

Postgraduate Diploma

Stop Motion and 3D Animation Production





Postgraduate Diploma Stop Motion and 3D Animation Production

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

Website: www.techtute.com/us/videogames/postgraduate-diploma/postgraduate-diploma-stop-motion-3d-animation-production

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01

Introduction

3D animation is the most accepted and widespread style nowadays with regard to the distribution of projects in different audiovisual formats, as well as in its application in the video game sector. However, *stop motion* techniques, although older, are an everyday part of the lives of millions of professionals who, thanks to the development of technology, have been able to adapt their tasks to the demands of the industry. Knowing both techniques in detail and becoming an expert in their use in small and large scale projects is now possible thanks to this very complete program. Through its 100% online syllabus, the graduate will be able to gain in depth knowledge of the keys of these two types of animation, allowing them to implement in their practice the strategies and professional skills for creating characters and knowing how to adapt them to different market formats.



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TECH presents this 100% online program as a unique opportunity to take a decisive leap in your professional career by becoming an expert in stop motion and 3D animation production”

The possibilities that have arisen through the improvement of 3D animation in the audiovisual sector, including not only cinema but also video games, have been enormous, giving producers the possibility of creating increasingly realistic characters and scenarios. However, the development of this technique wouldn't have been possible without *stop motion* which, despite being considered as more traditional, continues to be used in thousands of projects these days for its continuity nature.

For this reason, any professional who wants to stand out in this sector must be able to fully master the tools of both techniques, in order to adapt their profile to the most demanding labor demand in the industry, allowing them to stand out from the rest of their peers. In order to enable them to acquire a high degree of specialization in this subject, TECH presents the Postgraduate Diploma in *Stop Motion* and 3D Animation Production.

It is a program that takes place over a period of 6 months and is distributed in 450 hours, in which the graduate will have access to the best topics related to the creation of small and large-scale projects using both techniques, as well as the different steps to take during their involvement in the production work.

Thanks to the thoroughness with which this program has been designed, you will acquire a broad and exhaustive knowledge of the industry. In addition, with its 100% Online format, you will be able to organize your academic calendar in a totally personalized way, deciding when to access the Virtual Classroom and doing so from any device that has an internet connection.

This **Postgraduate Diploma in Stop Motion and 3D Animation Production** contains the most complete and up to date program on the market. Its most notable features are:

- ♦ Case studies presented by experts in audiovisual and animation production
- ♦ The graphic, schematic and eminently practical contents with which it has been created provide current and dynamic 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
- ♦ Access to content from any fixed or portable device with an internet connection



This university provides you with all the academic tools so that you can acquire a high level of specialization in Stop Motion and 3D Animation"

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You will acquire the necessary professional skills to successfully face selection processes for companies of the stature of giants in the animation industry such as Mackinnon & Saunders"

