Professional Master's Degree
Animation Production

TECH technological university

Professional Master's Degree
Animation Production

- » Modality: **online**
- » Duration: **12 months**
- » Certificate: **TECH Technological University**
- » Dedication: **16h/week**
- » Schedule: **at your own pace**
- » Exams: **online**

Website: **www.techtitute.com/pk/videogames/professional-master-degree/master-animation-production**

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01
Introduction

Technological development and the evolution of audiovisual tools have generated countless opportunities within the Animation industry. This is a continuously growing sector in which it is increasingly possible to manage hyper-realistic projects, giving life to different characters through different techniques such as 3D modeling, stop motion staging or transmedia formulas. For this reason, TECH has considered it necessary to design a degree that provides graduates with the knowledge that will allow them to take on any type of Animation production worldwide, from small jobs to video game projects, short films and large-scale feature films in different multimedia formats.

It is, therefore, a unique opportunity to access a 100% online, highly-skilled program that will mark a before and after in your professional career.
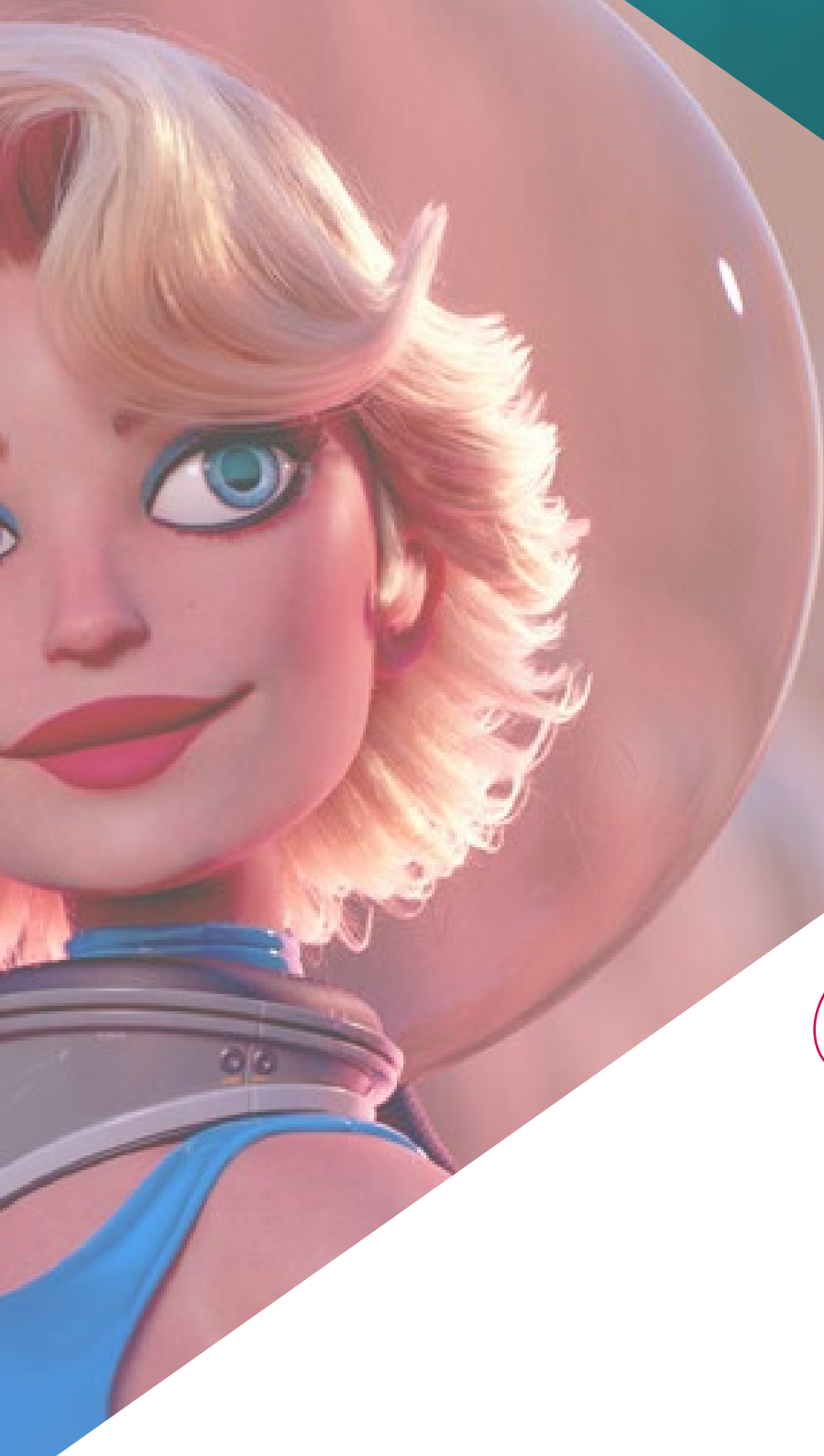
TECH presents you with the best 100% online program to specialize in Animation Production through an academic experience that will give you the keys to succeed in this sector"

