

# Postgraduate Diploma Tools for 2D Animation





## Postgraduate Diploma Tools for 2D Animation

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

Website: [www.techtitute.com/pk/videogames/postgraduate-diploma/postgraduate-diploma-tools-2d-animation](http://www.techtitute.com/pk/videogames/postgraduate-diploma/postgraduate-diploma-tools-2d-animation)

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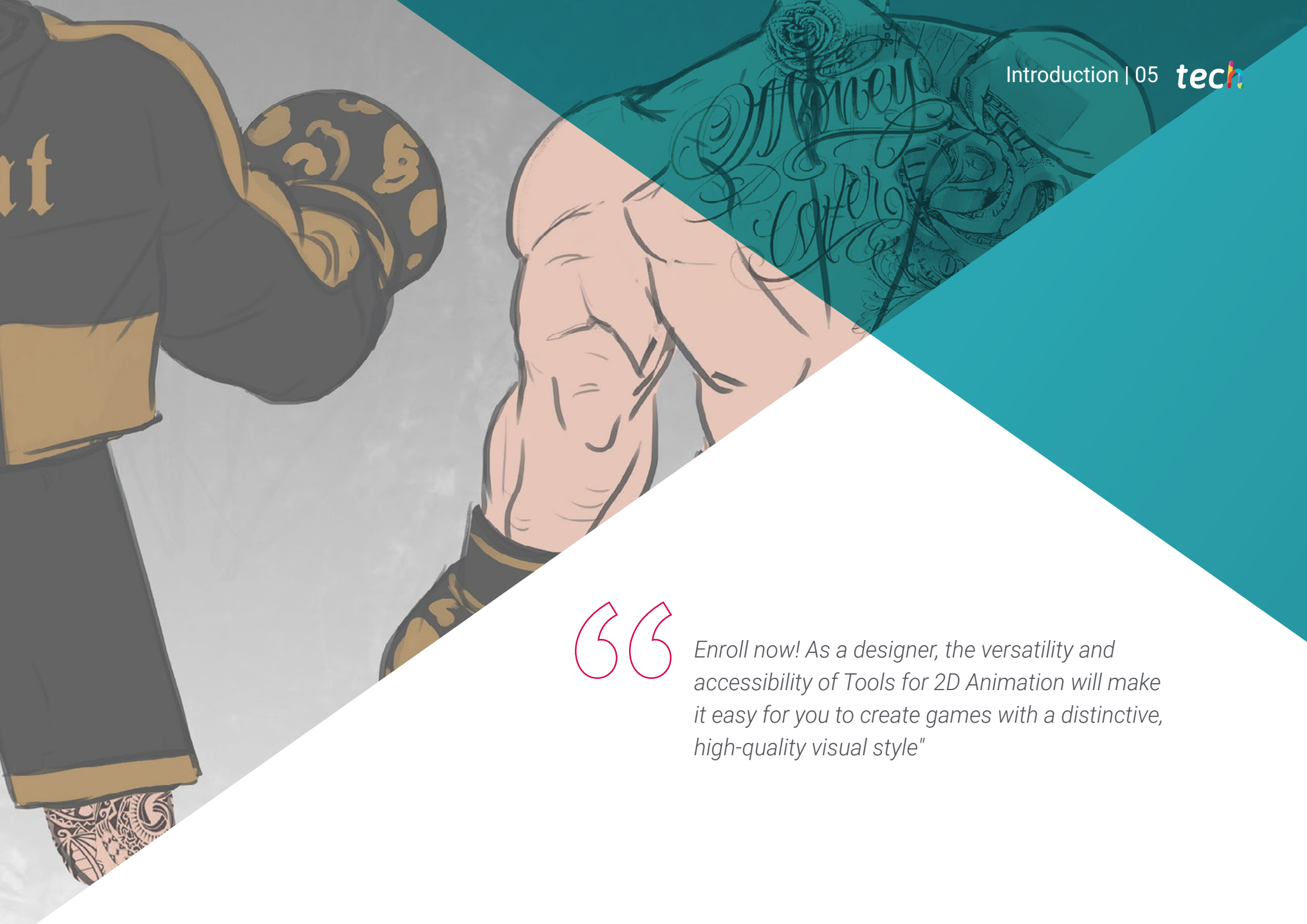
# 01

# Introduction

Tools for 2D Animation are key to the video game industry, enabling designers to create visually captivating and dynamic characters and worlds. In fact, these tools provide a wide range of functions, from *sprites* creation and motion animation to sequence editing and special effects integration. By leveraging them, development teams can bring their ideas to life with fluidity and precision, resulting in immersive and involving gaming experiences for players. For this reason, TECH has implemented a comprehensive, 100% online program with high flexibility, allowing graduates to connect to the Virtual Campus at any time and from anywhere.