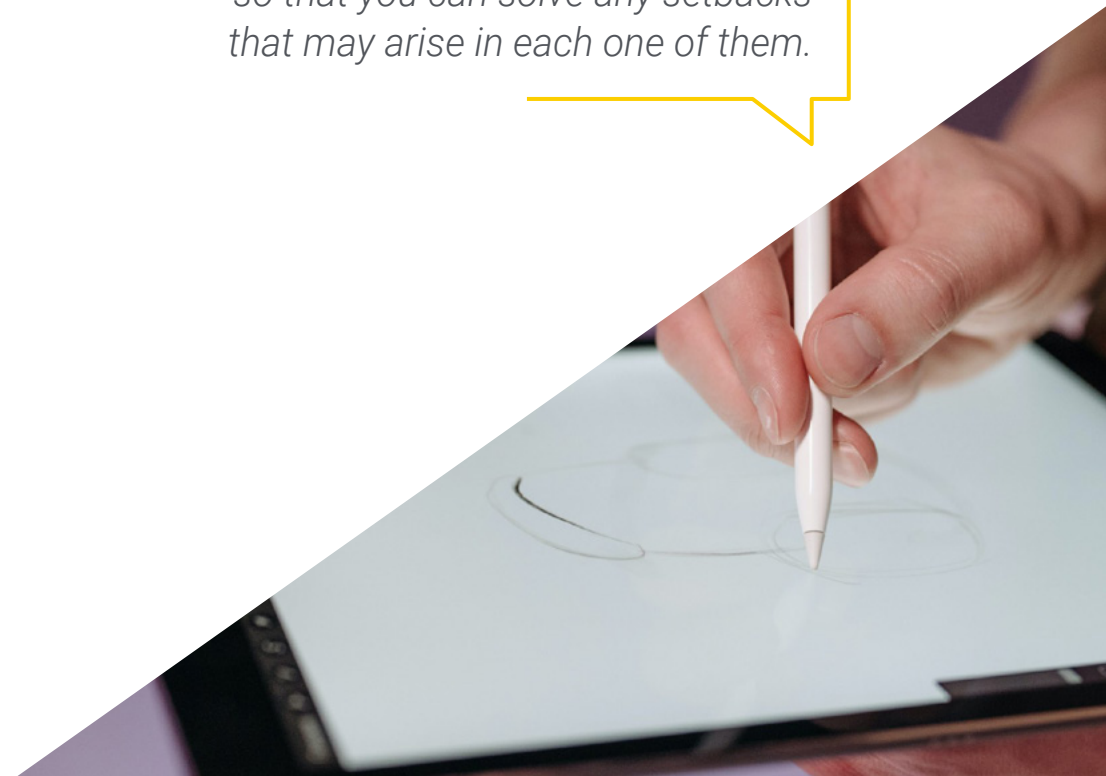
The program's teaching staff includes professionals in the sector who contribute their work experience to this training program, as well as renowned specialists from leading societies and prestigious universities.

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 throughout the program. For this purpose, the student will be assisted by an innovative interactive video system created by renowned and experienced experts.

By studying this Postgraduate Diploma you will obtain the necessary knowledge to know in depth the necessary equipment to carry out entire 3D projects.

You will deepen your knowledge of the phases of a production project so that you can solve any setbacks that may arise in each one of them.



02 Objectives

Due to the demand of the animation industry for professionals who master the techniques of 3D production and *stop motion*, TECH has designed this Postgraduate Diploma with the aim that the graduate can obtain a high degree of specialization in the management of these projects applied to the different formats that exist today. In this way, you will be able to expand and perfect your professional skills and competencies, becoming an expert in the sector in less than 6 months thanks to the most innovative pedagogical tools in the academic area.



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Whatever your goals are, TECH will provide you with the necessary tools to overcome them gradually and obtain, as a result, a unique and highly enriching and empowering academic experience"



General Objectives

- ♦ To know in detail the necessary roles of the professional according to the type of production to be carried out, as well as the management of the different teams in the different phases of the project
- ♦ Professionally master the use of programs for time management in teams
- ♦ Acquire a broad, up to date and exhaustive knowledge of the resources that a producer must know how to manage

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You will be able to apply the knowledge acquired in this program to any format: from shorts and feature films, to graphic representation in video games”





Specific Objectives

Module 1. *Stop Motion* Animation Projects

- ♦ Learn each one of the roles involved in a *stop motion* animation production, in accordance with the style and artistic equipment that is used and the duration of the final piece
- ♦ Identify the phases that are carried out in these productions and the durations of each depending on the project
- ♦ Calculate the monetary cost for time worked according to the worker
- ♦ Calculate the cost of necessary software and equipment

Module 2. 3D Animation Projects

- ♦ Learn, in depth, each one of the roles involved in a 3D animation production, in accordance with the style and artistic equipment that is used and the duration of the final piece
- ♦ Identify the phases that are carried out in these productions and the durations of each depending on the project
- ♦ Calculate the monetary cost for time worked according to the worker
- ♦ Calculate the cost of necessary software and equipment

