

Postgraduate Certificate Traditional Animation Project Producer





Postgraduate Certificate Traditional Animation Project Producer

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

Website: www.techtitute.com/us/videogames/postgraduate-certificate/traditional-animation-project-producer

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01

Introduction

Although the development of technology has had an incredible impact on the world of Animation, the truth is that today we still use classic techniques and tools that, while preserving their traditional spirit, have been adapted to the new developments brought about by digital evolution. For this reason, for any professionals who dedicate their activity to this sector, it is necessary to know in detail the use of these mechanisms, with special emphasis on their specifications in each step of the creative process. You can acquire all this knowledge with the course of this 100% online program, designed exclusively for professionals in this sector who wish to implement traditional techniques in their practice.



“

TECH offers you this complete program so that you can learn in detail the specifications of Traditional Animation”

Animation, along with all creative tasks, has experienced an enormous development with the inclusion of digital tools in their techniques and the development of new technologies that have made it even easier to develop fantastic projects of the highest quality. Within this sector, there are professionals who have continued to bet on the use of traditional tools, of course, adapted to today's new developments, such as graphic tablets or light tables.

For this reason, TECH has considered necessary to develop this Postgraduate Diploma in Traditional Animation Project Producer, a program that addresses from scratch the phases of the creative continuity process and its intricacies, the objectives of a traditional project and its application in the genres of feature films, short films and series.

This is a 100% online program that includes the most innovative and high-quality syllabus of the educational market, elaborated based on the immediate actuality of the sector and developed following the guidelines of the prestigious and effective Relearning methodology. In addition, the teaching team has selected hours of additional material in different formats so that graduates can delve into those aspects of the syllabus that they consider most relevant for their professional performance. All this content will be available from day one and can be downloaded to any device with an Internet connection, so that professionals can adapt this educational experience to their availability and their personal and professional schedule.

This **Postgraduate Certificate in Traditional Animation Project Producer** 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



A program that combines, in a single program, the specifications of the Traditional Animation project with the new and convenient features of a 100% online educational experience"

“

You will be able to know in detail the roles of each professional during the development phase of a traditional creative project, acquiring specialized knowledge to be able to manage it”

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, the students will be assisted by an innovative interactive video system created by renowned and experienced experts.

You will have access to the Virtual Classroom 24 hours a day, so that you can log in whenever you want and whenever you can, without restricted schedules.

You will delve into the objectives of a traditional animation project and the keys to overcome them with total guarantee of success.



02 Objectives

TECH designs all its programs with the purpose of guiding graduates on their way to professional improvement. For this reason, in this Postgraduate Certificate you will find the keys to master the traditional production of Animation projects, through the most sophisticated and innovative teaching tools. In this way, you will be able to acquire knowledge that will not only help you to increase your level of specialization in this sector, but will exponentially influence the improvement of your professional skills in only 150 hours.





“

You will work to master the software and hardware necessary to carry out a successful and productive Traditional Animation project”