“

*Enroll now! As a designer, the versatility and accessibility of Tools for 2D Animation will make it easy for you to create games with a distinctive, high-quality visual style"*

In the video game industry, Tools for 2D Animation provide artists and animators with the ability to bring in-game graphical elements to life by manipulating two-dimensional images, creating fluid motion sequences that enhance player immersion. In other words, they play a crucial role in enabling designers to create captivating visual worlds and dynamic characters. In addition, their efficiency and flexibility make it possible to explore a wide range of artistic styles and experiment with animation.

In this context, TECH has designed this Postgraduate Diploma, which will delve into the 2D Language, analyzing aspects such as frames, frame exposure, animation types and 2D styles. In addition, the development of audiovisual scripts will be addressed, including precursors of the script, synopsis, rundown and the use of applications such as Storybeats. The concepts of graphic, cinematographic and audiovisual language will also be introduced, including shots, camera movements and editing.

The professionals will also use specific digital tools for 2D animation, highlighting aspects such as the importance of storyboarding in narrative and production, and voice recording and editing. Likewise, the syllabus will delve into the use of software, such as Storyboard Pro, and will present digital alternatives, in programs such as Photoshop, Adobe Animate and After Effects.

Likewise, character design, the creation of guides, model sheets and text interpretation will be addressed. Likewise, professionals will dive into acting tools, pantomime, facial expressions and dialogue animation, incorporating the contribution of the voice actor. This syllabus will culminate with workshops on body animation, facial acting and vocal synchronization.

This educational proposal from TECH will revolutionize the graduate experience by introducing a completely digital and flexible approach. This innovative initiative will empower students, giving them the freedom to organize their academic agenda autonomously, enabling them to combine their personal and work responsibilities more effectively.

This **Postgraduate Diploma in Tools for 2D Animation** contains the most complete and up-to-date program on the market. The most important features include:

- ♦ Practical cases presented by experts in Tools for 2D Animation
- ♦ The graphic, schematic and practical contents with which it is conceived gather practical theoretical information on those disciplines that are essential for professional practice
- ♦ Practical exercises where the self-assessment process can be carried out to improve learning
- ♦ Its special emphasis on innovative methodologies
- ♦ 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



*From the conception of characters and scenarios, to the creation of special effects, you will use Tools for 2D Animation to foster creative expression and visual storytelling in video games"*

“

*You will cover essential topics such as real-time animation, revisions and post-production, all through the revolutionary Relearning methodology, consisting of repetition of key concepts”*

The program’s teaching staff includes professionals from the sector who contribute their work experience to this 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 education 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 during the academic year. For this purpose, the students will be assisted by an innovative interactive video system created by renowned and experienced experts.

*You will handle useful interfaces for 2D Animation, such as Toon Boom Harmony and Adobe Animate, thanks to this 100% online program.*

*You will take workshops on body animation, facial acting and vocal synchronization, acquiring a comprehensive understanding of 2D character creation and animation.*



# 02 Objectives

The objectives of this Postgraduate Diploma will include providing graduates with a solid set of technical and creative skills necessary to excel in the Animation industry. Therefore, professionals will master the visual and narrative language of 2D Animation, as well as the use of digital tools such as Toon Boom Harmony, Adobe Animate and Storyboard Pro. In addition, students will acquire skills in designing and animating memorable and compelling characters, understanding the importance of silhouette, proportion, color and expression.



