

Postgraduate Diploma

Design and Creation of 2D Props, Animals, Objects and Plants





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Design and Creation of 2D Props,
Animals, Objects and Plants

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-props-animals-objects-plants

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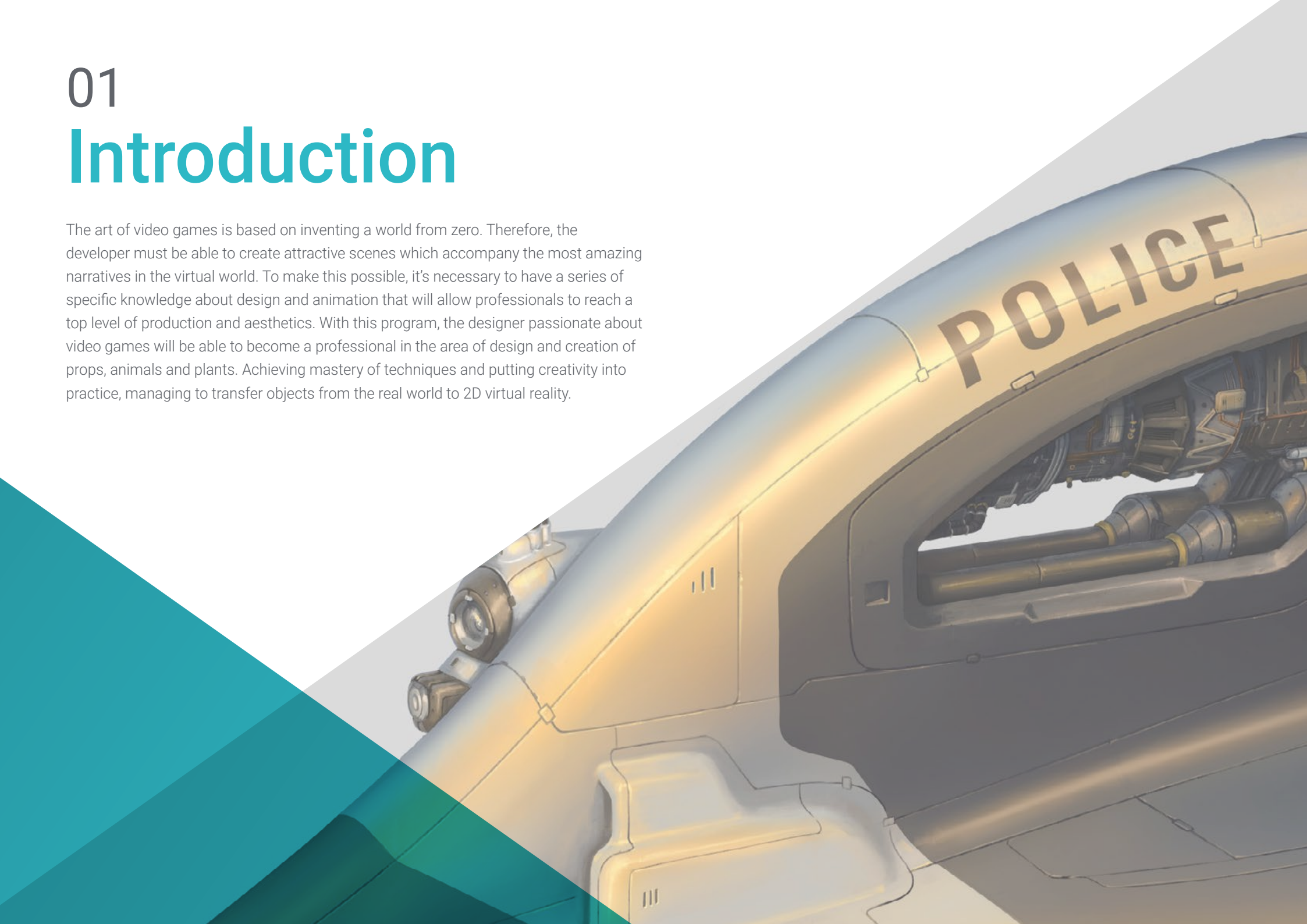
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01

Introduction

The art of video games is based on inventing a world from zero. Therefore, the developer must be able to create attractive scenes which accompany the most amazing narratives in the virtual world. To make this possible, it's necessary to have a series of specific knowledge about design and animation that will allow professionals to reach a top level of production and aesthetics. With this program, the designer passionate about video games will be able to become a professional in the area of design and creation of props, animals and plants. Achieving mastery of techniques and putting creativity into practice, managing to transfer objects from the real world to 2D virtual reality.





