

INTERNSHIP-DUAL

GRAPHIC DESIGN • 3D ANIMATION • VR/RA

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MORE INFORMATION:



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WHO ARE WE? / GET TO KNOW US

We're Ceinpro. We could use heaps of different labels to describe ourselves, such as vocational school, community college, Graphic Design, 3D Animation and Videogames; dual training plans, to be able to study and work for companies related to the sector; or, Ethazi teaching model based on challenges and teamwork.

However, this description isn't true to our essence, our heart. In Ceinpro we're a group of professionals, leaders in the sector with a lot of experience. We love teaching and learning. Our passion for what we do drives us to reach for the most innovative methods and the latest technology for our equipment. We enjoy seeing our students learn with real projects that collaborate with distinguished companies and organizations. Everything is done in a familiar environment to promote student initiative and creativity, attitude, implication, and, of course, collaborative work in groups. In Ceinpro we want to make every day an enjoyable discovery.

Ceinpro is an authorized and approved center by the Department of Education, Universities and Research of the Basque Government, to offer education on professional training on the following specialties:

Our degrees:

- **Digital Pre-press** - Vocational Education and Training (VET).
- **Design and Edition of Printed and Multimedia Publications** - Certificate of Higher Education (HNC).
- **3D Animations, Games, and Interactive Surroundings** - Certificate of Higher Education (HNC).
- **Videogame and Virtual Reality Development**- Specialization.





WORK TRAINING

- The DUAL program (Formación en el Centro de Trabajo/Internship period) creates a learning space developed **between the education center and the companies.**
- The Vocational Education courses taught at Ceinpro include training in work centers, and **achieving a passing grade is essential to be able to graduate.**
- The students will be **advised by their school tutor and the instructor in the company.**
- The students will carry out the company's activities and functions, thus making it possible to **put into practice their knowledge**, abilities, and attitudes learnt in school.
- It's one of the **integrated modules in the educational cycle** and due to its specific characteristics, it must be carried out in the workplace.
- If a company is **interested in requesting students for their internship**, they can get into contact with us, and we'll manage it.

GENERAL DUAL CALENDAR

CERTIFICATE OF HIGHER EDUCATION (HNC) ON GRAPHIC DESIGN OR 3D ANIMATION

Dates: from **01/03/2025 to 31/05/2025**

Work week: **Tuesday to Friday**

Daily Hours: **7-8 hours maximum**

Total amount of hours worked: **480**

VOCATIONAL EDUCATION AND TRAINING (VET) IN GRAPHIC DESIGN DIGITAL PRE-PRESS

Dates: **from 11/03/2025 to 30/05/2025**

Work week: **Tuesday to Friday**

Daily hours: **7-8 hours maximum**

Total amount of hours worked: **480**

SPECIALIZATION

Dates: **13/01/2025 - 14/05/2025 or**
19/03/2025 - 13/06/2025

Work week: **Monday to Friday**

Daily hours: **4hours or 7hours**

Total amount of hours worked: **300**





GRAPHIC DESIGN

Profile

- **GRAPHIC ADVERTISING:** design of advertising campaigns, corporate identity and packaging.
- **EDITORIAL PRODUCTION:** book layout, posters, leaflets, digital and printed media.
- **PHOTOGRAPHY:** Filming/Photo editing and retouching.
- **WEB AND VIDEO:** Realization and layout of Web sites, HTML and CSS programming. Video recording and editing.
- **ILLUSTRATION:** Illustrations for books, manual and digital illustrations.
- **PRINTING SYSTEMS:** Serigraphy, engraving and printmaking.

Career opportunities

- Advertisement agencies.
- Photography studios.
- Video production companies.
- Web sites.
- Digital marketing companies.
- Packaging and product companies.
- Magazines, newspapers and editorials.
- Serigraphy, engraving and printmaking workshops.

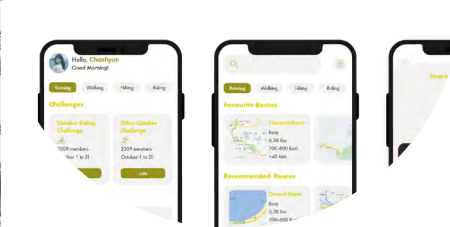
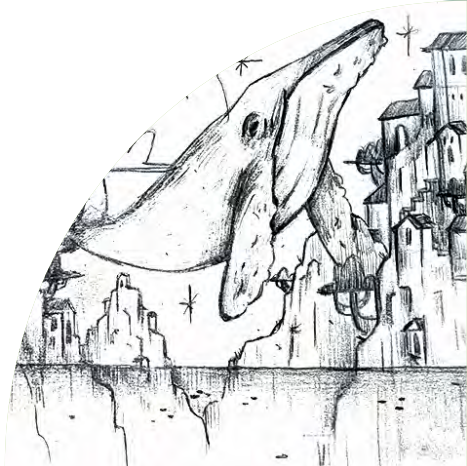
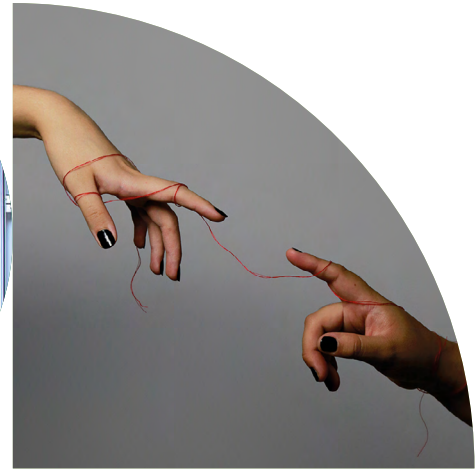