-VALVES



VARIANT -



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*The goal of TECH is you! You will be prepared to meet the challenges of the job market, with the skills necessary to contribute to 2D animation projects"*



## General Objectives

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- ♦ Master the visual language in the field of 2D animation
- ♦ Research and apply trends and technological advances in 2D animation, keeping abreast of innovations and adapting practices to industry standards
- ♦ Encourage creativity and originality in the generation of concepts, characters and plots, promoting innovation and differentiation in animated projects
- ♦ Analyze and evaluate own and others' work, identifying areas for improvement and applying adjustments to optimize the final quality of animations





## Specific Objectives

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### Module 1. 2D Language

- ♦ Develop skills for the creation of specific scripts for 2D animation projects, considering visual storytelling
- ♦ Understand and apply key principles of graphic language in the creation of coherent and aesthetically appealing visual elements
- ♦ Analyze and apply the concepts of film and audiovisual language to enhance visual storytelling
- ♦ Acquire solid knowledge of the language of production, from planning to final delivery

### Module 2. Digital Tools

- ♦ Explore digital alternatives in storyboard creation, using advanced tools and software to optimize efficiency and quality
- ♦ Develop storyboards designed for animators, considering the narrative and visual structure to guide the animation process in a coherent way
- ♦ Apply advanced techniques in animation, integrating the visual elements planned in the storyboards in a coherent and expressive way

### Module 3. Character Design and Animation

- ♦ Develop detailed model sheets, providing complete visual references to guide animation and ensure consistency in character rendering
- ♦ Develop skills in rendering facial expressions, exploring the variability of gestures and emotions to achieve visually compelling characters