“

If you are passionate about 2D video games and are looking to take a leap forward as a designer in the most promising national and international industry, then this program is for you”

The main objective of this Postgraduate Diploma at TECH is to boost the careers of video game designers who wish to update and expand their knowledge of 2D design, with a focus that is adapted to the demands of companies.

Throughout this Postgraduate Diploma, the students will acquire skills in different disciplines associated with 2D design: drawing, modeling, animation, texture and production. Building and creating complete and optimized elements for both action games and simulators.

The program has a totally practical focus and is adapted to the methodologies of the industry. In this way, the guidelines for the creation of a project are followed from the initial idea to the production and presentation phase. The student will deepen in the tools of design and animation, as well as the organization and resolution of the problems presented by 2D video game projects. Developing the necessary skills in planning, design and development of *props* to communicate ideas in visual media.

TECH offers a 100% online Postgraduate Diploma that provides the student with the ease of being able to study it at their own pace. All you need is a device with internet connection to propel your career to success.

A method in keeping with the current times. With all the advantages for the student when it comes to approaching studies from a more dynamic, creative and professional perspective without interfering with work or personal schedules.

This **Postgraduate Diploma in Design and Creation of 2D Props, Animals, Objects and Plants** 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 props, objects and plants until their final production
- ◆ The acquisition of knowledge through a theoretical and practical framework of the different modeling and texturing programs
- ◆ Lessons on structure and organization for the creation of 2D objects with graphical and schematic content, with a totally practical approach
- ◆ Optimizing designs to make them functional and real
- ◆ Expanding knowledge of the new techniques specific to the market
- ◆ Access to content from any fixed or portable device with an Internet connection



At your own pace and schedule. At TECH we adapt to your life style so that you can continue to deepen your knowledge of design and animation without giving up any of your previous commitments”

“

Become a creator of new scenarios, breaking the barriers of 2D design, with the creation of powerful weapons, eye-catching animals and even extravagant plants”

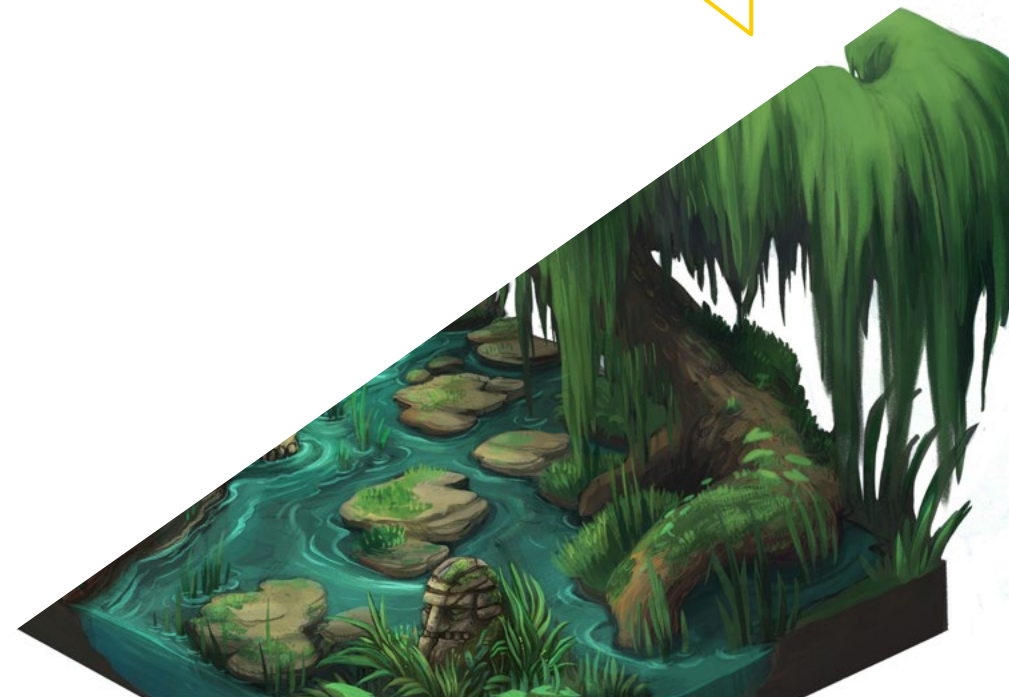
The program’s teaching staff includes professionals from the sector who contribute their work experience to this training program, as well as renowned specialists from leading societies and prestigious universities.

