

Postgraduate Certificate Animation Producer





Postgraduate Certificate Animation Producer

- » Modality: online
- » Duration: 6 weeks
- » Certificate: TECH Technological University
- » Schedule: at your own pace
- » Exams: online

Website: www.techtute.com/us/videogames/postgraduate-certificate/animation-producer

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01

Introduction

Both the profession of the producer and the animation industry have evolved considerably over the last few decades, mainly due to the implementation of new technologies and increasingly sophisticated and realistic techniques when undertaking audiovisual projects applied to different genres. The objective of this program is to raise awareness of the role played by this specialist, as well as the growth experienced by these companies. This is a 100% online program, which will explore in depth the products generated by the animation industry and how this can affect the professional's work, through a dynamic, innovative and highly informative syllabus.



“

If you are looking for a modern and dynamic qualification to learn all about the role of the Animation Producer, you have the perfect opportunity to achieve it"

The role of the producer in any animation project is essential to ensure its success, so it must be a professional who not only handles the tools to perfection, but also knows the industry and its intricacies, so that, in this way, can adapt them to the current market requirements. In this sense, in recent decades, the evolution of new technologies and their implementation in design strategies, as well as the socio-cultural changes that have occurred, have meant that both the profession and the sector have changed.

For this reason, TECH has considered it necessary to develop this Postgraduate Certificate in Animation Producer, with the aim that the graduate who accesses it can catch up on everything related to the industry. It is a complete 100% online program that delves into the different products generated by the animation industry and how this can affect the work of the professional.

A program distributed over 180 hours and in which the specialist will find a multitude of high-quality additional material in different formats, so that you can delve into those aspects of the syllabus that are of interest. In addition, all the content can be downloaded from the beginning of the program and on any device with an Internet connection, making this program an immersive experience fully adapted to your needs.

This **Postgraduate Certificate in Producer in Animation** contains the most complete and up-to-date program on the market. The most important features include:

- ♦ The development of case studies presented by experts in animation and video game development. The graphic, schematic and practical contents of the program provide theoretical and practical 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



You will access a 100% online program that will provide you with everything you need to know to master the profession"

“

You will know in detail the types of production companies that currently exist in the market, knowing their ins and outs and characteristics and being able to adapt your projects to their requirements”

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

You will be able to delve into the specialized production jargon, implementing the specific vocabulary of the profession in your practice”

You will have access to the Virtual Classroom 24 hours a day and from any device with an Internet connection.



02 Objectives

Given the importance of the role of the producer in any Animation Project regardless of its format, TECH has developed this Postgraduate Certificate with the objective that the graduate who attends it can know in detail the ins and outs of the profession. In addition, delving into the characteristics of the industry will also help them to better understand the field in which their activity is developed. In this way, they will be able to adapt their work profile to the needs of the market, increasing their chances of being part of large projects.



“

Having a broad and specialized knowledge of the animation production industry will increase your chances of being part of international projects”



General Objectives

- ♦ Get to know in detail the functions of the role of the Producer in Animation Projects
- ♦ Understand the Multimedia Industry from the point of view of its possible application in different sectors

“

In less than 180 hours you will have achieved your academic objectives, which will lead you, without thinking about it, to exceed by far your highest expectations in the professional field”





Specific Objectives

- ◆ Obtain communication skills for team functioning and understanding of tasks
- ◆ Understand the evolution of the animation industry and how it has affected the role of the producer
- ◆ Manage production capabilities in other industries
- ◆ Understand the state of the Animation industry, figures, studios and developments
- ◆ Distinguish companies and the different projects they can undertake depending on their structure
- ◆ Distribute small animation pieces on social networks

03

Course Management

In its commitment to offer the best education in the postgraduate education market, TECH has considered it necessary to select for this Postgraduate Certificate a faculty specialized in the area and with a long and extensive work experience in the Animation Production field. This is a team of professionals who have participated in large projects, even as directors, which will give this experience a plus of reality and versatility. In addition, they will be at the graduate's disposal to solve any doubts that may arise throughout the program.