Competences

- **ILLUSTRATOR:** Creating and editing vectorial images for logos, pictograms and illustrations. Stationery layout design (business cards, envelopes, company brochures, dispatch notes).
- **PAPER AND DIGITAL LAYOUT INDESIGN:** Ability of Putting together a multipage document and getting it ready for printing or as digital content autonomously. Planning and organizing content with help and supervision. Leaflets, flyers, catalogues, books, memoirs, magazines, fanzines.
- **SERIGRAPHY:** File preparation and silkscreen printing of bitmap or vector images on various flat media such as paper, canvas, wood, cardboard and canvas.
- **AUDIOVISUALS, USING PREMIERE AND PHONES:** Presenting a 1-minute audiovisual project with prepared images and videos, with texts and overprints. The recordings would be made under supervision.
- **LIGHTROOM, CAMERA RAW:** Editing of photographed images taken outdoors and in studios, considering the composition and lighting required for portrait and/or product work.
- **PHOTOSHOP:** Creation of images, textures, image retouching, for photomontages, etc. digital illustration in bitmap.
- **HTML/CSS:** Basic layout of web pages, with style sheets.
- **UX / UI (FIGMA):** Creation and editing of web product design. Study of user experience (UX) and product interface design (UI).
- **PACKAGING:** Packaging design. Structural design of a package and labeling composition according to customer needs. Visualization of the finished work in 3D format.







3D ANIMATION

Profile

- **MODELLING:** Ability to create detailed 3D models of different products, surroundings, characters to animate, export to tools or websites.
- **2D AND 3D ANIMATION:** Animation of 2D and 3D models of characters, objects, and production processes.
- **ILLUMINATION, EDITING AND POST-PRODUCTION:** Creation of all types of videos, including different company products and activities.
- **PROGRAMMING:** Apps, simulations, configurators, Serious Games, Virtual Reality, augmented reality.
- **MOTION GRAPHICS AND ILLUSTRATIONS.**
- **RENDERING OF 3D MODELS IN PHOTOREALISTIC QUALITY.**
- **CREATION OF MODELS FOR 3D PRINTING.**
- **MODELED CREATION OF OBJECTS OR SCENES, BASED ON 2D AND 3D DRAWINGS.**

Career Opportunities

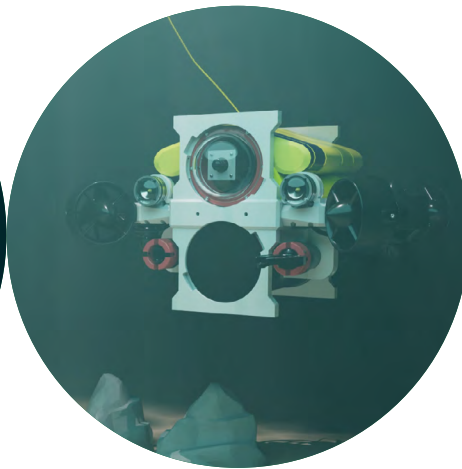
- Animation, Film and Video Production Companies.
- Videogame development companies.
- Advertising Agencies.
- Technology Companies.
- App and Services Companies.
- Industrial Companies.
- Infographic Companies (Computer Graphics Companies).
- Storyboard artist or digital graphic artist.