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.

Stand out in the most demanded sector both as an independent developer as well as a game developer in a company.

Join the world of creating elements for a video game and be able to transport each element to a new virtual reality.



02 Objectives

The design of this Postgraduate Diploma will enable the student to acquire the necessary competencies to be up to date in the profession after deepening in the key aspects of Design and Creation of 2D Props, Animals, Objects and Plants. Reinforcing all aspects of an artist to perfect their techniques and skills, and learn the new competencies of the industry, both in video games and animation. Therefore, TECH offers a complete syllabus that will open a range of possibilities and objectives for students. It establishes a series of general and specific objectives to fulfill future graduates' expectations:





“

TECH adapts to you, offering you knowledge of the highest level so that your creativity never stops flowing”



General Objectives

- ◆ Deepen understanding of the key aspects of Design and Creation of 2D Props, Animals, Objects and Plants
- ◆ Create all types of objects with the programs used in the industry
- ◆ Promote personal development with a totally up-to-date focus on digitalization
- ◆ Develop specific characters in 2D
- ◆ Create scripts to express the creative ideas in a structured and concise way



You will expand your knowledge and become proficient in the latest technologies for 2D creation"





Specific Objectives

Module 1. Props. Vehicles and Accessories

- ◆ Implement the sources of real, fantastic and science fiction props and accessories.
- ◆ Deepen knowledge in the creation of vehicles such as cars, motorbikes and futuristic or current-day vehicles
- ◆ Create bladed weapons, firearms and futuristic weapons
- ◆ Produce and integrate props into a videogame

Module 2. Animals

- ◆ Know different animals : canines, felines, herbivores and big mammals
- ◆ Create cartoon and realistic animals in order to design them correctly
- ◆ Analyze other types of marine animals, birds, reptiles, amphibians and insects
- ◆ Study the anatomy of prehistoric animals for the creation of an ideal canon

Module 3. Objects and Plants as Characters

- ◆ Analyze the different forms in the representation of flowers, vegetables, fruits and other types of plants
- ◆ Study exotic and carnivorous plants
- ◆ Study trees: creation of roots, trunk and leaves in order to convert them into animated characters
- ◆ Create household appliances and vehicles of different types and construction

03

Course Management

The field of design and animation is more important today than ever before. That's why TECH offers this program with a team of highly qualified teaching professionals with a renowned track record of both academic and work experience. Their skills and knowledge have led them to win prestigious national awards. All these characteristics combined and invested in this Postgraduate Diploma in Design and Creation of 2D Props, Animals, Objects and Plants for video games. Students will receive a high quality learning experience at the level of today's market.