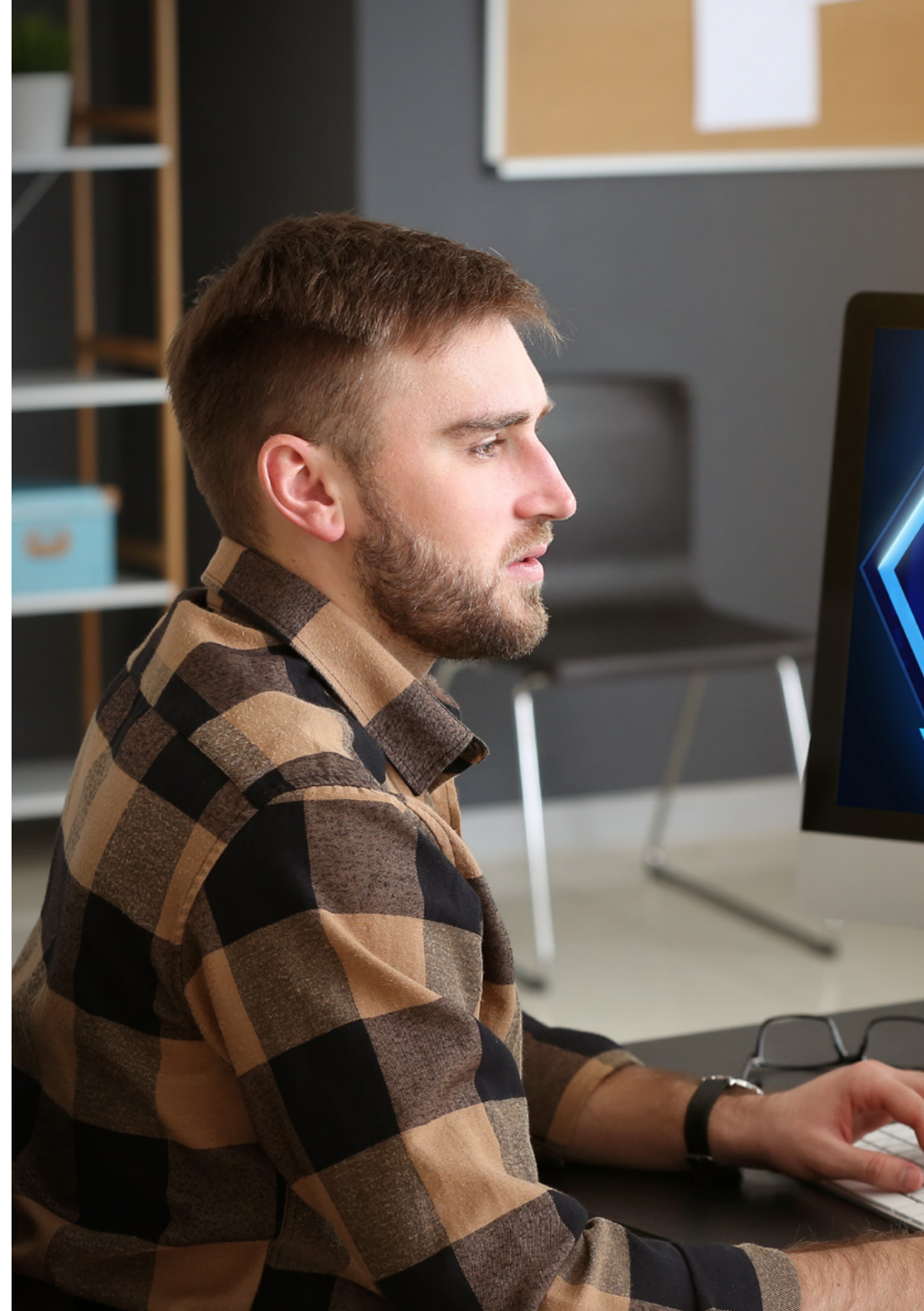


General Objectives

- Provide graduates with the necessary teaching tools to obtain a broad and specialized knowledge about the role of the product in traditional animation projects
- Generate an interest in the different formats and audiovisual genres in which production techniques and strategies can be expanded



In the Virtual Classroom you will find simulations of real situations so that you can put their skills into practice and develop an effective and efficient production strategy”





Specific Objectives

- ♦ Learn each of the roles involved in a traditional Animation production, depending on the style and artistic equipment used and the duration of the final piece
- ♦ Distinguish the phases that will be carried out in these productions and the time of duration depending on the project
- ♦ Calculate the monetary cost per time worked according to the worker
- ♦ Calculate the cost of the equipment and software required

03

Course Management

This university puts a lot of effort in getting the best teaching staff for each and every one of its programs. That is why the graduate who accesses this Postgraduate Certificate will find in it a faculty versed in Production and Animation. It is a group of professionals characterized not only by the breadth of their curriculum, but also by their human quality, which will be reflected during the course of the program and during the individualized mentoring to which the graduate will have access from the first day.





“

The teaching team will accompany you during the course of this program and will guide you so that you can get the most out of it”

Management



Dr. Cristóbal Rodríguez, Manuel

- ♦ Audiovisual Producer and Consultant
- ♦ PhD in Communication Sciences from the Rey Juan Carlos University
- ♦ Master's Degree in TV Entertainment from the Erich Pommer Institut in Berlin
- ♦ Degree in Film and Theater Directing from ARTTS International UK
- ♦ Member of: Academy of Motion Picture Arts and Sciences of America, TV Academy and CARTOON Board of Trustees

Professors

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

This Postgraduate Certificate has been designed and adapted to the 100% online format that characterizes this university. The aim is to offer a program with a quality equal or superior to that which the graduate could acquire in person, but replacing the long and tedious classes constrained to a specific schedule, by the ease of access to it through a personalized academic calendar based on their personal and professional availability. In addition, another feature of this program is that all the content, including additional material, will be available from day one, and can be downloaded to any device with an Internet connection.