“

The teaching team has selected case studies for this Postgraduate Certificate so that you can use the theory developed throughout the syllabus and hone your professional skills”

Management



Mr. Quiñones Angulo, Marcial

- Director and Producer
- Founding Partner of Planet 141
- Director and Producer of music videos
- Producer of feature films
- Degree in Electronic Engineering from the Pontifical Javeriana University



04

Structure and Content

The structure of this 100% online program has been developed by the teaching team, which has used the most current information on the subject matter. Once compiled, it has been adapted to the effective and innovative Re-learning methodology, which consists of reiterating the most important concepts throughout the unit so that the graduate does not have to invest too much time in long and tedious hours of memorization. In this way, TECH guarantees a dynamic and highly empowering educational experience.

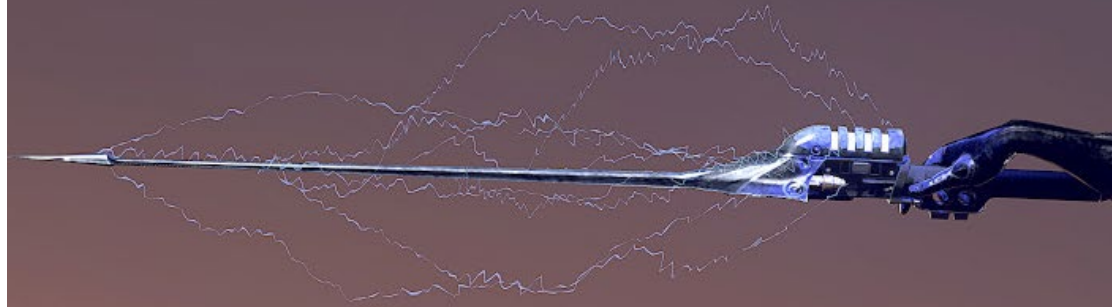


“

In the Virtual Classroom you will find additional material of great quality and in different formats to delve into the aspects of the syllabus that are of greatest interest to you”

Module 1. The Animation Producer

- 1.1. Functions
 - 1.1.1. Production
 - 1.1.2. Specialized Terminology
 - 1.1.3. Data
- 1.2. Types of Companies
 - 1.2.1. Types
 - 1.2.2. Specialized Companies
 - 1.2.3. Project Formats
- 1.3. Types of Entrepreneurs and Companies
 - 1.3.1. Companies
 - 1.3.2. *Freelancers* and Self-Employed
 - 1.3.3. Other Legal Formulas
- 1.4. Media Development
 - 1.4.1. The Cinema
 - 1.4.2. Television
- 1.5. Multimedia Development
 - 1.5.1. Web
 - 1.5.2. Video Games
 - 1.5.3. Applications
- 1.6. The Animation Industry
 - 1.6.1. Industries
 - 1.6.2. Current Status
 - 1.6.3. Specificity





- 1.7. Future of Animation
 - 1.7.1. Technologies
 - 1.7.2. Future Positions
 - 1.7.3. Challenges
- 1.8. Animation and Other Media
 - 1.8.1. Social Media
 - 1.8.2. YouTube
 - 1.8.3. Twitch
- 1.9. Production Differentiation
 - 1.9.1. End
 - 1.9.2. Interlude
 - 1.9.3. Start
- 1.10. Feature and Short Films
 - 1.10.1. Feature Film
 - 1.10.2. Short Film
 - 1.10.3. Other Formulas

“ You will delve into the future of Animation, the technologies, challenges and the ins and outs of the profession in the coming years, so you can stay one step ahead and ensure a successful career path”

05 Study Methodology

TECH is the world's first university to combine the **case study** methodology with **Relearning**, a 100% online learning system based on guided repetition.

This disruptive pedagogical strategy has been conceived to offer professionals the opportunity to update their knowledge and develop their skills in an intensive and rigorous way. A learning model that places students at the center of the educational process giving them the leading role, adapting to their needs and leaving aside more conventional methodologies.



“

TECH will prepare you to face new challenges in uncertain environments and achieve success in your career”

The student: the priority of all TECH programs

In TECH's study methodology, the student is the main protagonist.

The teaching tools of each program have been selected taking into account the demands of time, availability and academic rigor that, today, not only students demand but also the most competitive positions in the market.

