



Postgraduate Certificate Animation Production Distribution

» Modality: online

» Duration: 6 weeks

» Certificate: TECH Global University

» Credits: 6 ECTS

» Schedule: at your own pace

» Exams: online

Website: www.techtitute.com/us/videogames/postgraduate-certificate/animation-production-distribution

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Certificate



Introduction Once the production stage of an Animation project is finished, it is time to start one of the most important phases that will allow, not only to recover the investment, but also to obtain benefits from the work that has been done for months. This is possible thanks to a correct distribution strategy adapted to the format in which the product is elaborated and to the public to which the creative wants it to be directed. For this reason, this program is essential for any graduate who wants to achieve this goal by providing the most up-to-date knowledge on the possibilities available. It is a 100% online program that will provide you with everything you need to know in order to, in just 6 weeks, master the protocols of action, the essential documentation and the fundamental materials to carry out a highly beneficial distribution for you and your team.

tech 06 | Introduction

Carrying out a good distribution campaign, either personally or through the hiring of a company dedicated to it, is essential to ensure the successful completion of a project. It is at this point that the creative and their team can recover the investment made and reap the benefits of the hard work they have put in over a long period of time. For this reason, this phase is so important and requires specialized knowledge to employ the most effective and innovative strategies to take the final product to the top of the sector in which it operates.

However, finding a program that would allow the creative to obtain the knowledge to master the most effective protocols and techniques in this regard was a very complex task until TECH decided to design this program in Animation Production Distribution.

Through a comprehensive, dynamic and current program, the graduate will be able to delve into the different activities that can be carried out to make their product appear in the main media and channels, from strategies in social networks to their participation in festivals and national or international competitions specialized in each case. In addition, special emphasis is placed on the role of distributors, as well as the advantages and disadvantages of contracting them.

The syllabus, framed in a convenient 100% online format, has been designed by the teaching team, specialists in the Animation field who have put in it the greatest effort to develop an intensive, but highly capacitating program. And to guarantee an experience adapted to your needs, all the content will be available from the first day, and can be downloaded to any device with an Internet connection. In this way, graduates will be able to access it whenever they need it, giving them the possibility of organizing the course of this program in a personalized way and based on their schedule and work availability.

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

- The development of case studies presented by experts in animation and video game development. The graphic, schematic and practical contents of the program provide theoretical and practical information on those disciplines that are essential for professional practice
- Practical exercises where the self-assessment process can be carried out to improve learning
- Its special emphasis on innovative methodologies
- Theoretical lessons, questions to the expert, debate forums on controversial topics, and individual reflection assignments
- Content that is accessible from any fixed or portable device with an Internet connection



You will delve into the necessary documentation for presentations, trailers and other needs that may arise during the distribution process, so that you are always prepared"



If you are looking for a program that delves into the different distribution companies that exist and their characteristics, with this program you will be able to choose the one that best suits your project thanks to the specialized knowledge about each one of them"