Module 3. Programs and Management

- ♦ Prepare graduates for time management for producers in the different tasks they may have to complete during a working day
- ♦ Manage the time of the personnel involved in the production
- ♦ Know the directions to take in contracting personnel in different moments depending on the needs and time frame
- ♦ Understand the patterns in communication between different departments
- ♦ Elaborate vitally important documents in a production



03

Course Management

The teaching staff of this Postgraduate Diploma in *Stop Motion* and 3D Animation Production are defined based on three main characteristics: their specialized academic profile in the sector, their extensive experience working in the industry and their human quality. That is why the graduate who studies this program, will find in its teaching team a group of professionals committed to their growth and development. These teachers will offer students their time and experience in animation project management, so that students can gain broad and specialized knowledge that will allow them to become a skilled professional in the field.



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The experience of the teaching team will positively influence students by giving the content a better contextualization, giving it a practical vision and adapting the syllabus to the professional demand of the market"

Management



Mr. Martínez Barbadillo, Yago Eriste

- Multimedia Director of the Short Film Festival Feelmotion
- Photographer, Videographer and Digital Artist at Feelmotion
- Digital Artist in Nima World
- Systems Technician at MetaEnlace
- Degree in Videogame Design and Development ESNE University School
- Senior Systems Administration Technician. Clara del Rey Institute
- Official Animation Degree for training in classical and digital animation techniques and the different processes and sections of an animation production



04

Structure and Content

This program has been designed following the quality standards that differentiate TECH from other universities: timeliness, completeness, dynamism and versatility in its format. That is why the graduate who opts for this 100% online program will be investing in an academic experience adapted to their needs and those of the Animation Production Industry. Thus, thanks to the use of the most innovative and effective teaching methodology in the sector and the dozens of hours of additional material that you will find in the Virtual Classroom, you will be able to take advantage of this Postgraduate Diploma, at the rhythm you wish, until you become a specialist versed in *stop motion* and 3D techniques.





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Among the skills that you will be able to implement in your professional profile with the course of this Postgraduate Diploma is the management of resources and personnel in small and large scale projects"

Module 1. Stop Motion Animation Projects

- 1.1. Objectives of a *Stop Motion* Project
 - 1.1.1. Project Start
 - 1.1.2. Interlude
 - 1.1.3. Getting to the Project
- 1.2. Phases of the Project
 - 1.2.1. Distinctions
 - 1.2.2. Phases
 - 1.2.3. Duration
- 1.3. Developmental Phases
 - 1.3.1. Departments
 - 1.3.1. Roles
 - 1.3.3. Work
- 1.4. Pre-production Phase
 - 1.4.1. Departments
 - 1.4.2. Roles
 - 1.4.3. Work
- 1.5. Production Phase
 - 1.5.1. Departments
 - 1.5.2. Roles
 - 1.5.3. Work
- 1.6. Post-production Phase
 - 1.6.1. Departments
 - 1.6.2. Roles
 - 1.6.3. Work
- 1.7. Necessary Equipment
 - 1.7.1. Software
 - 1.7.2. Hardware
 - 1.7.3. Others
- 1.8. Feature Film
 - 1.8.1. Times
 - 1.8.2. Staff Management
 - 1.8.3. Resources Management

- 1.9. Short Films
 - 1.9.1. Times
 - 1.9.2. Staff Management
 - 1.9.3. Resources Management
- 1.10. Sets
 - 1.10.1. Times
 - 1.10.2. Staff Management
 - 1.10.3. Resources Management