“

Grow hand in hand with great professionals who will accompany you on this path, teaching you in an assertive way while encouraging you to experiment with your own knowledge"

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

- ♦ Academic Member of the Academy of Motion Picture Arts and Sciences of Spain
- ♦ 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. Custodio, Nacho

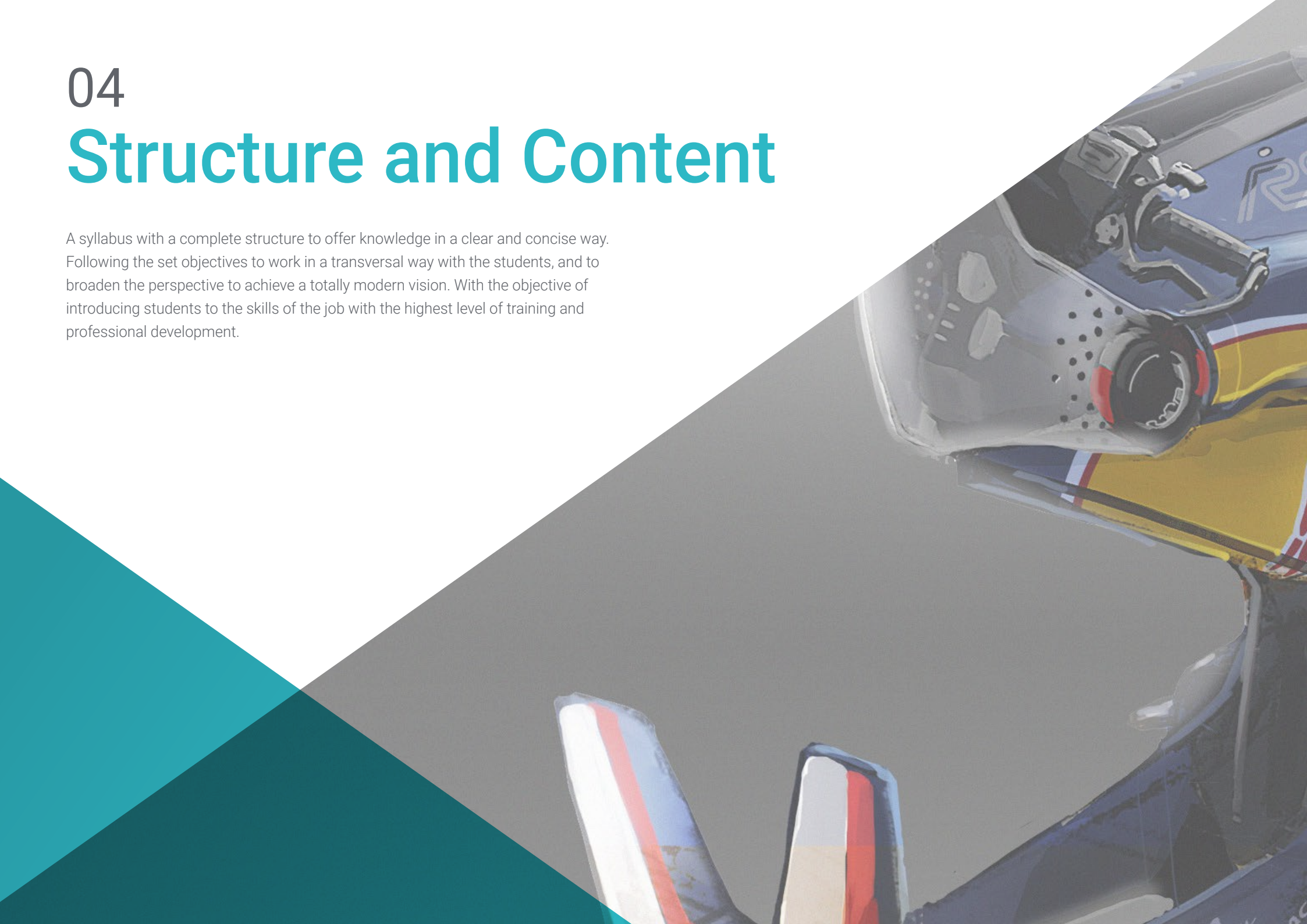
- ♦ Freelance Animator with 20 years experience
- ♦ Collaborator as an animator in short films such as Another way to fly, Kuri and Cazatalentos; Cut out series such as Forrito and Four and half friends, 3d series such as Nivis and feature films like Arrugas



04

Structure and Content

A syllabus with a complete structure to offer knowledge in a clear and concise way. Following the set objectives to work in a transversal way with the students, and to broaden the perspective to achieve a totally modern vision. With the objective of introducing students to the skills of the job with the highest level of training and professional development.