It has been more than a century since the first animated film in history was made public. From that moment and up to the present day, this audiovisual technique of character representation has undergone exponential growth, thanks to the development of technology and the use of increasingly sophisticated tools in its production. In this way, representations such as Humorous Phases of Funny Faces, showing the simple movement of a character painted with chalk, now totally obsolete, but considered at the time the most avant-garde, evolved to what we know today with international projects such as Soul, Coco or the live action Lion King.

But the growth of this sector has not only been reflected in the cinema. The video game industry has also benefited greatly, allowing the creation of hyper-realistic products with a graphic quality that was unthinkable a few years ago. For this reason, TECH and its team of experts have deemed it necessary to create a degree that covers all this information, allowing the graduate to manage a variety of projects at an international level. Based on that, this Professional Master's Degree in Animation Production has been born, a 100% online program that will give you the keys to specialize in this sector and thus make a quantitative and qualitative leap in your career.

Through an exhaustive analysis of the profession, the syllabus delves into the programs and management tools used in production, with special emphasis on the specifics of Traditional Animation, Stopmotion, 3D andtransmedia. In addition, it delves into the issues of financing small and large-scale projects and the requirements of co-production, focusing also on the legislation in force in this industry and the aspects to be taken into account when performing distribution tasks.

It is, therefore, a unique opportunity to access to a highly skilled program that will elevate your knowledge to a degree of specialization that will make you stand out in the Animation sector. In addition, thanks to its convenient format, you can access the Virtual Classroom 24 hours a day, where you can find dozens of hours of additional high quality material to deepen your knowledge of the most interesting concepts according to your interests. Thus, in less than 12 months, you will have achieved your most ambitious professional goals and will be able to take charge of the international animation productions of your choice from then on.

This **Professional Master's Degree in Animation Production** contains the most complete and up-to-date program on the market. Its most notable features are:

- The development of case studies presented by experts in audiovisual and animation production
- The graphic, schematic and eminently practical contents with which it has been conceived 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
- Content that is accessible from any fixed or portable device with an Internet connection

A degree that will allow you to develop the necessary skills to succeed in the production of Stopmotion, 3D, traditional and transmedia projects"

"Becoming a producer specialized in Animation in less than 12 months and through a fully customized academic calendar is now possible thanks to this Professional Master's Degree"

You will be able to deepen your understanding of the key aspects in the financing of an Animation Project, so that your financial results are always positive.

You will learn in detail the keys to good product distribution, including merchandising management and brand agreements.

The program's teaching staff includes professionals from 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.

