

Postgraduate Diploma Traditional Animation Production



Postgraduate Diploma Traditional Animation Production

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

Website: www.techtitute.com/us/videogames/postgraduate-diploma/postgraduate-diploma-traditional-animation-production

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01

Introduction

Since the first images that gave name to Animation more than a century ago and up to the present day, the design and character creation tools have been evolving according to the technological development. However, many professionals still use traditional techniques for their projects, adapted, of course, to the present day. Knowing in detail the classic strategies of animation through light tables, among others, is now possible thanks to this program. This is a multidisciplinary and 100% online program with which the graduate will be able to acquire specialized knowledge about Traditional Animation Production, as well as in project management and in the handling of the most common and useful resources of the industry.





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*It is a multidisciplinary program
that will provide you with the best
and most exhaustive information
to become a University Expert
in Traditional Animation Production”*

Traditional Animation is, without a doubt, one of the most representative samples of the artistic quality of the producers, who use in each project their distinctive skills and abilities in the creation of characters. With the development of the digital era, these design techniques based, in the vast majority of cases, on the hand-drawn creation of consecutive series of drawings that, when transposed one on top of the other, give the visual sensation of movement, have been considered obsolete by some artists. However, the evolution of its tools, as well as their adaptation to market demand, have led many professionals to continue using them in their work, obtaining high-quality results adapted to industry specifications.

That is why TECH and its team of experts have considered it necessary to develop this Postgraduate Diploma in Traditional Animation Production, a program that will provide the graduate with the most comprehensive and complete information on this sector, providing specialized knowledge, in particular, on the classic techniques adapted to the present day. It is a program that delves into the functions of the production company, as well as the figure of the professional in the different media, with special emphasis on the different steps that must be taken to manage a project, learning how to handle the most common and useful resources in the industry.

However, the main part of the program is the module dedicated to Traditional Animation, in which the future specialist will be able to learn in detail the production tasks of this type of projects, making use of classic tools such as light tables or current technologies with graphic tablets. In addition, you will be able to delve into the stages of the creation process, distinguishing the tasks that are necessary for the correct completion of the work, their timing and possible subsequent interventions.

Through the best theoretical and practical content, and the dozens of hours of additional material in different formats that the graduates will find in the Virtual Classroom, they will be able to obtain knowledge adapted to their academic and professional needs. It is, without a doubt, a unique opportunity to access a 100% online program that will give you a high degree of specialization within the Traditional Animation sector.

This **Postgraduate Diploma in Traditional Animation Production** 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 audiovisual production and animation
- ♦ The graphic, schematic and practical content with which it is conceived gathers 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
- ♦ Content that is accessible from any fixed or portable device with an Internet connection



You will learn in detail the objectives of Traditional Animation, focusing on the necessary tools to overcome them successfully"

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You will have access to the Virtual Classroom 24 hours a day, being able to connect whenever you want and from wherever you want through any device with an Internet connection”

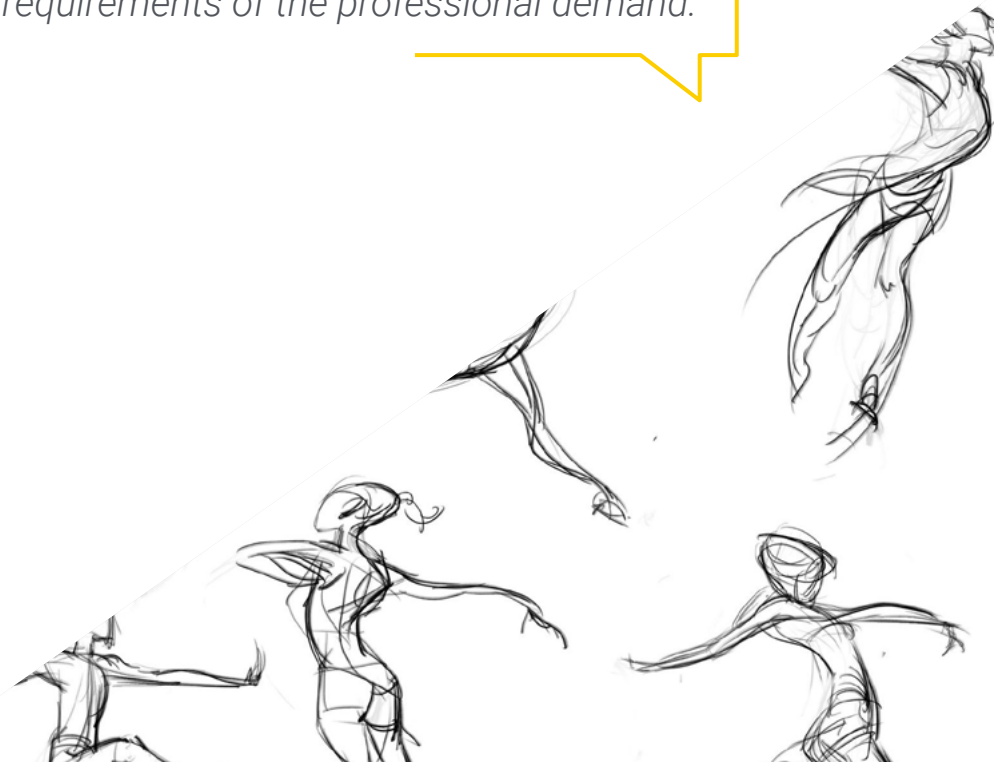
The program's teaching staff includes professionals from the sector who contribute their work experience to this educational program, as well as renowned specialists from leading societies and prestigious universities.

