

Postgraduate Certificate Stopmotion Animation Projects





Postgraduate Certificate Stopmotion Animation Projects

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

Website: www.techtitute.com/pk/videogames/postgraduate-certificate/stopmotion-animation-projects

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01

Introduction

Stopmotion is, without a doubt, the primitive technique of animation. Although initially only paper and pencil were used to create the sensation of movement through the continuous passage of the sheets, over the years, the evolution of technology has allowed professionals in this sector to continue using this craft in their projects, but in a way adapted to the present, achieving truly promising results. That is why TECH has considered it necessary to create a program that includes the keys to this versatile technique, which is why this complete, dynamic and modern program has arisen, which will adapt to the educational needs of the student through its convenient 100% online format.



“

Stopmotion has not gone out of fashion, nor will it ever. For that reason, for any professional mastering this technique can be a successful job opportunity”

Although for many people it may seem curious, the techniques that define and characterize Stopmotion are still used today in small and large film productions. Feature films such as *The Nightmare Before Christmas*, a blockbuster at the time, were created using this animation strategy and 20 years later it is still possible to find projects in which, totally or partially, this method is still used.

The peculiarities of Stopmotion have aroused concern in many creatives who, in recent years, have decided to implement this handmade technique in their practice. For this reason, and based on the demand of the sector, TECH has designed this Postgraduate Certificate in Stopmotion Animation Projects. It is a 150-hour qualification distributed over 6 weeks in which the graduate will be able to delve into the different phases of the animation project, the materials, the necessary tools and the different applications of this technique in different audiovisual formats: feature films, short films and series. It is, therefore, a unique opportunity to delve in detail into the intricacies of this method through the exhaustive knowledge of each of its components.

This course has been framed in a convenient 100% online format that also includes the best theoretical syllabus prepared by professionals in the sector and hours of additional material in different forms: complementary readings, research articles, case studies and detailed videos. In addition, the Virtual Classroom will be available 24 hours a day, so that the graduate will be able to access it at any time and from any device with an Internet connection, making this program an immersive, dynamic and customizable educational experience.

This **Postgraduate Certificate in Stopmotion Animation Projects** 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



Stopmotion has not gone out of fashion, nor will it ever. For that reason, for any professional mastering this technique can be a successful job opportunity"

“

The syllabus includes a module dedicated to the objectives that you must take into account when considering a Stopmotion project, so that you can always contemplate all the possibilities”

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.

In the Virtual Classroom you will find a lot of additional material for you to delve into the syllabus in a personalized way.

You will learn the techniques to adapt each Stopmotion project to different audiovisual formats.



02 Objectives

The objective of this Postgraduate Certificate in Stopmotion Animation Projects is to provide the graduate with the necessary skills to become a specialist in the use of this technique in small and large-scale projects. For this purpose, TECH has selected the best and most modern tools in the educational field, so that you can obtain from this program a broad and specialized knowledge of this creative strategy in only 150 hours.





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Whatever your goals are, TECH will give you the keys to achieve them and to become a specialized Stopmotion creative in less than 6 weeks”



General Objectives

- ♦ Provide graduates with the necessary teaching tools to obtain a broad and specialized knowledge about traditional animation projects
- ♦ Analyze the different phases of the creation process and learn the ins and outs of each one of them through an exhaustive knowledge of their characteristics



You will be able to know in detail the departments, roles and working methods of each phase of the production process, in order to successfully manage any project"





Specific Objectives

- ◆ Learn from each of the roles involved in a traditional Animation production, depending on the 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

Both the management and the teaching of this Postgraduate Certificate are in charge of a team of experts in the animation field. It is a group of young professionals, but with specialized knowledge of the market reality based on their participation in different projects of different scales. In addition, their current activity, as well as their commitment to the professional growth of the graduate will make this program a unique and incomparable experience of studying a dynamic, innovative, practical and highly capacitating qualification.