02
Objectives

The growth of the Animation Industry and its involvement in booming sectors such as video games or cinema, is what has motivated TECH to design this degree. For this reason, the objective of this university is to offer graduates all the academic tools that will allow them to obtain a high and outstanding degree of specialization in this type of productions and their different genres. This will provide you with the most comprehensive and up-to-date knowledge of modeling and rendering techniques and enable you to take on large projects with guaranteed success.
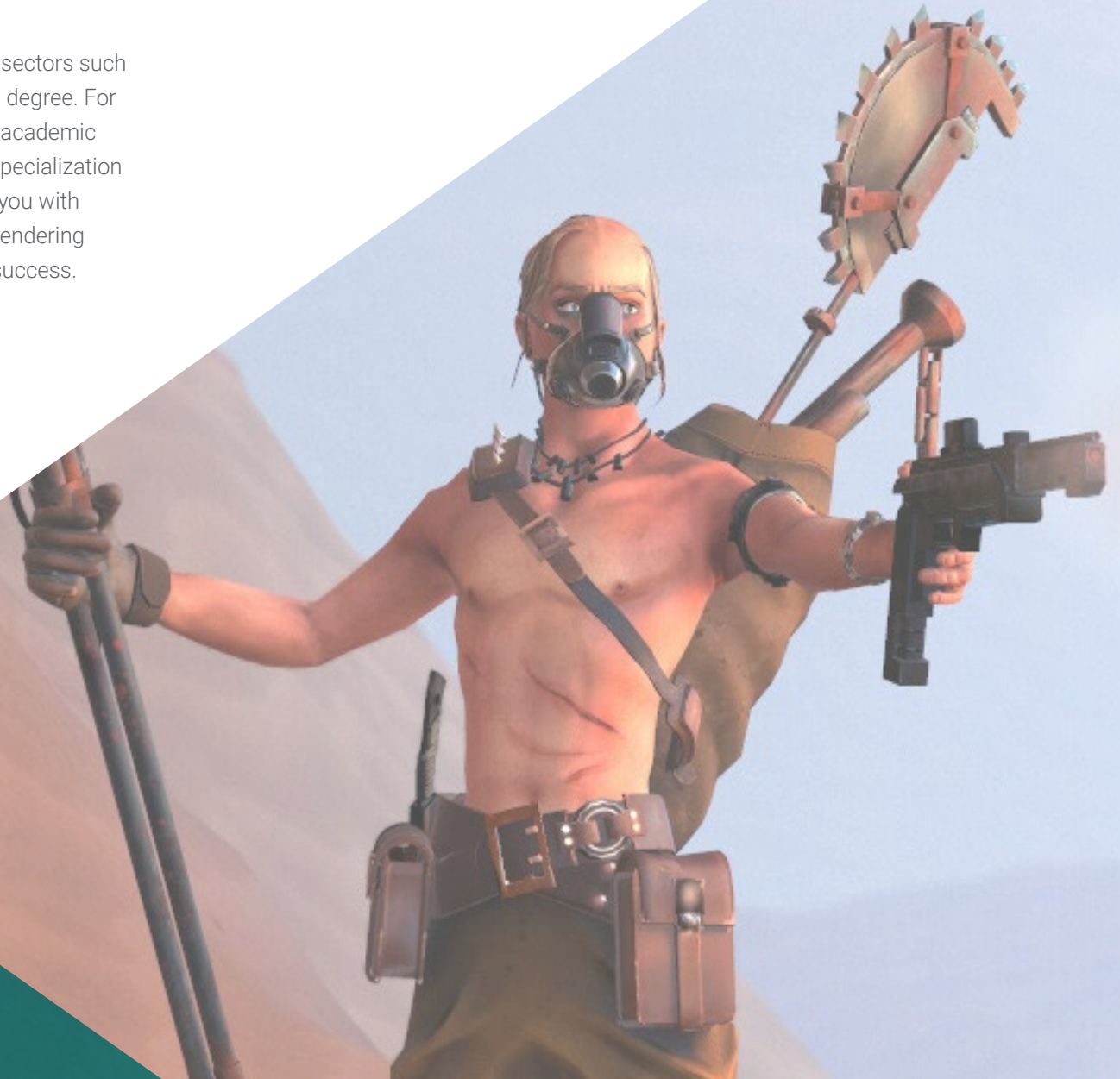
"If your goal is to perfect your Animation skills to the level of great video games like Ghost of Tsushima, this program is for you"

General Objectives

- To know in detail and in depth the technical characteristics of Animation Production in its different formats
- Obtain a broad and specialized knowledge of the audiovisual animator's profession through a comprehensive approach to the tasks, production objectives and tools they work with
- Acquire a well-argued vision of the financing methods in any Animation Production Project
- Update their knowledge of current legislation, negotiation and industry at a international level in this sector