“

A complete, quality syllabus that will guarantee success in the current skills of the working world”

Module 1. Props, Vehicles and Accessories

- 1.1. Props
 - 1.1.1. What is a Prop?
 - 1.1.2. Generalities
 - 1.1.3. Props with a Strong Argument
- 1.2. Add-Ons
 - 1.2.1. Add-Ons and Wardrobe
 - 1.2.2. Real Accessories, Professions
 - 1.2.3. Fantasy or Science Fiction Add-Ons
- 1.3. Cars
 - 1.3.1. Classic
 - 1.3.2. Current
 - 1.3.3. Futuristic
- 1.4. Motorbikes
 - 1.4.1. Current
 - 1.4.2. Futuristic
 - 1.4.2. 3-Wheeled Vehicles
- 1.5. Other Vehicles
 - 1.5.1. Land
 - 1.5.2. Air
 - 1.5.3. Sea
- 1.6. Weapons
 - 1.6.1. Types and Sizes
 - 1.6.2. Design Based on Century
 - 1.6.3. Shields
- 1.7. Firearms
 - 1.7.1. Long
 - 1.7.2. Short
 - 1.7.3. Functioning Moving Parts
- 1.8. Futuristic Weapons
 - 1.8.1. Fire
 - 1.8.2. Energy
 - 1.8.3. FX of Futuristic Weapons

- 1.9. Armor
 - 1.9.1. Classic and Current
 - 1.9.2. Futuristic
 - 1.9.3. Mechanized and Robotic
- 1.10. Props in Videogames
 - 1.10.1. Differences to Animation Props
 - 1.10.2. Props and Their Uses
 - 1.10.3. Design

Module 2. Animals.

- 2.1. Quadrupeds
 - 2.1.1. Compared Anatomy
 - 2.1.2. Realistic Models and Their Use
 - 2.1.3. Cartoon
- 2.2. Canines
 - 2.2.1. Anatomy
 - 2.2.2. Design
 - 2.2.3. Poses
- 2.3. Felines
 - 2.3.1. Compared Anatomy
 - 2.3.2. Design
 - 2.3.3. Poses
- 2.4. Herbivores
 - 2.4.1. Ruminants
 - 2.4.2. Equine
 - 2.4.3. Cartoon
- 2.5. Big Mammals
 - 2.5.1. Compared Anatomy
 - 2.5.2. Construction
 - 2.5.3. Poses
- 2.6. Marine Creatures
 - 2.6.1. Mammals
 - 2.6.2. Fish
 - 2.6.3. Crustaceans

- 2.7. Birds
 - 2.7.1. Anatomy
 - 2.7.2. Poses
 - 2.7.3. Cartoon
 - 2.8. Amphibious Reptiles
 - 2.8.1. Construction
 - 2.8.2. Poses
 - 2.8.3. Cartoon
 - 2.9. Dinosaurs
 - 2.9.1. Types
 - 2.9.2. Construction
 - 2.9.3. Poses
 - 2.10. Insects
 - 2.10.1. Design
 - 2.10.2. Poses
 - 2.10.3. Comparisons
- Module 3. Objects and Plants as Characters**
- 3.1. Flowers
 - 3.1.1. Examples:
 - 3.1.2. Construction
 - 3.1.3. Poses and Expressions
 - 3.2. Vegetables
 - 3.2.1. Examples:
 - 3.2.2. Construction
 - 3.2.3. Poses and Expressions
 - 3.3. Fruit
 - 3.3.1. Examples:
 - 3.3.2. Construction
 - 3.3.3. Poses and Expressions
 - 3.4. Carnivorous Plants
 - 3.4.1. Examples:
 - 3.4.2. Construction
 - 3.4.3. Poses and Expressions
 - 3.5. Trees
 - 3.5.1. Types
 - 3.5.2. Construction
 - 3.5.3. Poses and Expressions
 - 3.6. Shrubs
 - 3.6.1. Types
 - 3.6.2. Construction
 - 3.6.3. Poses and Expressions
 - 3.7. Objects
 - 3.7.1. Examples:
 - 3.7.2. Personality
 - 3.7.3. Types
 - 3.8. Household Appliances
 - 3.8.1. Types
 - 3.8.2. Construction
 - 3.8.3. Poses and Expressions
 - 3.9. Vehicles
 - 3.9.1. Types
 - 3.9.2. Construction
 - 3.9.3. Poses and Expressions
 - 3.10. Other Objects
 - 3.10.1. Types
 - 3.10.2. Construction
 - 3.10.3. Poses and Expressions