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The teaching team has actively participated in the development of the syllabus, providing a youthful, innovative, realistic and dynamic character to each of its sections”

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. Álvaro Garrido, José Antonio

- ◆ Writer, Promoter and Cultural Consultant
- ◆ Organizer and Director of cultural events
- ◆ Director of literary magazines (Solaris - Galaxia)
- ◆ Collaborator in several radio and television programs
- ◆ Manager of Historical Recreation Events at the University of Burgos
- ◆ Degree in Maritime Navigation from the University of La Coruña

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

Dr. Yébenes, Pilar

- ◆ Expert in Communication, Technological Rise and Sociocultural Renovation
- ◆ PhD in Communication, Technological Rise and Sociocultural Renewal from the European University of Madrid
- ◆ Master's Degree in Business Management
- ◆ Degree in Image and Sound from the Complutense University of Madrid
- ◆ Member of the Academy of Motion Picture Arts and Sciences

04

Structure and Content

In order to create this Postgraduate Certificate, TECH's team has based its structure on 3 fundamental pillars: the most current theoretical content, recommended by teachers, the use of the effective and innovative *Relearning* methodology, in which this university is a pioneer, and the acquisition of numerous additional materials. All this has been framed in a convenient 100% online format that will give the graduate access to the Virtual Classroom 24 hours a day and from any device with an Internet connection, being able to take this educational experience in a personalized way from wherever and whenever they want.





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Through the course of this 100% online program you will be able to master the creation of Stopmotion projects in its different formats”

Module 1. Stopmotion Animation Projects

- 1.1. Objectives of a Stopmotion Project
 - 1.1.1. Project Start
 - 1.1.2. Interlude
 - 1.1.3. Reaching the Project
- 1.2. Project Phases
 - 1.2.1. Distinction
 - 1.2.2. Phases
 - 1.2.3. Duration
- 1.3. Development Phase
 - 1.3.1. Departments
 - 1.3.1. Roles
 - 1.3.3. Tasks
- 1.4. Pre-Production Phase
 - 1.4.1. Departments
 - 1.4.2. Roles
 - 1.4.3. Tasks
- 1.5. Production Phase
 - 1.5.1. Departments
 - 1.5.2. Roles
 - 1.5.3. Tasks
- 1.6. Post-Production Phase
 - 1.6.1. Departments
 - 1.6.2. Roles
 - 1.6.3. Tasks
- 1.7. Necessary Equipment
 - 1.7.1. Software
 - 1.7.2. Hardware
 - 1.7.3. Others
- 1.8. Feature Film
 - 1.8.1. Schedules
 - 1.8.2. Staff Management
 - 1.8.3. Resources Management





- 1.9. Short Film
 - 1.9.1. Schedules
 - 1.9.2. Staff Management
 - 1.9.3. Resources Management
- 1.10. Series
 - 1.10.1. Schedules
 - 1.10.2. Staff Management
 - 1.10.3. Resources Management

“

TECH provides you with all the tools to specialize intensively in Stopmotion. Enroll now and do not miss the opportunity that will turn your professional career”

05

Methodology

This academic program offers students a different way of learning. Our methodology uses a cyclical learning approach: **Relearning**.

This teaching system is used, for example, in the most prestigious medical schools in the world, and major publications such as the **New England Journal of Medicine** have considered it to be one of the most effective.





“

Discover Relearning, a system that abandons conventional linear learning, to take you through cyclical teaching systems: a way of learning that has proven to be extremely effective, especially in subjects that require memorization"

Case Study to contextualize all content

Our program offers a revolutionary approach to developing skills and knowledge. Our goal is to strengthen skills in a changing, competitive, and highly demanding environment.

“

At TECH, you will experience a learning methodology that is shaking the foundations of traditional universities around the world”



You will have access to a learning system based on repetition, with natural and progressive teaching throughout the entire syllabus.



The student will learn to solve complex situations in real business environments through collaborative activities and real cases.

A learning method that is different and innovative

This TECH program is an intensive educational program, created from scratch, which presents the most demanding challenges and decisions in this field, both nationally and internationally. This methodology promotes personal and professional growth, representing a significant step towards success. The case method, a technique that lays the foundation for this content, ensures that the most current economic, social and professional reality is taken into account.