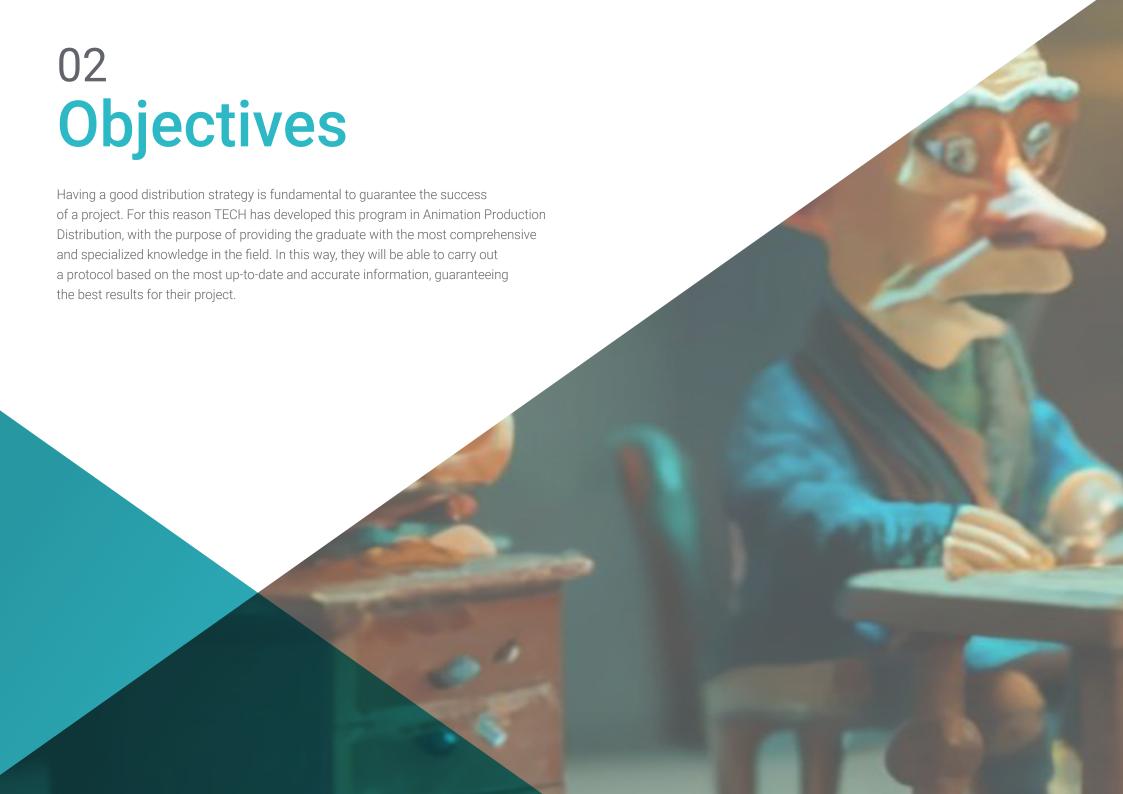
The program's teaching staff includes professionals from the industry who contribute their work experience to this program, as well as renowned specialists from leading societies and prestigious universities.

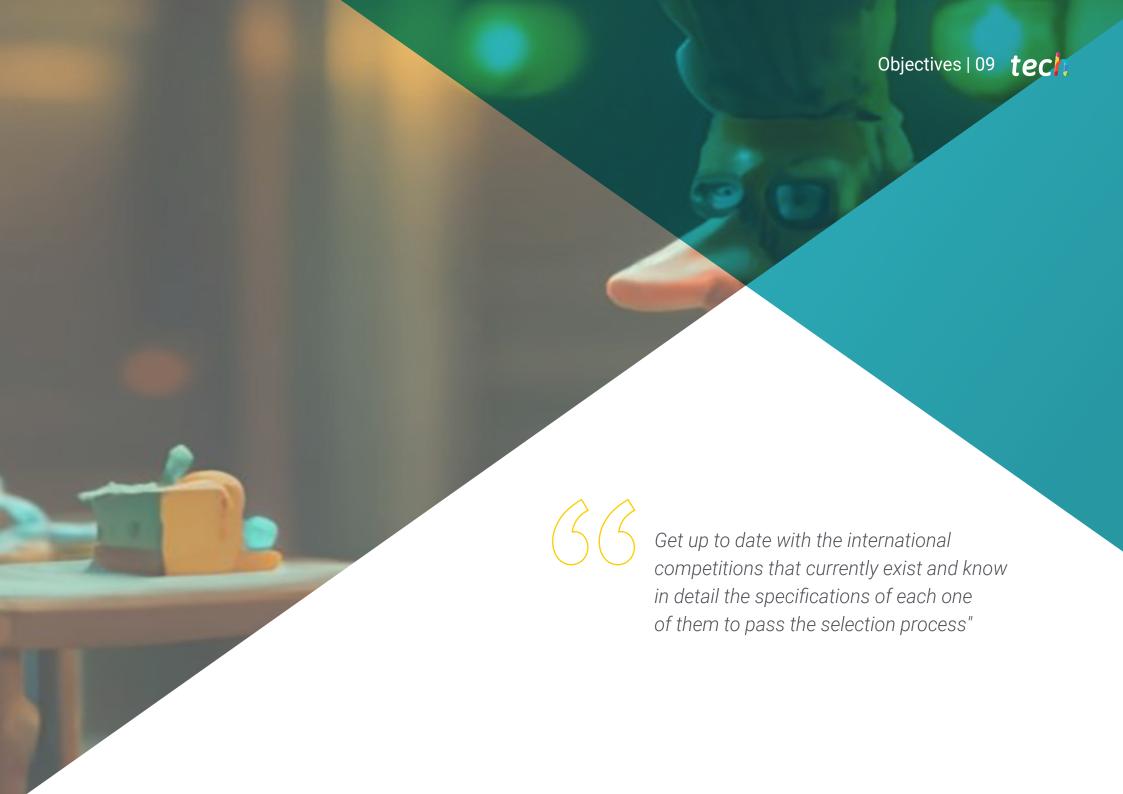
The multimedia content, developed with the latest educational technology, will provide the professional with situated and contextual learning, i.e., a simulated environment that will provide immersive education programmed to learn in real situations.