In less time than you expect, you will have mastered each of the specifications of Animation project phases"
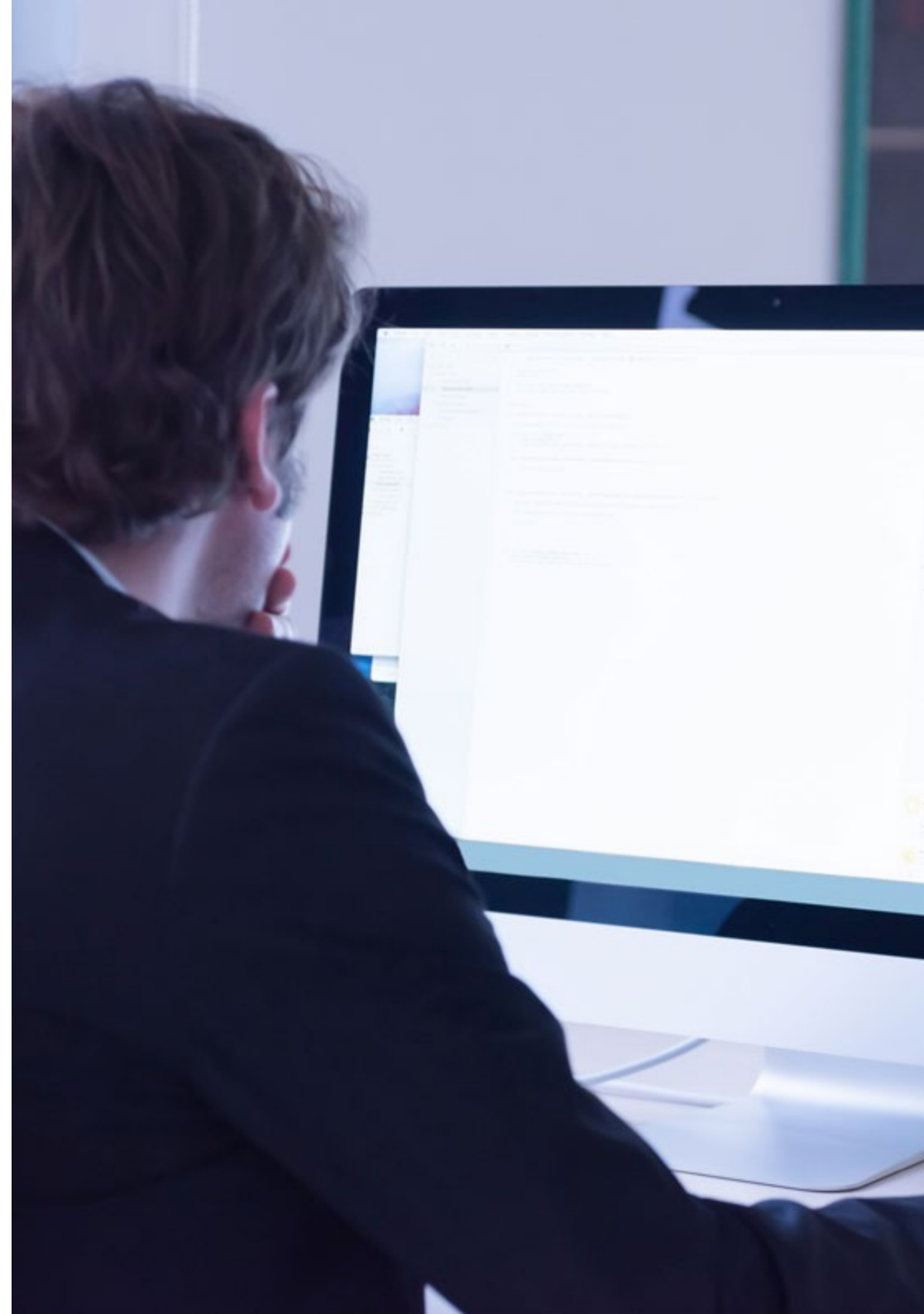
Specific Objectives

Module 1. Animation Producer

- Obtain the communication skills for the operation of teams and the understanding of tasks
- Understand the evolution of the animation industry and how this has affected the role of the producer
- Manage production skills in other sectors
- Understand the state of the animation industry, figures, studies and developments
- Identify companies and the different projects they can carry out depending on their structure
- Distribute small pieces of animation in social media

Module 2. 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 o the needs and time frame
- Understand the patterns in communication between different departments
- Elaborate vitally important documents in a production

Module 3. Traditional Animation Project Producer

- Learn each one of the roles involved in a Traditional 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 4. Stopmotion Animation Projects

- Learn each one of the roles involved in a *Stopmotion* 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 5. 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 6. Transmedia Project

- Know the current and innovative projects that mark the production of new content
- Know, in detail, the technology used in these projects and the inclusion of others in the development
- Possess a notion of future uses in animation for the humanization of artificial intelligences
- Manage animation production in the video game industry
- Know the use of animation in advertising and television programs