With TECH's asynchronous educational model, it is students who choose the time they dedicate to study, how they decide to establish their routines, and all this from the comfort of the electronic device of their choice. The student will not have to participate in live classes, which in many cases they will not be able to attend. The learning activities will be done when it is convenient for them. They can always decide when and from where they want to study.

“

*At TECH you will NOT have live classes
(which you might not be able to attend)”*



The most comprehensive study plans at the international level

TECH is distinguished by offering the most complete academic itineraries on the university scene. This comprehensiveness is achieved through the creation of syllabi that not only cover the essential knowledge, but also the most recent innovations in each area.

By being constantly up to date, these programs allow students to keep up with market changes and acquire the skills most valued by employers. In this way, those who complete their studies at TECH receive a comprehensive education that provides them with a notable competitive advantage to further their careers.

And what's more, they will be able to do so from any device, pc, tablet or smartphone.

“*TECH's model is asynchronous, so it allows you to study with your pc, tablet or your smartphone wherever you want, whenever you want and for as long as you want*”

Case Studies and Case Method

The case method has been the learning system most used by the world's best business schools. Developed in 1912 so that law students would not only learn the law based on theoretical content, its function was also to present them with real complex situations. In this way, they could make informed decisions and value judgments about how to resolve them. In 1924, Harvard adopted it as a standard teaching method.

With this teaching model, it is students themselves who build their professional competence through strategies such as Learning by Doing or Design Thinking, used by other renowned institutions such as Yale or Stanford.

This action-oriented method will be applied throughout the entire academic itinerary that the student undertakes with TECH. Students will be confronted with multiple real-life situations and will have to integrate knowledge, research, discuss and defend their ideas and decisions. All this with the premise of answering the question of how they would act when facing specific events of complexity in their daily work.



Relearning Methodology

At TECH, case studies are enhanced with the best 100% online teaching method: Relearning.

This method breaks with traditional teaching techniques to put the student at the center of the equation, providing the best content in different formats. In this way, it manages to review and reiterate the key concepts of each subject and learn to apply them in a real context.

In the same line, and according to multiple scientific researches, reiteration is the best way to learn. For this reason, TECH offers between 8 and 16 repetitions of each key concept within the same lesson, presented in a different way, with the objective of ensuring that the knowledge is completely consolidated during the study process.

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



A 100% online Virtual Campus with the best teaching resources

In order to apply its methodology effectively, TECH focuses on providing graduates with teaching materials in different formats: texts, interactive videos, illustrations and knowledge maps, among others. All of them are designed by qualified teachers who focus their work on combining real cases with the resolution of complex situations through simulation, the study of contexts applied to each professional career and learning based on repetition, through audios, presentations, animations, images, etc.

The latest scientific evidence in the field of Neuroscience points to the importance of taking into account the place and context where the content is accessed before starting a new learning process. Being able to adjust these variables in a personalized way helps people to remember and store knowledge in the hippocampus to retain it in the long term. This is a model called Neurocognitive context-dependent e-learning that is consciously applied in this university qualification.

In order to facilitate tutor-student contact as much as possible, you will have a wide range of communication possibilities, both in real time and delayed (internal messaging, telephone answering service, email contact with the technical secretary, chat and videoconferences).

Likewise, this very complete Virtual Campus will allow TECH students to organize their study schedules according to their personal availability or work obligations. In this way, they will have global control of the academic content and teaching tools, based on their fast-paced professional update.



The online study mode of this program will allow you to organize your time and learning pace, adapting it to your schedule”

The effectiveness of the method is justified by four fundamental achievements:

1. Students who follow this method not only achieve the assimilation of concepts, but also a development of their mental capacity, through exercises that assess real situations and the application of knowledge.
2. Learning is solidly translated into practical skills that allow the student to better integrate into the real world.
3. Ideas and concepts are understood more efficiently, given that the example situations are based on real-life.
4. Students like to feel that the effort they put into their studies is worthwhile. This then translates into a greater interest in learning and more time dedicated to working on the course.

The university methodology top-rated by its students

The results of this innovative teaching model can be seen in the overall satisfaction levels of TECH graduates.