Module 2. 3D Animation Projects

- 2.1. 3D Animation Project Objectives
 - 2.1.1. Project Start
 - 2.1.2. Interlude
 - 2.1.3. Getting to the Project
- 2.2. Phases of the Project
 - 2.2.1. Distinctions
 - 2.2.2. Phases
 - 2.2.3. Duration of Each Phase
- 2.3. Developmental Phases
 - 2.3.1. Departments
 - 2.3.2. Roles
 - 2.3.3. Work
- 2.4. Pre-production Phase
 - 2.4.1. Departments
 - 2.4.2. Roles
 - 2.4.3. Work
- 2.5. Production Phase
 - 2.5.1. Departments
 - 2.5.2. Roles
 - 2.5.3. Work
- 2.6. Post-production Phase
 - 2.6.1. Departments
 - 2.6.2. Roles
 - 2.6.3. Work

- 2.7. Necessary Equipment
 - 2.7.1. Software
 - 2.7.2. Hardware
 - 2.7.3. Others
- 2.8. Feature Film
 - 2.8.1. Times
 - 2.8.2. Staff Management
 - 2.8.3. Resources Management
- 2.9. Short Films
 - 2.9.1. Times
 - 2.9.2. Staff Management
 - 2.9.3. Resources Management
- 2.10. Sets
 - 2.10.1. Times
 - 2.10.2. Staff Management
 - 2.10.3. Resources Management

Module 3. Programs and Management

- 3.1. Resources
 - 3.1.1. Time
 - 3.1.2. Communication
 - 3.1.3. Other Resources
- 3.2. Times
 - 3.2.1. Monetization
 - 3.2.2. Optimization
 - 3.2.3. Contracts
- 3.3. Work Flows
 - 3.3.1. *Pipelines*
 - 3.3.2. Superpositions
 - 3.3.3. Tasks

- 3.4. Work of Different Teams
 - 3.4.1. Communication
 - 3.4.2. Localizations
 - 3.4.3. Location Management
- 3.5. Hierarchies
 - 3.5.1. Producer
 - 3.5.2. Relationship With Other Departments
 - 3.5.3. Delegation
- 3.6. Programs
 - 3.6.1. Programs
 - 3.6.2. Updates
 - 3.6.3. Interaction
- 3.7. The Production Bible
 - 3.7.1. Contents
 - 3.7.2. Requirements
 - 3.7.3. Uses
- 3.8. *Postmortem*
 - 3.8.1. Uses
 - 3.8.2. *Postmortem*
 - 3.8.3. Future Projects
- 3.9. Projects
 - 3.9.1. Possibilities
 - 3.9.2. Developers
 - 3.9.3. Loss of Objective
- 3.10. Project Publication
 - 3.10.1. Times
 - 3.10.2. Publications
 - 3.10.3. Broadcast

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.





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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.

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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.

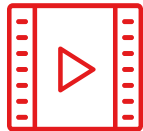
Relearning will allow you to learn with less effort and better performance, involving you more in your training, developing a critical mindset, defending arguments, and contrasting opinions: a direct equation for success.

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.