*A program that is adapted
by great experts to the new
demands of the market”*

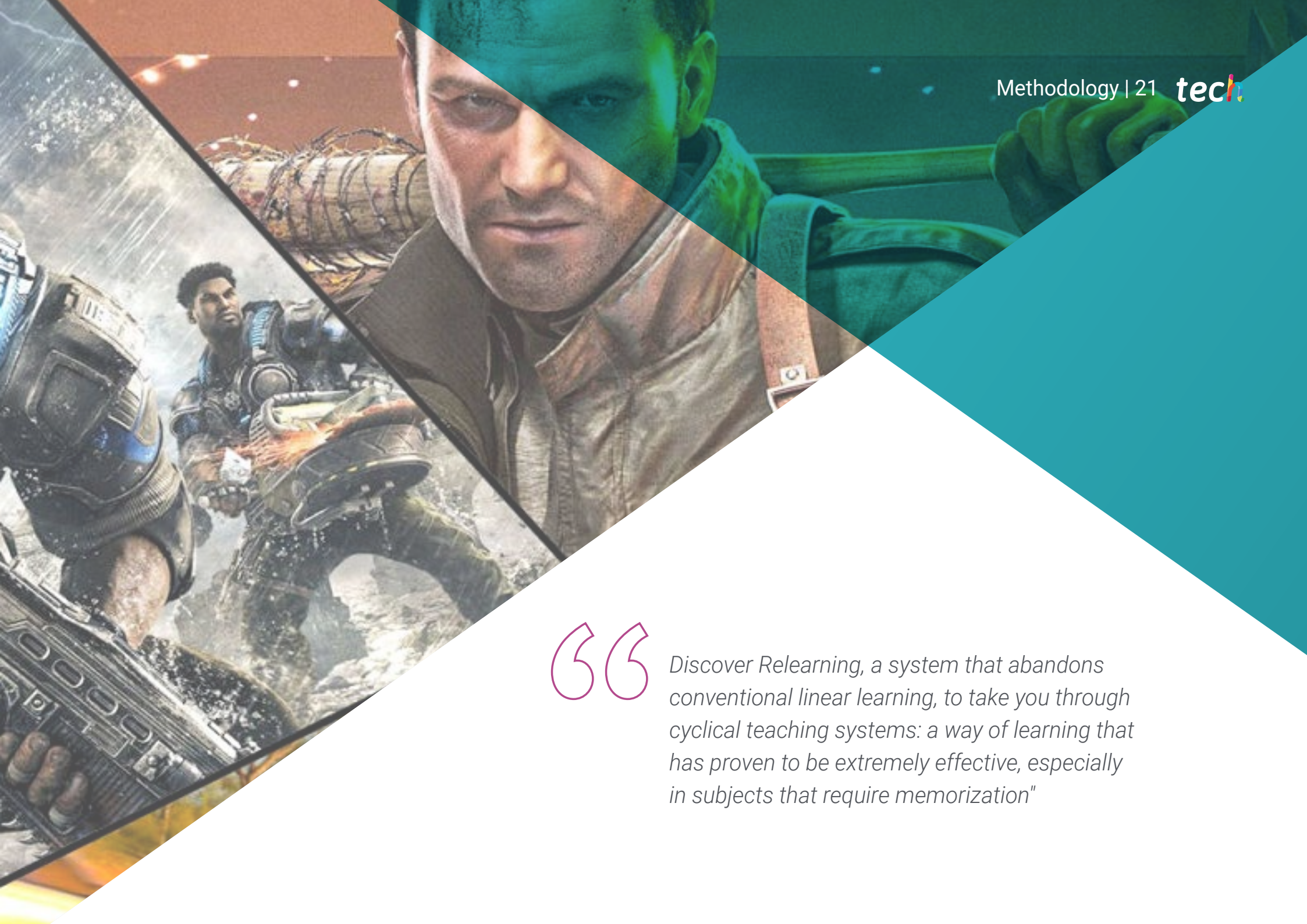
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Methodology