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.

This Postgraduate Diploma will give you the keys to master the functions of the Animation producer, thanks to which you will be able to expand and improve your professional skills in this sector.

Going deeper into the current animation industry will provide you with a broad knowledge of the sector, being able to adapt your projects to the current requirements of the professional demand.



02 Objectives

The continuity in the use of traditional animation techniques and the adaptation of its tools to the present day is what has motivated TECH to develop this modern Postgraduate Diploma. That is why the objective of this program is to provide graduates with a broad and specialized knowledge of the industry, which will help them to undertake and participate in this type of projects with the guarantee of knowing in detail its intricacies and specifications in order to ensure a broad and prosperous professional development.





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Accessing this program will provide you with specialized knowledge about the Animation industry, which will help you achieve your most ambitious professional goals in this sector"



General Objectives

- ♦ Acquire the necessary knowledge to establish the different companies that exist when working as a producer, as well as their formalization
- ♦ Achieve a professional mastery of the programs for the management of the team's schedule
- ♦ Get to know the necessary roles depending on the type of production and to manage the different teams in the project phases

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





Specific Objectives

Module 1. The Animation Producer

- ♦ Obtain the communication skills needed for team functioning and understanding of the 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

Module 2. Programs and Management

- ♦ Prepare the graduates to manage the producer's time in the different tasks they may perform throughout the day
- ♦ Manage the time of the staff involved in production
- ♦ Get to know the steps to take when hiring staff at different times depending on needs and time
- ♦ Understand the guidelines in communication between different departments
- ♦ Elaborate documents of vital importance in a production process

Module 3. Traditional Animation Project Producer

- ♦ 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

The management of this Postgraduate Diploma is in charge of a young faculty, but well versed in Animation Production. It is a team of industry experts with a long career in the management of small and large-scale projects, who have also participated in a specialized way in the different production phases. Likewise, these are active professionals who will provide the syllabus with a current, dynamic and critical aspect, characteristics that will facilitate its study and will make it more enriching for the graduate.





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The teaching team will be at your disposal throughout the program, so that you can consult with them, whenever you need to, your doubts and concerns about the producer's profession"

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



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*A unique, key, and decisive
learning experience to boost
your professional development”*

04

Structure and Content

TECH uses relearning methodology in the content of all its programs. This is an innovative and effective technique that consists of reiterating the most relevant concepts throughout the syllabus, in such a way that knowledge is acquired in a natural way and without having to invest extra hours in studying long and tedious purely theoretical subjects. In addition, this methodology prioritizes learning through the resolution of complex real and simulated situations, giving a practical and highly enabling character to this educational experience.





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The teaching team has selected hours of additional material in different formats so that you can go deeper into those aspects of the syllabus that are of greater interest”

Module 1. The Animation Producer

- 1.1. Functions
 - 1.1.1. Production
 - 1.1.2. Specialized Terminology
 - 1.1.3. Date:
- 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