This program's design focuses on Problem-Based Learning, through which the professional must try to solve the different professional practice situations that arise during the academic program. For this purpose, the students will be assisted by an innovative interactive video system created by renowned and experienced experts. You will learn about the Afiche festival and its participation requirements for future editions.

Get up to date on the most effective social media strategies to carry out campaigns that increase the visibility of your projects.







tech 10 | Objectives



General Objectives

- Acquire specialized knowledge about the different distribution strategies that exist in reality related to animation projects
- Focus the graduate's attention on the most effective protocols according to the media in which the product will be distributed



If you are looking for a program that will show you everything you need to know to make successful brand deals for your project, this Postgraduate Certificate is perfect for you"





Objectives | 11 tech



Specific Objectives

- Manage the route that the project will take once it is completed
- Document the audiovisual material that must exist for the distribution of a project through festivals
- Select a distribution company based on price and management with festivals
- Get to know the best international festivals, depending on the project to be carried out and the documentation and requirements for its inscription
- Manage the sale of rights at the end of the tour and the profitability of the tour
- Plan the sale of possible merchandising





tech 14 | Course Management

Management



Dr. Cristóbal Rodríguez, Manuel

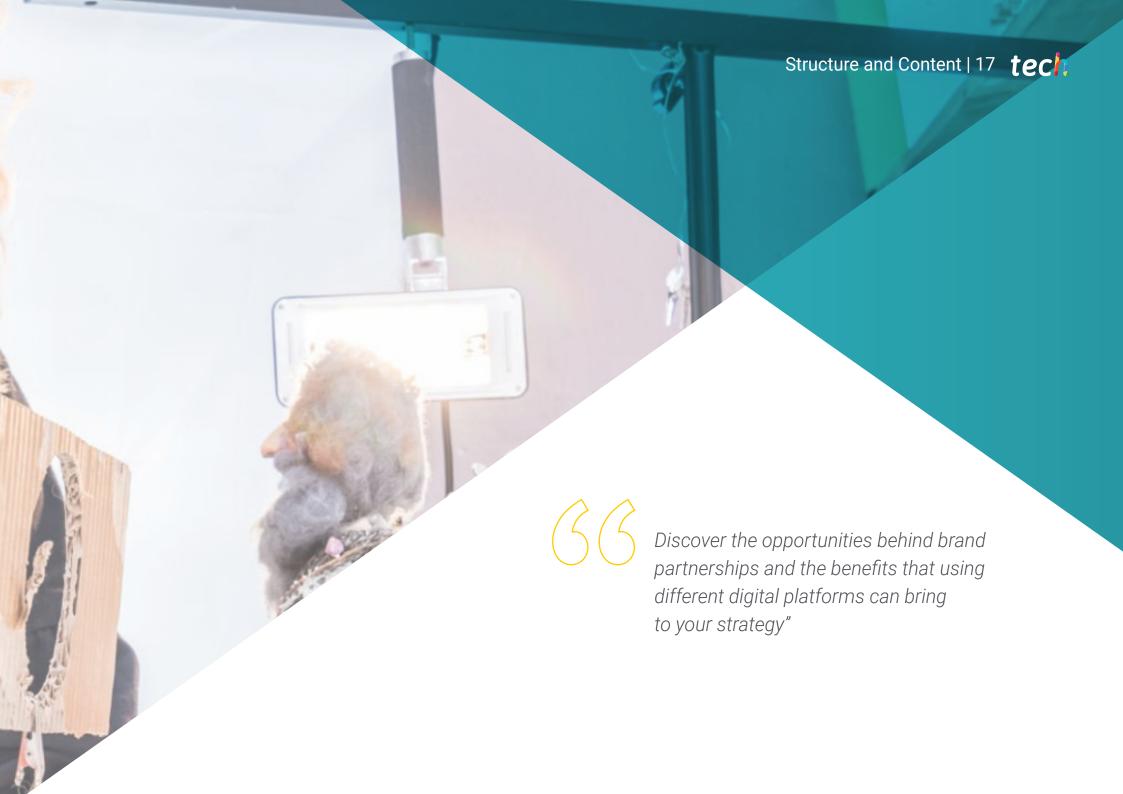
- Audiovisual Producer and Consultant
- PhD in Communication Sciences from the Rey Juan Carlos University
- Master's Degree in TV Entertainment from the Erich Pommer Institut in Berlin
- Degree in Film and Theater Directing from ARTTS International UK
- Member of: Academy of Motion Picture Arts and Sciences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