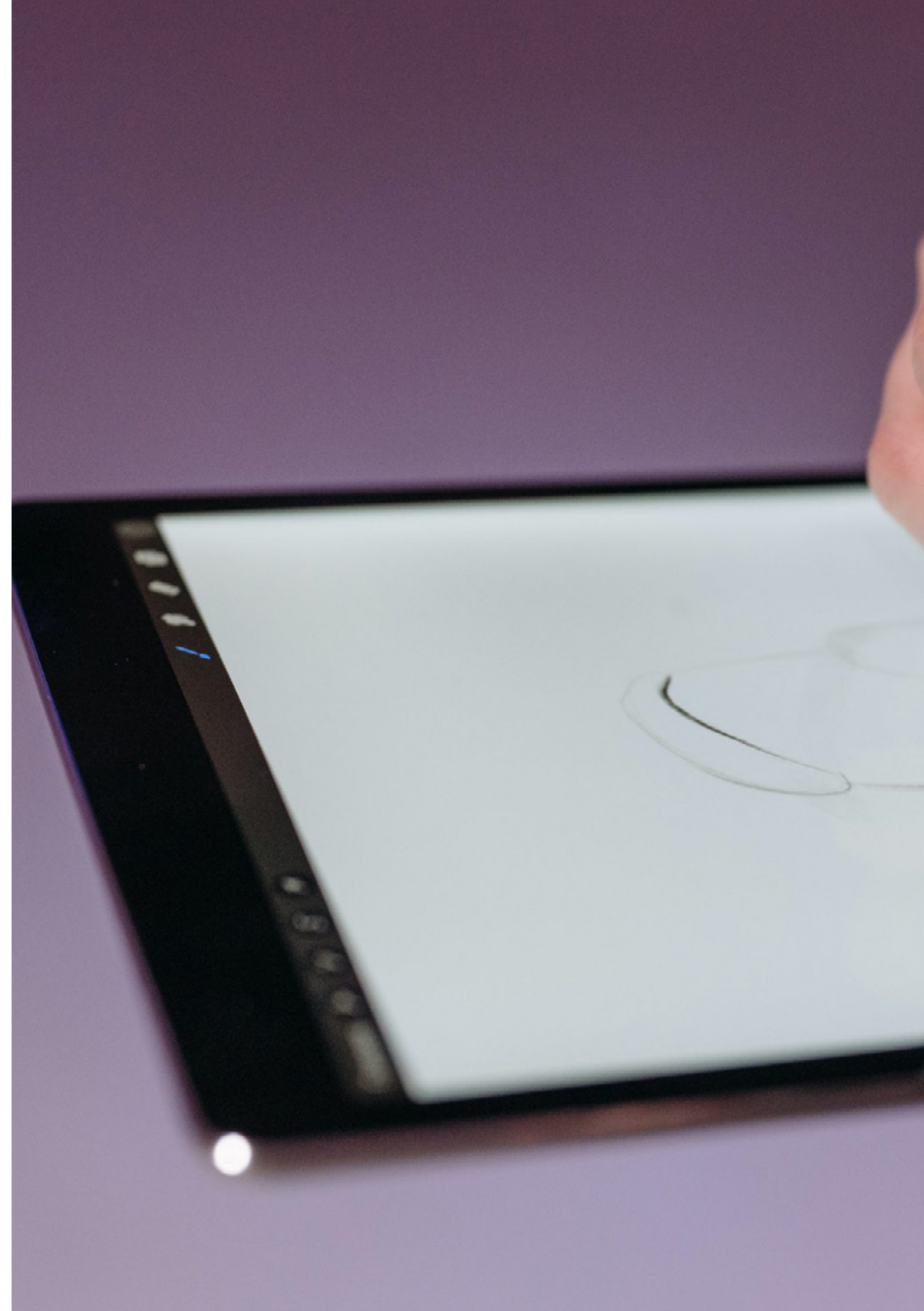


“

You will be able to know in detail the specifications of Traditional Animation in series, as well as the aspects to take into account when managing staff and resources”