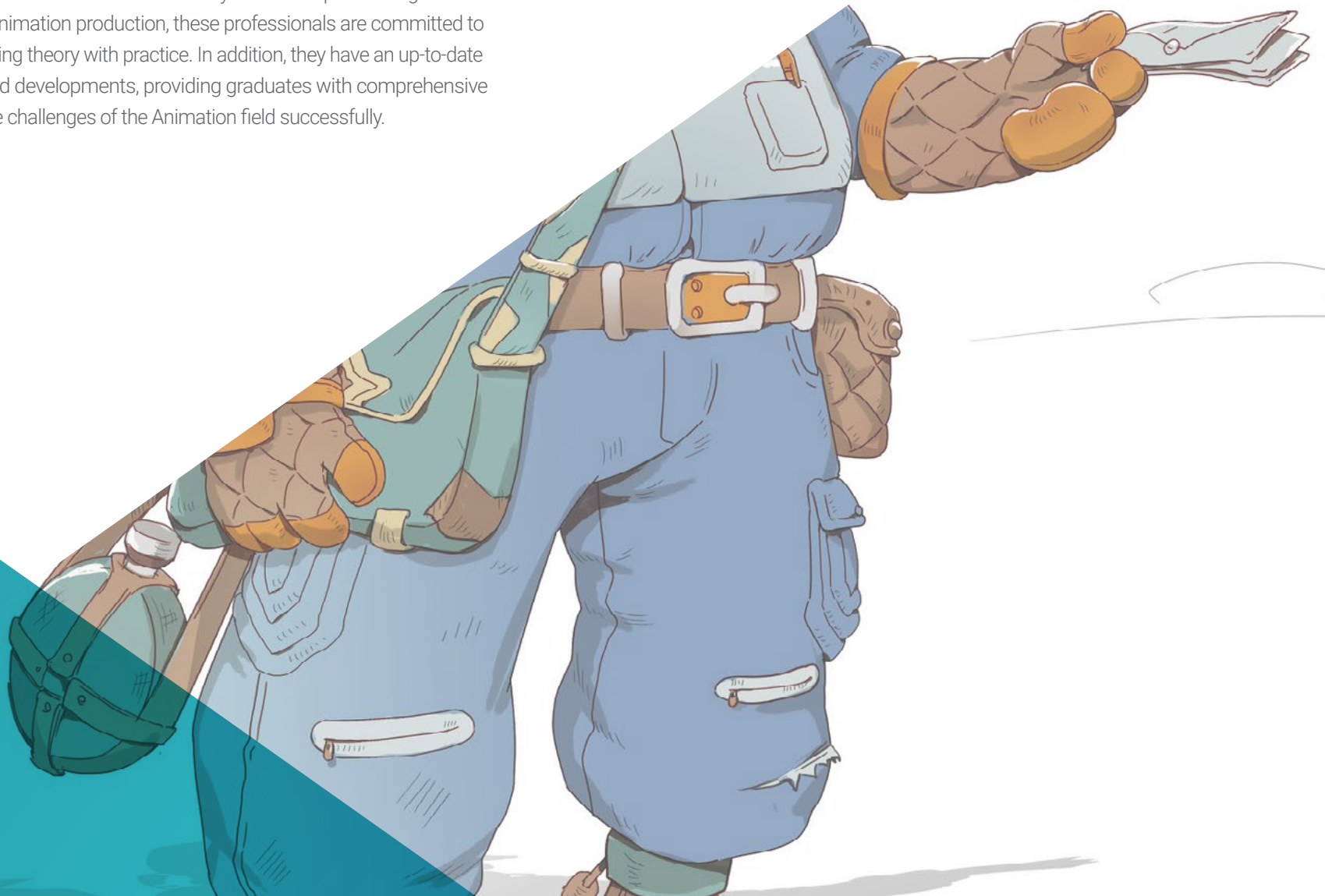


*You will develop creative and technical skills, effectively integrating the knowledge acquired in the production of animated works, whether in the field of video games or other audiovisual sectors"*

# 03

# Course Management

TECH has carefully selected faculty members, composed of experts with a solid academic background and practical experience in the Animation industry. With a deep knowledge of the tools and techniques used in 2D animation production, these professionals are committed to providing quality teaching, combining theory with practice. In addition, they have an up-to-date perspective on industry trends and developments, providing graduates with comprehensive and relevant education to meet the challenges of the Animation field successfully.







“

*The teachers possess pedagogical skills that will allow them to effectively transmit their knowledge, guiding you throughout your learning process and developing creative and technical skills"*



## Management



### Dr. Larrauri, Julián

- Television and Film Director
- Executive Producer at Capitán Araña
- Managing Producer at Arcadia Motion Pictures
- *Head of Production*, Director and Writer at B-Water
- Executive Producer, Production Manager and Head of Development at Ilion Animation Studios
- Production Manager at Imira Entertainment
- Ph.D. in Humanities from Rey Juan Carlos University
- Professional Master's Degree in Executive Production of Films and Series by Audiovisual Business School
- Professional Master's Degree in Communication and Advertising Management by ESIC
- Degree in Audiovisual Communication from the Complutense University of Madrid
- Nominated as "Best Production Director" at the Goya Awards for "Mortadelo y Filemón contra Jimmy el Cachondo"

## Professors

### Mr. Amurrio Vesga, Iñaki

- ♦ Animation Technical Director and Animation Expert
- ♦ Storyboarding Director for the feature film "Blue's Big City Adventure" (Paramount +)
- ♦ Animator for the TV show "Tiny toons"
- ♦ Animation director for the short film "Amanece la noche más larga" ("Dawn the longest night")
- ♦ Animator for the feature film "The rise of Ninja Turtles" (Netflix)
- ♦ Animator for the webseries "Bellies" (Famosa)
- ♦ Animation director and head of studio for the anime series "Memories of Idhún" (Netflix)
- ♦ Animation director and technical director at Imira Entertainment

### Ms. Ocaña, Miriam

- ♦ Graphic Design Specialist
- ♦ Freelance Illustrator (Tessera Studios, Graffiti Games, TRT, Binalogue)
- ♦ Freelance Concept Artist at Tessera Studios
- ♦ 2D Background Artist at Team Ugly Games
- ♦ Intern 3D Artist at Secret 6, Inc
- ♦ Professional Master's Degree in Modeling and Texturing of Environments and Props by Voxel School
- ♦ Graduated in Graphic Design at ESD (Escuela Superior de Diseño de Madrid)

### Mr. Coronado Pozo, Jorge

- ♦ Character Animation Specialist
- ♦ Animation Supervisor at Dreamwall
- ♦ Lead Character Animator/Layout Artist at Arcadia Motion Pictures
- ♦ Senior Character Animator in several projects
- ♦ Character Animator (2D/3D) at several companies
- ♦ Storyboard and layout for television
- ♦ Video game animator



*Take the opportunity to learn about the latest advances in this field in order to apply it to your daily practice"*

# 04

## Structure and Content

This university program will offer content designed to understand the fundamentals of two-dimensional animation. From the study of 2D language, including aspects such as frame animation, styles and scripting, to the mastery of digital tools such as Toon Boom Harmony and Adobe Animate, the program will cover all stages of the Animation production process. In addition, you will delve into topics related to character design and animation, the use of thumbnails and storyboards, as well as voice recording and editing.