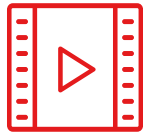
The students' assessment of the quality of teaching, quality of materials, course structure and objectives is excellent. Not surprisingly, the institution became the best rated university by its students on the Trustpilot review platform, obtaining a 4.9 out of 5.

Access the study contents from any device with an Internet connection (computer, tablet, smartphone) thanks to the fact that TECH is at the forefront of technology and teaching.

You will be able to learn with the advantages that come with having access to simulated learning environments and the learning by observation approach, that is, Learning from an expert.



As such, the best educational materials, thoroughly prepared, will be available in this program:



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. This content is then adapted in an audiovisual format that will create our way of working online, with the latest techniques that allow us to offer you high quality in all of the material that we provide you with.



Practicing Skills and Abilities

You will carry out activities to develop specific competencies and skills in each thematic field. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop within the framework of the globalization we live in.



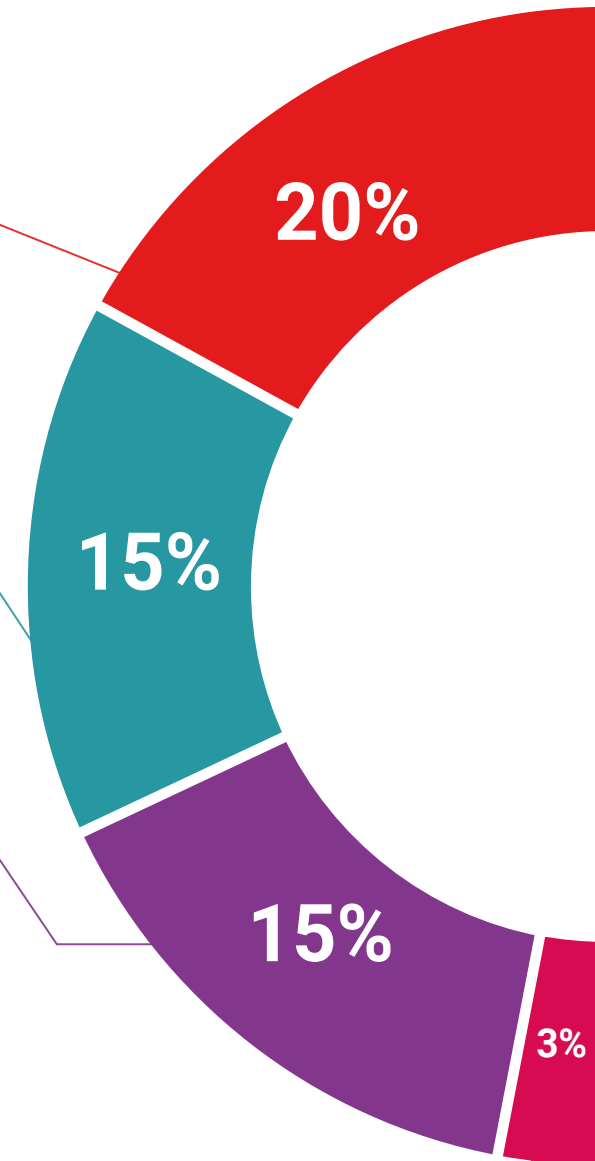
Interactive Summaries

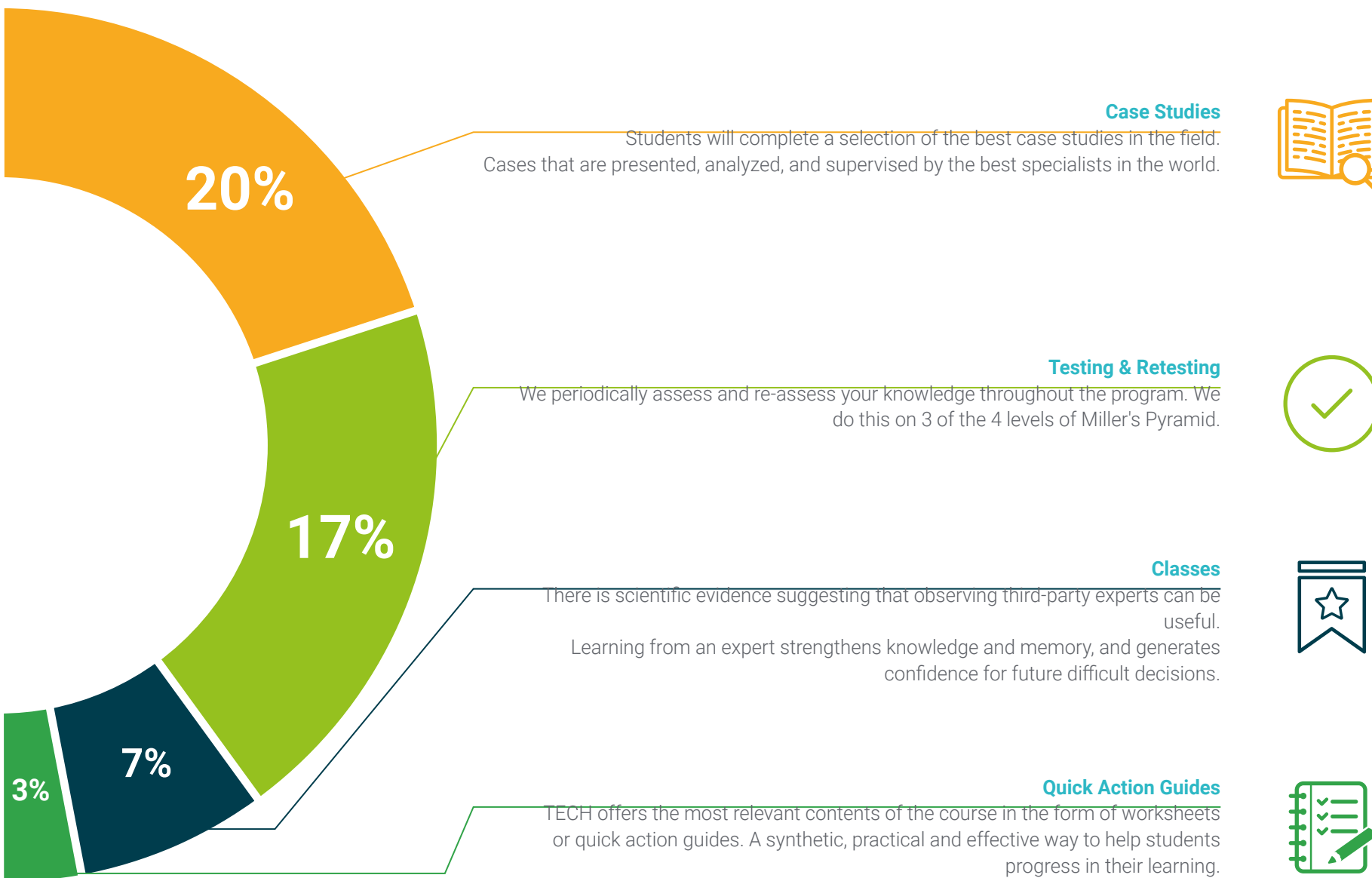
We present the contents attractively and dynamically in multimedia lessons that include audio, videos, images, diagrams, and concept maps in order to reinforce knowledge. This exclusive educational system for presenting multimedia content was awarded by Microsoft as a "European Success Story".



Additional Reading

Recent articles, consensus documents, international guides... In our virtual library you will have access to everything you need to complete your education.





06 Certificate

The Postgraduate Certificate in Animation Producer guarantees students, in addition to the most rigorous and up-to-date education, access to a Postgraduate Certificate 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 Certificate in Animation Producer** contains the most complete and up-to-date scientific program on the market.

After the student has passed the assessments, they will receive their corresponding **Postgraduate Certificate** issued by **TECH Technological University** via tracked delivery*.

The diploma issued by **TECH Technological University** will reflect the qualification obtained in the Postgraduate Certificate, and meets the requirements commonly demanded by labor exchanges, competitive examinations, and professional career evaluation committees.

Title: **Postgraduate Certificate in Animation Producer**

Modality: **online**

Duration: **6 weeks**



*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.



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- » Modality: online
- » Duration: 6 weeks
- » Certificate: TECH Technological University
- » Schedule: at your own pace
- » Exams: online

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