tech 18 | Structure and Content

Module 1. Distribution

- 1.1. Product Lifetime
 - 1.1.1. Start
 - 1.1.2. Duration
 - 1.2.3. Finalization
- 1.2. Networking Campaign
 - 1.2.1. Visibility
 - 1.2.2. Influencers
 - 1.2.3. Costs
- 1.3. Afiche
 - 1.3.1. Afiche
 - 1.3.2. Process
 - 1.3.3. End
- 1.4. Documentation
 - 1.4.1. Presentations
 - 1.4.2. Trailer
 - 1.4.3. Other Requirements
- 1.5. Distributors
 - 1.5.1. Large-Size Entities
 - 1.5.2. Medium-Sized Entities
 - 1.5.3. Small-Size Entities
- 1.6. Small Festivals
 - 1.6.1. Big Festivals
 - 1.6.2. Economic Repercussions
- 1.7. International Competitions
 - 1.7.1. Small Festivals
 - 1.7.2. Big Festivals
 - 1.7.3. Economic Repercussions





Structure and Content | 19 tech

- 1.8. Brand Agreements
 - 1.8.1. Collaborations
 - 1.8.2. Sponsorships
 - 1.8.3. Other Forms of Collaboration
- 1.9. Product Sales
 - 1.9.1. Digital Platforms
 - 1.9.2. Types of Agreements
 - 1.9.3. New Life of the Product
- 1.10. Merchandising
 - 1.10.1. Sales License
 - 1.10.2. Manufacturing Agreements
 - 1.10.3. Revenues



Enroll now and do not miss this opportunity to grow professionally in the Animation field through the best 100% online program"





tech 22 | Methodology

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.



Methodology | 25 tech

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.



Methodology | 27 tech



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.





tech 30 | Certificate

This program will allow you to obtain your **Postgraduate Certificate in Animation Production Distribution** endorsed by **TECH Global University**, the world's largest online university.

TECH Global University is an official European University publicly recognized by the Government of Andorra (*official bulletin*). Andorra is part of the European Higher Education Area (EHEA) since 2003. The EHEA is an initiative promoted by the European Union that aims to organize the international training framework and harmonize the higher education systems of the member countries of this space. The project promotes common values, the implementation of collaborative tools and strengthening its quality assurance mechanisms to enhance collaboration and mobility among students, researchers and academics.

This **TECH Global University** title is a European program of continuing education and professional updating that guarantees the acquisition of competencies in its area of knowledge, providing a high curricular value to the student who completes the program.

Title: Postgraduate Certificate in Animation Production Distribution

Modality: online

Duration: 6 weeks

Accreditation: 6 ECTS



^{*}Apostille Convention. In the event that the student wishes to have their paper diploma issued with an apostille, TECH Global University will make the necessary arrangements to obtain it, at an additional cost.



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