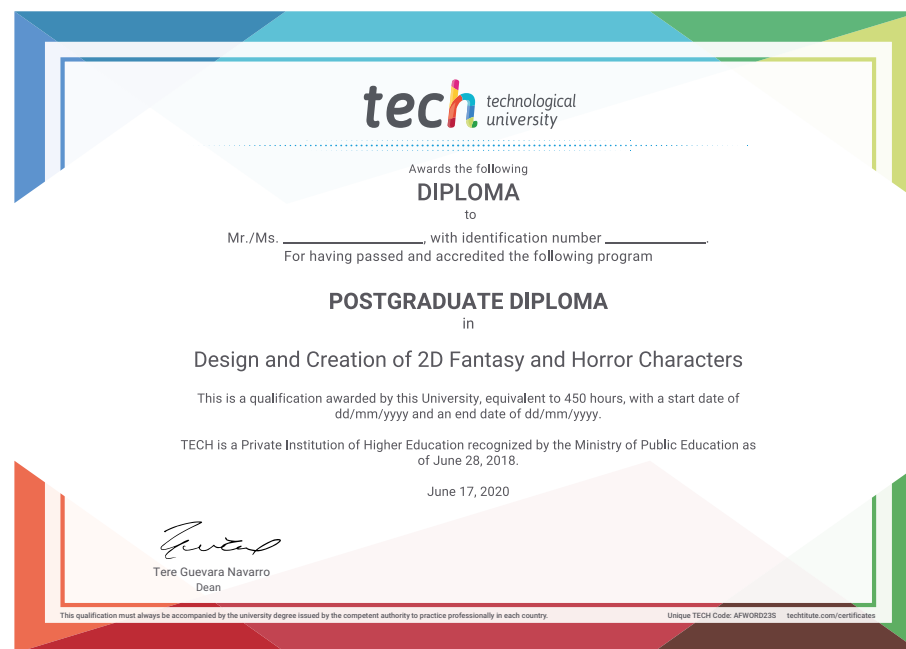
This **Postgraduate Diploma in Design and Creation of 2D Fantasy and Horror Characters** contains the most complete and up-to-date program on the market.

After the student has passed the assessments, they will receive their corresponding **Postgraduate 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 Design and Creation of 2D Fantasy and Horror Characters**

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 quality
development language
classroom



Postgraduate Diploma
Design and Creation of
2D Fantasy and
Horror Characters

Course Modality: **Online**

Duration: **6 months.**

Certificate: **TECH Technological University**

Official N° of Hours: **450 h.**

Postgraduate Diploma

Design and Creation of 2D Fantasy and Horror Characters