Module 1. Traditional Animation Project Producer

- 1.1. Objectives of a Traditional Animation Project
 - 1.1.1. *Start*
 - 1.1.2. Reaching the Project
 - 1.1.3. Achieving Objectives
- 1.2. Project Phases
 - 1.2.1. Distinctions
 - 1.2.2. Phases
 - 1.2.3. Duration
- 1.3. Development Phase
 - 1.3.1. Departments
 - 1.3.2. Roles
 - 1.3.3. Tasks
- 1.4. Pre-Production Phase
 - 1.4.1. Departments
 - 1.4.2. Roles
 - 1.4.3. Tasks
- 1.5. Production Phase
 - 1.5.1. Departments
 - 1.5.2. Roles
 - 1.5.3. Tasks
- 1.6. Post-production Phase
 - 1.6.1. Departments
 - 1.6.2. Roles
 - 1.6.3. Tasks
- 1.7. Necessary Equipment
 - 1.7.1. Software
 - 1.7.2. Hardware
 - 1.7.3. Others





- 1.8. Feature Film
 - 1.8.1. Schedules
 - 1.8.2. Staff Management
 - 1.8.3. Resources Management
- 1.9. Short Film
 - 1.9.1. Schedules
 - 1.9.2. Staff Management
 - 1.9.3. Resources Management
- 1.10. Series
 - 1.10.1. Schedules
 - 1.10.2. Staff Management
 - 1.10.3. Resources Management



A unique opportunity to reinvent yourself and become a producer specialized in Traditional Animation in only 3 weeks and with the endorsement of this great university"

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.



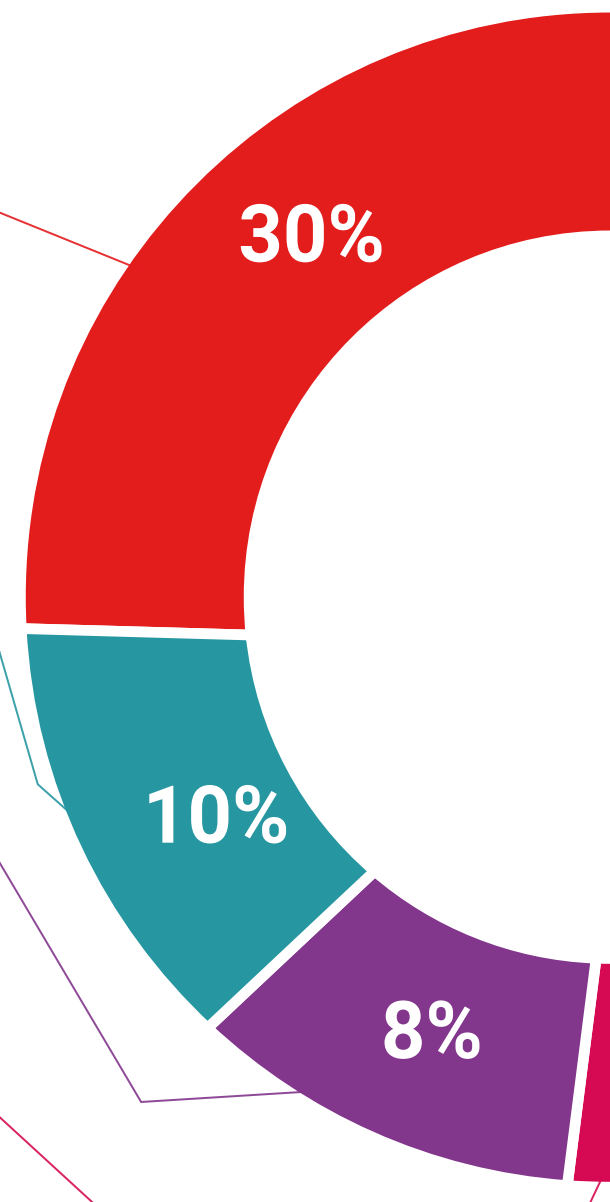
Practising Skills and Abilities

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 Certificate in Traditional Animation Project 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 Traditional Animation Project Producer** 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 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 Traditional Animation Project Producer**

Official N° of Hours: **150 h.**





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

Postgraduate Certificate Traditional Animation Project Producer