Module 7. Financing

- Identify the best ways of obtaining financing for a project, depending on the final result
- Know the necessary documentation that must be presented in different entities
- Know in detail the additional information and presentation to obtain grants through the Ibermedia program
- Know the methods of financing through NFTs

Module 8. Distribution

- Manage the project's path after its completion
- Document the audiovisual material that must exist for the distribution of a project through festivals
- Select a distributor depending on the price and the management you have with the festivals
- Know the best international festivals, depending on the project that we will carry out and the documentation and requirements for registration
- Manage the sale of rights at the end of the tour and the profit from it
- Plan a possible merchandising sale

Module 9. Co-productions

- ◆ Gain in-depth knowledge of the functioning of a co-production
- ◆ Understand the benefits of a co-production
- ◆ Distinguish the documentation to be completed when signing for a co-production and the requirements for modifying it
- ◆ Distinguish the requirements for funding through the Media subprogram and the necessary documentation
- ◆ Know the requirements for financing through Eurimages and the necessary documentation
- ◆ Delve deeper into co-production programs in Latin America
- ◆ Deepen knowledge of other co-production programs in different countries that are key to the sector

Module 10. Animation Production: Legislation, Negotiation and Industry

- ◆ Reconciling the work and personal life of employees, depending on seasonal contingencies, and the completion of tasks
- ◆ Know how to perform multiple tasks outside of your duties due to a lack of workers in small companies
- ◆ Manage access to files for the different departments and compliance with deadlines

Skills

By accessing this Professional Master's Degree, the graduate will be able to develop the skills required of the best professionals specializing in the Animation Production Industry In addition, through in-depth knowledge of the different areas that make up this sector, you will be able to act in diverse and complex situations, from project preparation to financing or co-production issues, always allowing you to apply the most appropriate strategies for each case and according to the characteristics of the context.

A highly enabling qualification that will make you a well-versed and distinguished professional in the Animation Production sector"

General Skills

- Master the necessary tools to carry out a small and large scale Animation Production project
- Know how to apply the knowledge acquired in the resolution of emerging problems during the different phases of production
- Be able to manage a co-production, both from a financial and audiovisual point of view
- Know in detail the handling of Traditional Animation, Stopmotion, 3D and transmedia projects, as well as the specific tools to be used in each case in order to obtain guaranteed optimal results

You will acquire the necessary technical skills to master project management programs, as well as the most modern resources applicable to Animation"

Specific Skills

◆ Have specific knowledge about the different companies that exist when working as a producer, as well as their formalization

◆ Master the language inherent to the world of animation in its different sectors

◆ Know the figure of the product in different audiovisual media in order to understand how it works

◆ Identify the resources to be managed by a producer

◆ Professionally master the use of programs for time management in teams

◆ Control development time according to the duration and type of projects

◆ Know the necessary roles in function with the type of production

◆ Manage the different teams in the different phases of the project

◆ Identify the needs of the team in the job

◆ Know, in detail, the necessary roles in function with the type of production

◆ Know how to manage the different types of teams needed in the phases of a 3D Animation Project

◆ Assimilate the problems that may arise unexpectedly and have the necessary skills to solve them

04

Course Management

Following the quality guidelines that define this university, TECH has selected for the direction and teaching of this Professional Master's Degree, a faculty specialized in animation production, with extensive professional experience. It is a group of practising professionals, who will contribute to this syllabus an up-to-date, real and critical vision of the sector, a distinctive feature that the graduate will be able to take advantage of to gain in-depth knowledge of the keys to the profession and implement the most effective techniques and strategies in the creation of digital content in their practice.

Having a team of industry experts will give you a realistic and critical view on how to manage successful projects today"

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

Structure and Content

The design of both the structure and the content of this Professional Master's Degree was the responsibility of the teaching team. That is why the graduate who accesses this 100% online program will find in it the most modern and dynamic theoretical and practical program on Animation Production, developed based on the innovative teaching methodology of Relearning. In addition, you will have dozens of hours of additional material in different formats, which, together with the syllabus, can be downloaded to any device with an internet connection from the beginning of the course, so that you can customize your schedule and combine it with any other academic or professional commitments.