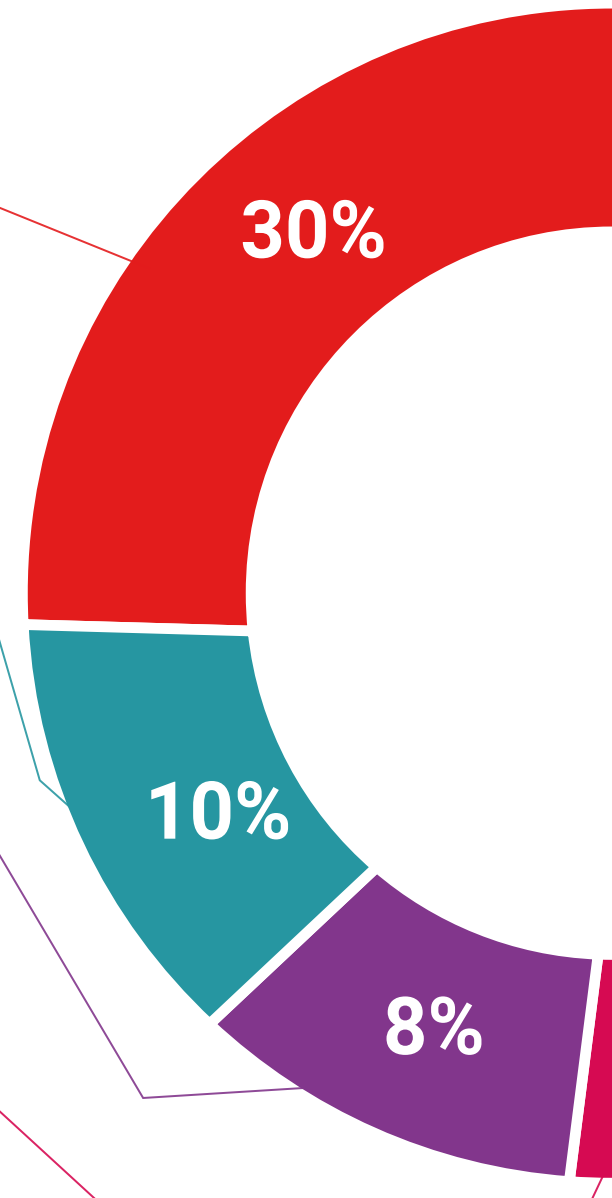
Practising Skills and Abilities

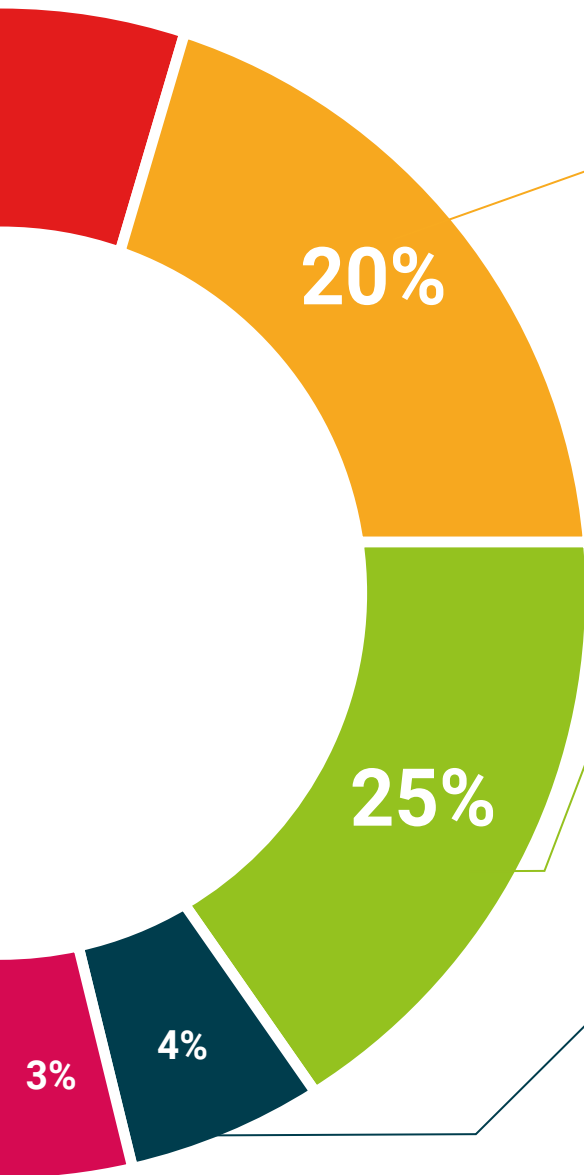
They will carry out activities to develop specific skills and abilities in each subject area. Exercises and activities to acquire and develop the skills and abilities that a specialist needs to develop in the context of the globalization we live in.



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 Stop Motion and 3D Animation Production guarantees students, in addition to the most rigorous and up to date education, access to a qualification 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 Stop Motion and 3D Animation Production** 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 express 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 Stop Motion and 3D Animation Production

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.



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