Module 2. Programs and Management

2.1. Resources

2.1.1. Time

2.1.2. Communication

2.1.3. Other Resources

2.2. Schedules

2.2.1. Monetization

2.2.2. Optimization

2.2.3. Contracts

2.3. Workflows

2.3.1. Pipeline

2.3.2. Superposition

2.3.3. Tasks

2.4. Tasks with Different Teams

2.4.1. Communication

2.4.2. Locations

2.4.3. Management in Different Locations

2.5. Hierarchies

2.5.1. Producer

2.5.2. Relation with Other Departments

2.5.3. Delegation

2.6. Programs

2.6.1. Programs

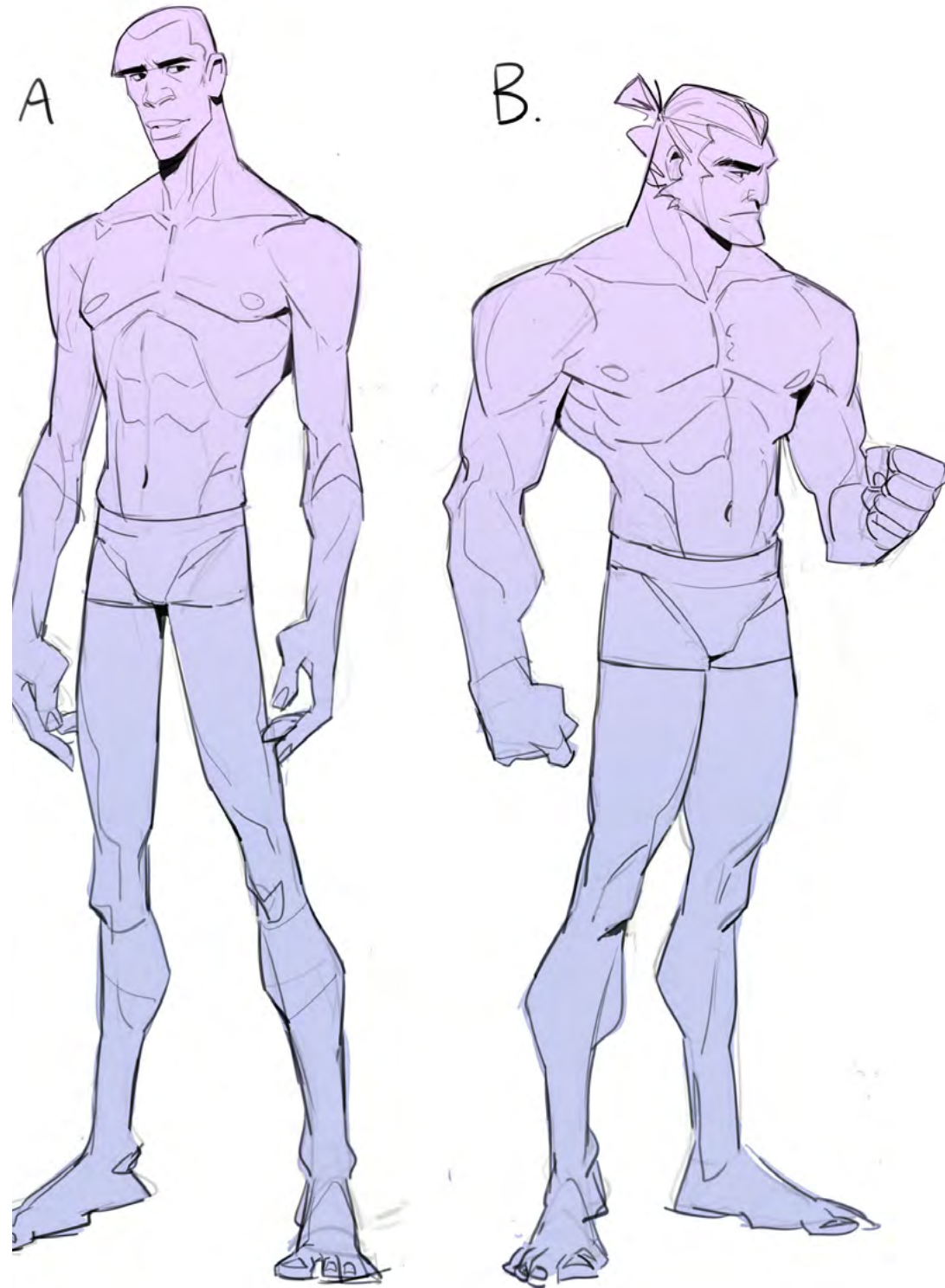
2.6.2. Updates

2.6.3. Interaction

- 2.7. The Production Bible
 - 2.7.1. Contents
 - 2.7.2. Requirements
 - 2.7.3. Uses
- 2.8. Postmortem
 - 2.8.1. Uses
 - 2.8.2. Postmortems
 - 2.8.3. Future Projects
- 2.9. Projects
 - 2.9.1. Possibilities
 - 2.9.2. Developments
 - 2.9.3. Objective Failure
- 2.10. Project Publication
 - 2.10.1. Times
 - 2.10.2. Publications
 - 2.10.3. Dissemination