The teaching team has selected simulations of real situations within the Animation industry, so that you can put your skills into practice and develop, from the beginning of the program, a successful strategy"

Module 1. Animation Producer

1.1. Functions
    1.1.1. Production
    1.1.2. Specialized Jargon
    1.1.3. Date:

1.2. Types of Companies
    1.2.1. Types
    1.2.2. Specialized Companies
    1.2.3. Project Types

1.3. Types of Entrepreneurs and Societies
    1.3.1. Societies
    1.3.2. Freelances and Self-Employed
    1.3.3. Other Legal Ways

1.4. Media Development
    1.4.1. The Radio
    1.4.2. The Cinema
    1.4.3. TV

1.5. Multimedia Development
    1.5.1. Web
    1.5.2. Video Games
    1.5.3. Applications

1.6. Animation Industry
    1.6.1. Industries
    1.6.2. Current Moment
    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. Redes sociales
    1.8.2. YouTube
    1.8.3. Twitch

1.9. Differentiation in Productions
    1.9.1. End
    1.9.2. Interlude
    1.9.3. Start

1.10. Feature and Short Film
    1.10.1. Feature Film
    1.10.2. Short Films
    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. Times
    2.2.1. Monetization
    2.2.2. Optimization
    2.2.3. Contracts

2.3. Work Flows
    2.3.1. Pipelines
    2.3.2. Superpositions
    2.3.3. Tasks

2.4. Work of Different Teams
    2.4.1. Communication
    2.4.2. Localizations
    2.4.3. Location Management

2.5. Hierarchies
    2.5.1. Producer
    2.5.2. Relationship With Other Departments
    2.5.3. Delegation

2.6. Programs
    2.6.1. Programs
    2.6.2. Updates
    2.6.3. Interaction

Module 3. Traditional Animation Project Producer

Module 5. 3D Animation Projects

Module 6. Transmedia Project

Module 7. Financing

Module 10. Animation Production: Legislation, Negotiation and Industry

06
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.

01 learning from evidence

02 relearning from evidence

03 testing

04 learning from an expert

05 neurocognitive context dependent learning

06 Von-Restorff effect

07 case based learning through storytelling

08 competencies testing (retesting)

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.

30%

10%

8%

20%

25%

4%

3%
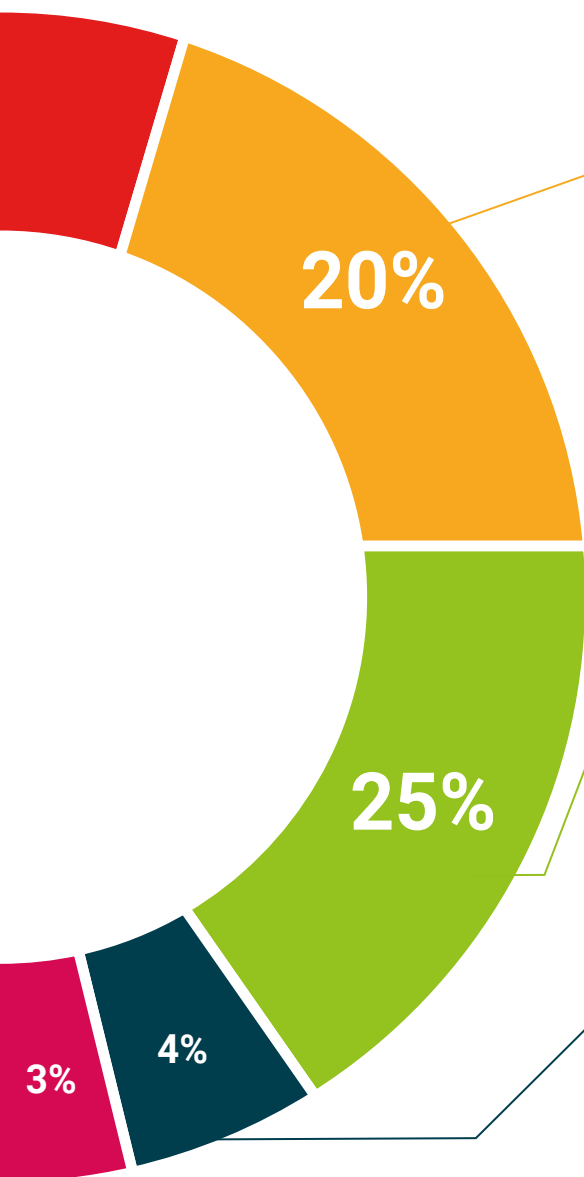
Case Studies

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.