“

*You will equip yourself with the skills and knowledge necessary to develop high quality animated projects, facing the challenges of the demanding field of 2D Animation with confidence and creativity”*

## Module 1. 2D Language

- 1.1. 2D Animation
  - 1.1.1. Photograms
  - 1.1.2. Frame Exposure and Types of Animation
  - 1.1.3. 2D Animation Styles
- 1.2. Script
  - 1.2.1. Audiovisual Script
  - 1.2.2. Precursors of the Script. Synopsis, Outline and Use of the Storybeats Application
  - 1.2.3. Script Structure and Terminology
- 1.3. Use of Toon Boom Harmony Interface
  - 1.3.1. Recognition of the Working Area
  - 1.3.2. Timeline
  - 1.3.3. Basic Tools
- 1.4. Graphic Language
  - 1.4.1. Drawing
  - 1.4.2. Compositional Language
  - 1.4.3. Color Language
- 1.5. Cinematographic and Audiovisual Language -se-en-scène
  - 1.5.1. Plans According to the Relation that They Keep with Their Objective
  - 1.5.2. Camera Movements, Their Nomenclature and Usefulness
  - 1.5.3. Morphological Elements of an Audiovisual Work
- 1.6. Cinematographic and Audiovisual Language - Semantic Aspect
  - 1.6.1. Montage and Editing
  - 1.6.2. Transitions and Rhythm
  - 1.6.3. Description of Shots and Sequences According to Narrative Purposes
- 1.7. Production Language
  - 1.7.1. Workflow and Flowchart in the Production of an Animated Project
  - 1.7.2. The Animator and their Relationship with the Production Area
  - 1.7.3. The Animator and their relationship with the Management and Other Creative Areas







- 1.8. Adobe Animate Interface
  - 1.8.1. Exploring and Recognizing the Working Area
  - 1.8.2. Timeline
- 1.9. Adobe 2D Traditional 2D Animation Applied to Digital Media
  - 1.9.1. Comparative Terminologies in Toon Boom Harmony
  - 1.9.2. Comparative Terminologies in Adobe Animate
  - 1.9.3. Terminologies Unique to Digital Media
- 1.10. Additional Languages
  - 1.10.1. Sound Language
  - 1.10.2. Color and Narrative Language
  - 1.10.3. Tone, Genre and Discourse of the Audiovisual Work

## Module 2. Digital Tools

- 2.1. Thumbnails
  - 2.1.1. Importance of the Storyboard as a Narrative and Production Tool
  - 2.1.2. Basic Storyboard and Previews
  - 2.1.3. Thumbnails and Initial Scripts
- 2.2. Voice Recording
  - 2.2.1. Voice Recording
  - 2.2.2. Dialog Editing
  - 2.2.3. Music and Sound Effects Editing
- 2.3. Preparation
  - 2.3.1. Format and Aspect Ratio
  - 2.3.2. Composition
  - 2.3.3. Safety Zones
- 2.4. Symbology
  - 2.4.1. Standardized Symbology
  - 2.4.2. Simulation of Camera Movements
  - 2.4.3. The Digital Storyboard
- 2.5. Using Storyboard Pro
  - 2.5.1. Interface
  - 2.5.2. Sound Line and Timeline
  - 2.5.3. Additional Tools

- 2.6. Digital Alternatives
  - 2.6.1. Photoshop Storyboard
  - 2.6.2. Adobe Animate Storyboard
  - 2.6.3. Storyboarding in After Effects
- 2.7. Storyboard for Animators
  - 2.7.1. The Storyboard Artist
  - 2.7.2. Animation Keys in the Storyboard
  - 2.7.3. Working in Layers
- 2.8. Using Roughboard
  - 2.8.1. Graphical Exploration
  - 2.8.2. *Rough Board* Preparation
  - 2.8.3. Implementation
- 2.9. Graphic Script
  - 2.9.1. Composition
  - 2.9.2. Backgrounds
  - 2.9.3. Working with Characters
- 2.10. Animation
  - 2.10.1. Real-time Editing
  - 2.10.2. Review
  - 2.10.3. Postproduction

### Module 3. Character Design and Animation

- 3.1. Character Design
  - 3.1.1. Silhouette and Proportion
  - 3.1.2. Color, Style and Personality
- 3.2. Character Guide
  - 3.2.1. Character Studies
  - 3.2.2. Consistency and Tolerance
  - 3.2.3. Writing and Structure of a Character Guide
- 3.3. Model Sheet
  - 3.3.1. Present it in Different Poses
  - 3.3.2. Expressions and Body Language Sheet
  - 3.3.3. Vocalization, Scale and Additional Sheet