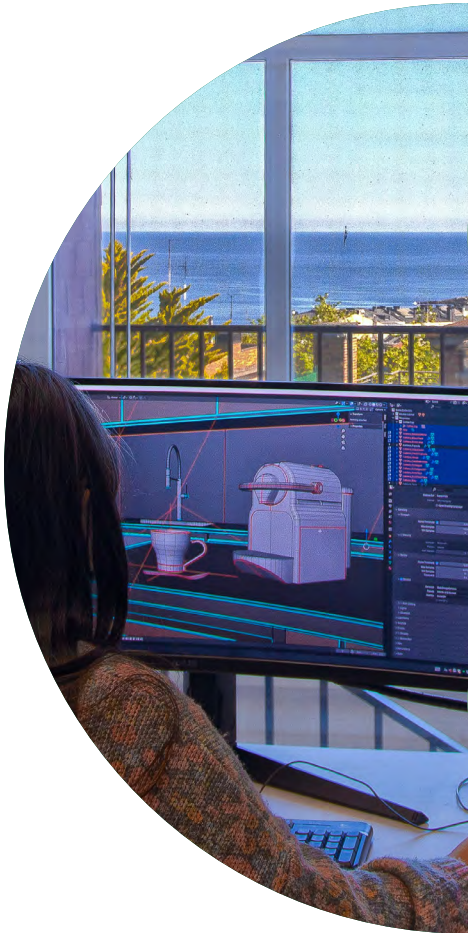


Competences

- **PHOTOSHOP:** Texturing and image retouching, photomontages, etc.
- **AFTER EFFECTS:** Motion graphics, 2D animation of logos or any type of image, sequence retouching, special effects in post-production etc.
- **PREMIERE:** Video editing, simple 2D graphic animation, color retouching, etc.
- **AUTODESK MAYA, MUDBOX & 3DMAX:** 3D modeling, texturing and animation. They can do different things, such as Infoarchitecture, 3D animation, or product design.
- **SUBSTANCE PAINTER:** 3D texturing.
- **UNITY3D:** Realization of interactive applications that can range from a video game to product configurator.
- Other competences will need an adjustment period: **Blender** (3D), **Davinci** (similar to Premiere), or **Gimp** (similar to Photoshop).







SPECIALIZATION

Profile

- The general competence of this specialization course consists of **designing and developing videogames for different devices and platforms**, guaranteeing the user experience using last generation tools that allow acting in all phases of its development, as well as interactive application of **Virtual and Augmented Reality**.
- Professional environment: People who have obtained the certificate that accredits the passing of this course of specialization will be able to work in public and private companies in the **videogame sector, as well as to create their own video game development studio**.

Career Opportunities

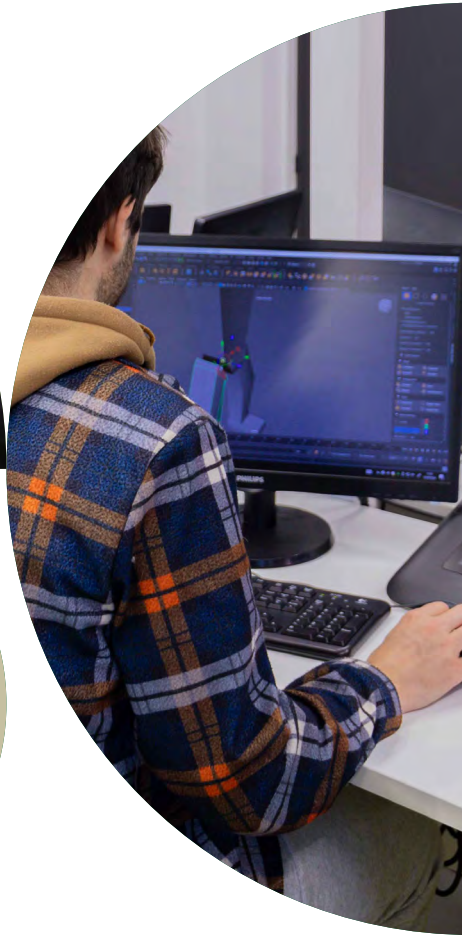
- Video game developer.
- Responsible for video game testing.
- Responsible for the video game creation process.
- 2D and 3D video game graphic designer.
- Developer of Virtual, Augmented and Mixed Reality applications.

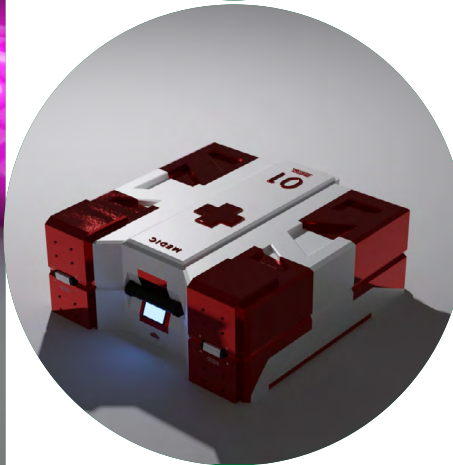


Competences

- 3D MODELLING AND ANIMATION.
- REAL TIME 3D APPLICATIONS.
- C# PROGRAMMING.
- VIRTUAL, AUGMENTED AND MIXED REALITY APPLICATIONS.
- PRODUCT CONFIGURATORS.
- DIGITAL TWINS
- ROBOTICS AND SIMULATION
- ARTIFICIAL INTELLIGENCE AND COMPUTERIZED VISION.









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