Certificate

The Professional Master's Degree in Animation Production guarantees students, in addition to the most rigorous and up-to-date education, access to a qualification issued by TECH Technological University.

Successfully complete this program and receive your university qualification without having to travel or fill out laborious paperwork"

This **Professional Master's Degree in 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 **Professional Master's Degree** diploma issued by **TECH Technological University** via tracked delivery*.

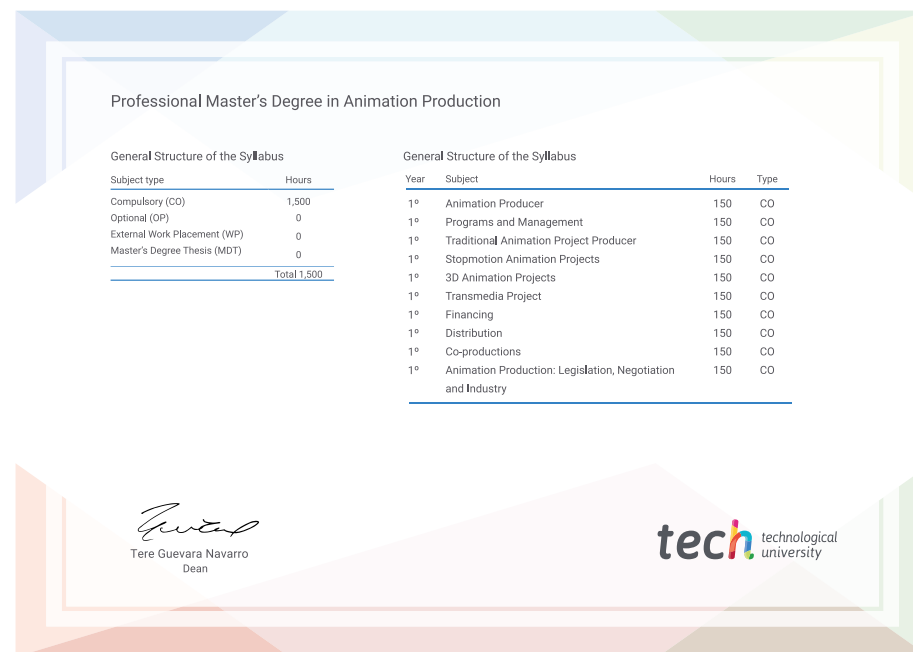The certificate issued by **TECH Technological University** will reflect the qualification obtained in the Professional Master's Degree, and will meet the requirements commonly demanded by labor exchanges, competitive examinations and professional career evaluation committees.

Title: **Professional Master's Degree in Animation Production**

Official Nº of Hours: **1,500 h.**

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tech technological university

Awards the following
CERTIFICATE
to

Mr./Ms. _____, with identification number _____.
For having successfully passed and accredited the following program

PROFESSIONAL MASTER'S DEGREE
in

Animation Production

This is a qualification awarded by this University, equivalent to 1,500 hours, with a start date of dd/mm/yyyy and an end date of dd/mm/yyyy.

TECH is a Private Institution of Higher Education recognized by the Ministry of Public Education as of June 28, 2018.

June 17, 2020

Tere Guevara Navarro
Dean

This qualification must always be accompanied by the university degree issued by the competent authority to practice professionally in each country.   Unique TECH Code: AFWORD23S   techtitute.com/certificates

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Professional Master's Degree in Animation Production

General Structure of the Syllabus

Subject type	Hours
Compulsory (CO)	1,500
Optional (OP)	0
External Work Placement (WP)	0
Master's Degree Thesis (MDT)	0
Total	1,500

General Structure of the Syllabus

Year	Subject	Hours	Type
1º	Animation Producer	150	CO
1º	Programs and Management	150	CO
1º	Traditional Animation Project Producer	150	CO
1º	Stopmotion Animation Projects	150	CO
1º	3D Animation Projects	150	CO
1º	Transmedia Project	150	CO
1º	Financing	150	CO
1º	Distribution	150	CO
1º	Co-productions	150	CO
1º	Animation Production: Legislation, Negotiation and Industry	150	CO

Tere Guevara Navarro
Dean

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*Apostille Convention. In the event that the student wishes to have their paper certificate issued with an apostille, TECH EDUCATION will make the necessary arrangements to obtain it, at an additional cost.

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