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 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.

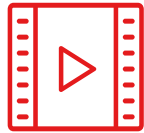
Relearning will allow you to learn with less effort and better performance, involving you more in your training, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation for success.

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.



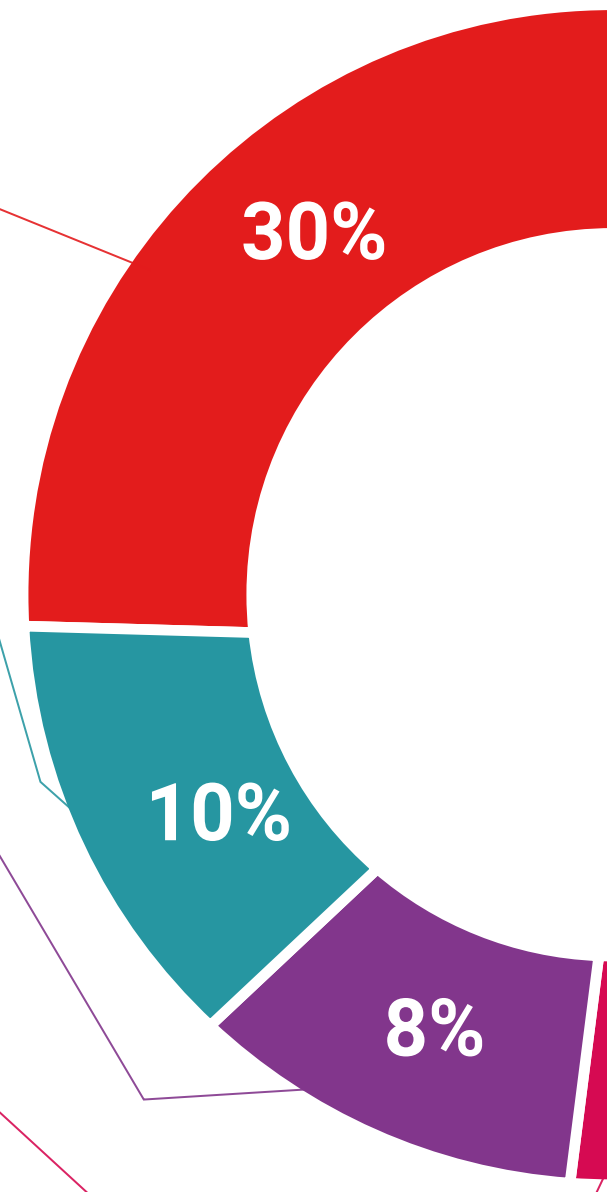
Practising Skills and Abilities

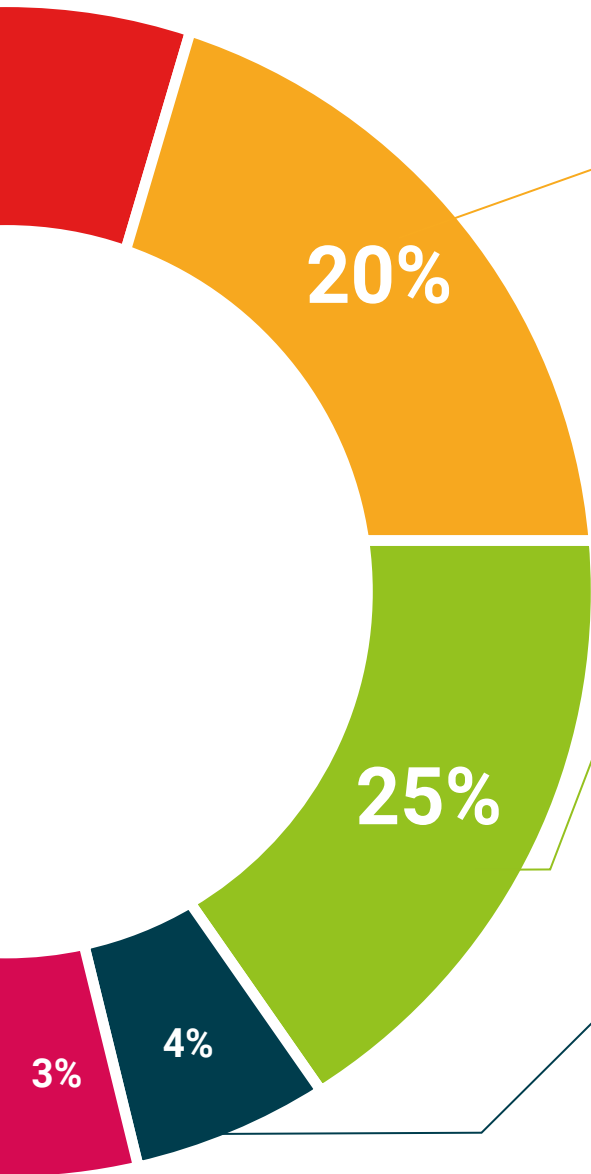
They will carry out activities to develop specific competencies and skills in each thematic area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization we live in.