“ *Our program prepares you to face new challenges in uncertain environments and achieve success in your career”*

The case method has been the most widely used learning system among the world's leading business schools for as long as they have existed. The case method was developed in 1912 so that law students would not only learn the law based on theoretical content. It consisted of presenting students with real-life, complex situations for them to make informed decisions and value judgments on how to resolve them. In 1924, Harvard adopted it as a standard teaching method.

What should a professional do in a given situation? This is the question that you are presented with in the case method, an action-oriented learning method. Over the course of 4 years, you will be presented with multiple practical case studies. You will have to combine all your knowledge, and research, argue, and defend your ideas and decisions.

Relearning Methodology

TECH effectively combines the Case Study methodology with a 100% online learning system based on repetition, which combines 8 different teaching elements in each lesson.

We enhance the Case Study with the best 100% online teaching method: Relearning.

In 2019, we obtained the best learning results of all online universities in the world.

At TECH you will learn using a cutting-edge methodology designed to train the executives of the future. This method, at the forefront of international teaching, is called Relearning.

Our university is the only one in the world authorized to employ this successful method. In 2019, we managed to improve our students' overall satisfaction levels (teaching quality, quality of materials, course structure, objectives...) based on the best online university indicators.



In our program, learning is not a linear process, but rather a spiral (learn, unlearn, forget, and re-learn). Therefore, we combine each of these elements concentrically.

This methodology has trained more than 650,000 university graduates with unprecedented success in fields as diverse as biochemistry, genetics, surgery, international law, management skills, sports science, philosophy, law, engineering, journalism, history, and financial markets and instruments. All this in a highly demanding environment, where the students have a strong socio-economic profile and an average age of 43.5 years.

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

From the latest scientific evidence in the field of neuroscience, not only do we know how to organize information, ideas, images and memories, but we know that the place and context where we have learned something is fundamental for us to be able to remember it and store it in the hippocampus, to retain it in our long-term memory.

In this way, and in what is called neurocognitive context-dependent e-learning, the different elements in our program are connected to the context where the individual carries out their professional activity.



This program offers the best educational material, prepared with professionals in mind:



Study Material

All teaching material is produced by the specialists who teach the course, specifically for the course, so that the teaching content is highly specific and precise.

These contents are then applied to the audiovisual format, to create the TECH online working method. All this, with the latest techniques that offer high quality pieces in each and every one of the materials that are made available to the student.



Classes

There is scientific evidence suggesting that observing third-party experts can be useful.

Learning from an Expert strengthens knowledge and memory, and generates confidence in future difficult decisions.



Practising Skills and Abilities

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



Additional Reading

Recent articles, consensus documents and international guidelines, among others. In TECH's virtual library, students will have access to everything they need to complete their course.





Case Studies

Students will complete a selection of the best case studies chosen specifically for this program. Cases that are presented, analyzed, and supervised by the best specialists in the world.



Interactive Summaries

The TECH team presents the contents attractively and dynamically in multimedia lessons that include audio, videos, images, diagrams, and concept maps in order to reinforce knowledge.

This exclusive educational system for presenting multimedia content was awarded by Microsoft as a "European Success Story".



Testing & Retesting

We periodically evaluate and re-evaluate students' knowledge throughout the program, through assessment and self-assessment activities and exercises, so that they can see how they are achieving their goals.



06 Certificate

The Postgraduate Certificate in Stopmotion Animation Projects guarantees students, in addition to the most rigorous and up-to-date education, access to a Postgraduate Certificate issued by TECH Technological University.



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

This **Postgraduate Certificate in Stopmotion Animation Projects** contains the most complete and up-to-date program on the market.

After the student has passed the assessments, they will receive their corresponding **Postgraduate Certificate** issued by **TECH Technological University** via tracked delivery*.

The certificate issued by **TECH Technological University** will reflect the qualification obtained in the Postgraduate Certificate, and meets the requirements commonly demanded by labor exchanges, competitive examinations, and professional career evaluation committees.

Title: **Postgraduate Certificate in Stopmotion Animation Projects**

Official N° of Hours: **150 h.**



*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.

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



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Postgraduate Certificate

Stopmotion Animation Projects