- 3.4. Text Interpretation
  - 3.4.1. Text, Genre and Tone. The Information that We Can Obtain from It
  - 3.4.2. Subtext and Irony
  - 3.4.3. Narrative Function and Authorial Intention
- 3.5. Performance Tools
  - 3.5.1. Formal and Experiential Acting
  - 3.5.2. Character and Background Analysis
  - 3.5.3. External Stimuli and Internal Stimuli
- 3.6. Pantomime and Body Language
  - 3.6.1. Body Language, Interactions
  - 3.6.2. Hand Gestures
  - 3.6.3. Rhythm, Minimal Movements and Scenic Task
- 3.7. Facial Expressions
  - 3.7.1. Study of the Facial Features and Facial Expressions
  - 3.7.2. The Eyes and their Expressive Properties
  - 3.7.3. Reference and Documentation
- 3.8. Animating a Dialog
  - 3.8.1. The Contribution of the Voice Actor
  - 3.8.2. Exploration of a Recorded Dialog
  - 3.8.3. Exploiting the Pause
- 3.9. Self-reference in Video
  - 3.9.1. Self-reference
  - 3.9.2. Transcription and Reinterpretation
  - 3.9.3. Cleaning and Polishing
- 3.10. Character Animation
  - 3.10.1. Body Animation Workshop
  - 3.10.2. Addition of Facial Performance
  - 3.10.3. Addition of Vocal Synchronization



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.







“

*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.*



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

### 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.

## 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.



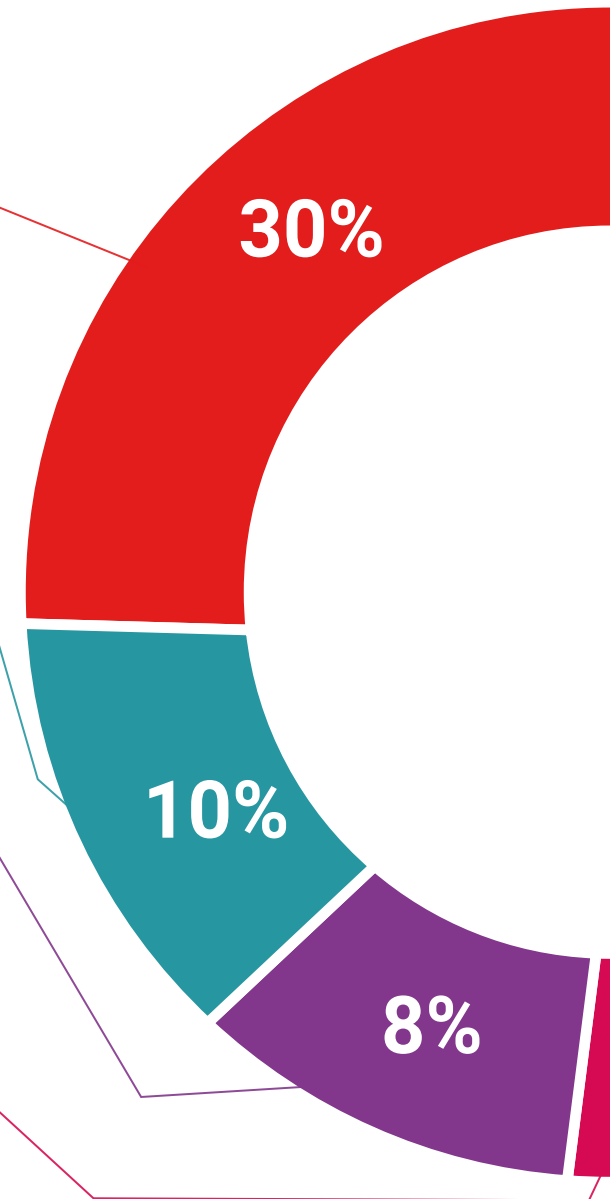
### Practising Skills and Abilities

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 Tools for 2D Animation guarantees students, in addition to the most rigorous and up-to-date education, access to a Postgraduate Diploma 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 Tools for 2D Animation** 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 Tools for 2D Animation**

Official N° of Hours: **450 h.**



\*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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- » Schedule: at your own pace
- » Exams: online

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