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 Props, Animals, Objects and Plants 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”

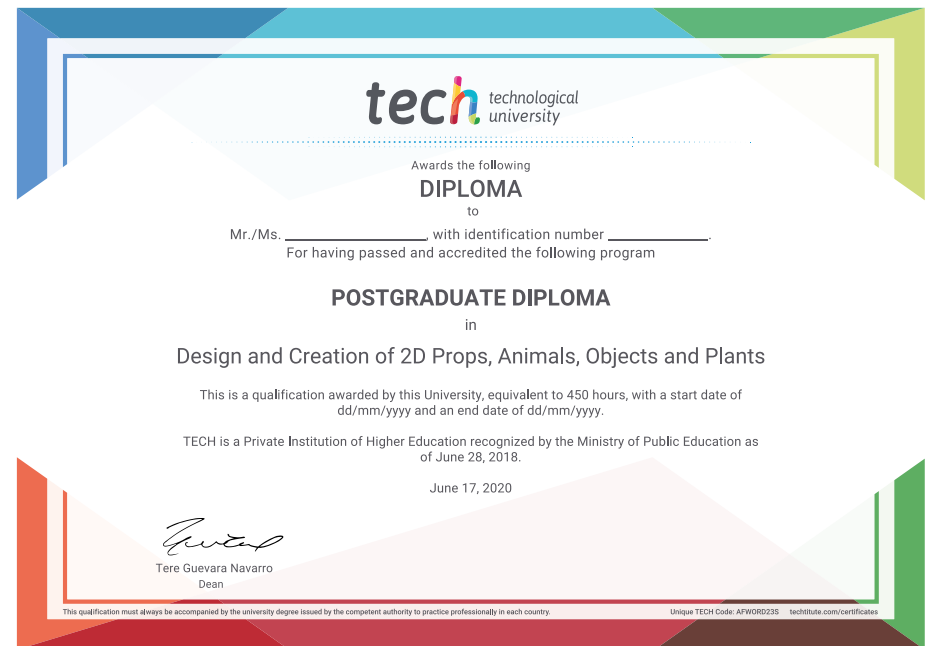
This **Postgraduate Diploma in Design and Creation of 2D Props, Animals, Objects and Plants** contains the most complete and up to date program on the market.

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 Props, Animals, Objects and Plants**

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 Props, Animals, Objects and Plants

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