Module 3. Traditional Animation Project Producer

- 3.1. Objectives of a Traditional Animation Project
 - 3.1.1. Start
 - 3.1.2. Reaching the Project
 - 3.1.3. Achieving Objectives
- 3.2. Project Phases
 - 3.2.1. Distinctions
 - 3.2.2. Phases
 - 3.2.3. Duration
- 3.3. Development Phase
 - 3.3.1. Departments
 - 3.3.2. Roles
 - 3.3.3. Tasks
- 3.4. Pre-Production Phase
 - 3.4.1. Departments
 - 3.4.2. Roles
 - 3.4.3. Tasks





- 3.5. Production Phase
 - 3.5.1. Departments
 - 3.5.2. Roles
 - 3.5.3. Tasks
- 3.6. Post-Production Phase
 - 3.6.1. Departments
 - 3.6.2. Roles
 - 3.6.3. Tasks
- 3.7. Necessary Equipment
 - 3.7.1. Software
 - 3.7.2. Hardware
 - 3.7.3. Others
- 3.8. Feature Film
 - 3.8.1. Schedules
 - 3.8.2. Staff Management
 - 3.8.3. Resources Management
- 3.9. Short Film
 - 3.9.1. Schedules
 - 3.9.2. Staff Management
 - 3.9.3. Resources Management
- 3.10. Series
 - 3.10.1. Schedules
 - 3.10.2. Staff Management
 - 3.10.3. Resources Management



Enroll now and start this wonderful educational experience that will mark a before and after in your professional career as an Animation producer"

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.

“*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.



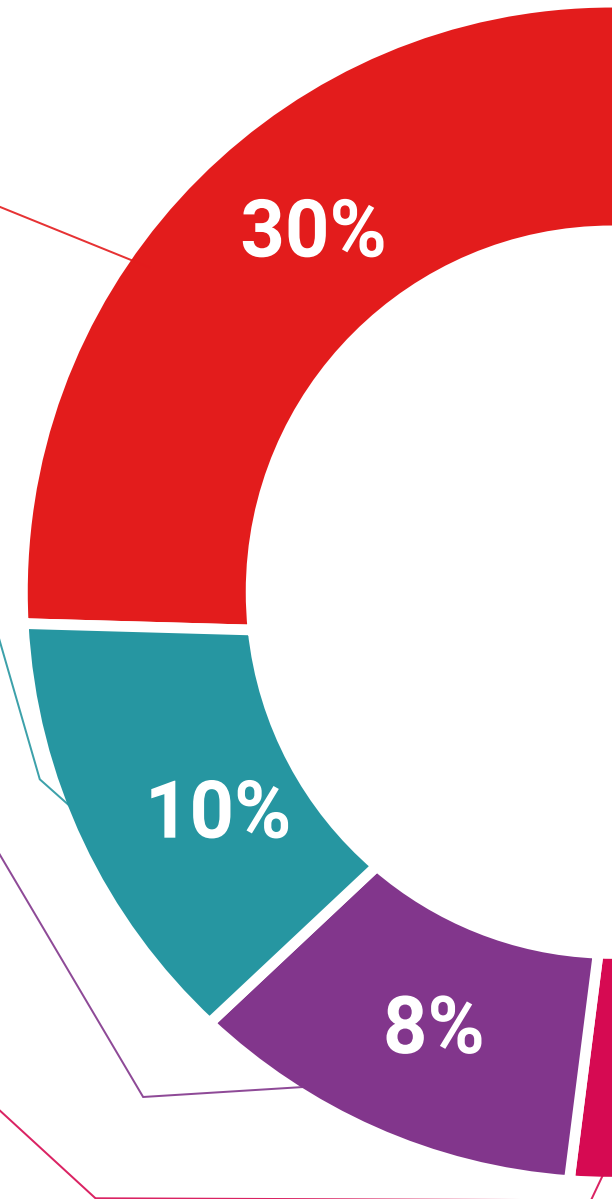
Practising Skills and Abilities

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 Traditional Animation Production 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 Traditional 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 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 Traditional 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.

future
health confidence people
education information tutors
guarantee accreditation teaching
institutions technology learning
community commitment
personalized service innovation
knowledge present
development language
virtual classroom



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Postgraduate Diploma

Traditional Animation

Production

