Postgraduate Diploma

Animation Production, Co-Production and Distribution

tech global university

Postgraduate Diploma
Animation Production, Co-Production and Distribution

- » Modality: **online**
- » Duration: **6 months**
- » Certificate: **TECH Global University**
- » Credits: **18 ECTS**
- » Schedule: **at your own pace**
- » Exams: **online**

Website: **www.techtitute.com/us/videogames/postgraduate-diploma/postgraduate-diploma-produccion-coproduccion-distribucion-animacion**

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01
Introduction

Knowing in detail the tasks of production or co-production and distribution in Animation are essential for any professional who wants to ensure the launch of successful projects and succeed in this industry. For this reason, they must handle not only the techniques of modeling and creation of characters and scenarios, but also the management of financing and the most relevant issues of production work, both individually and collectively, aspects that will master thanks to the completion of this program. Through a multidisciplinary, online and intensive program, the graduate will be able to delve into the search for profits through the creation of solo projects or offering their collaboration in large teams.

" TECH has developed this Postgraduate Diploma with the aim of enabling you to get the most out of your productions or co-productions"

The search for profit is, in most cases, the main objective of any professional who undertakes, alone or as part of a team, a large Animation project. That is why, in order to achieve the desired profitability, it is necessary to follow a series of guidelines, as well as to take into account the requirements of the target sector and the specifications of the industry in general, so that, from the beginning, those responsible have all the information that will allow them to act in case of any problem and avoid failures in the project.

For this reason, TECH has considered this Postgraduate Diploma in Animation Production, Co-Production and Distribution as an essential qualification in the curriculum of any professional who wishes to master this area. It is a multidisciplinary, highly capacitating and intensive program that will bring to the graduate's career a plus of quality and specialty, based on the best syllabus in the academic sector.

Throughout the 450 hours in which it is distributed, graduates will be able to delve into the most relevant financial issues, from the achievement of adapted budgets, to the application of loans and the most effective economic programs in the provision of aid. Next, it delves into the most relevant aspects of product distribution: network campaigns, negotiations with distributors, agreements with brands, etc. Finally, it goes through the specifications to take into account in case they want to participate in a co-production, their rights and duties, the importance of contracts and agreements, and much more.

In addition, in its commitment to offer the best and most complete educational program, TECH has decided to count for this 100% online program with an expert faculty in the Animation sector, who will accompany the graduate in their professional growth and will provide the keys to obtain the best academic experience of their career.

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 self-assessment can be used 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 100% online program designed exclusively for professionals who, like you, are looking to make a qualitative leap in their professional careers"

This program focuses on the Ibermedia Program and the steps you must take to be eligible for its grants.

You will be able to delve into the most modern and effective distribution strategies for animation projects, acquiring a specialized vision of the life of the product and its phases.

" *You will learn in detail the most relevant issues to take into account when applying for a bank loan, so that you have all the information you need to choose the best option"*
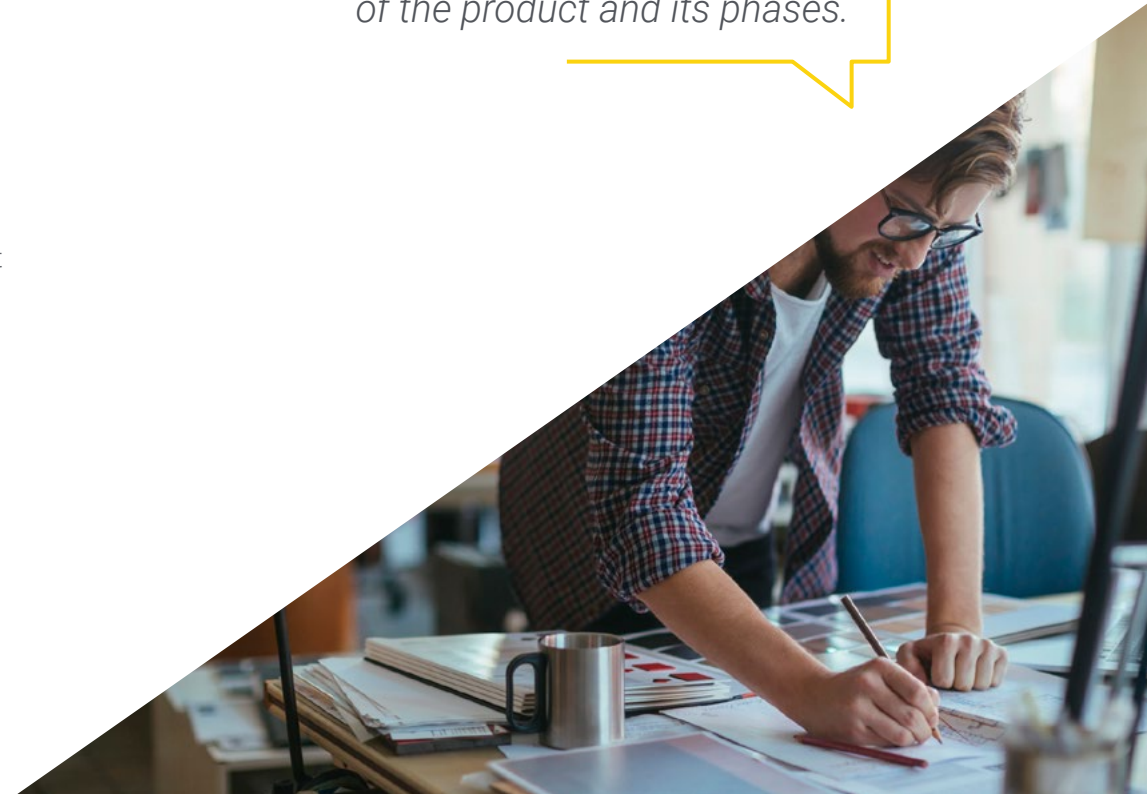
The program's teaching staff includes professionals from the sector who contribute their work experience to this educational program, as well as renowned specialists from leading societies and prestigious universities.

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.

02
Objectives

The importance of having a good production and distribution strategy is the key to the success of any project. For this reason, the objective of this Postgraduate Diploma is to provide the graduates with all the information that will allow them to know, in a specialized way, the specifications of these tasks adapted to the Animation industry. In this way, they will be able to use the most appropriate action strategies according to the characteristics of their product, reaching very high profitability levels and minimizing losses.

TECH has designed this program to provide you with the educational tools that will enable you to achieve your highest career goals in the Animation industry job market"

General Objectives

- Acquire up-to-date knowledge on how to obtain a budget and on the programs to be used to obtain funds
- Provide the graduates with the professional skills that will enable them to successfully manage the visibility of the project and its impact
- Gain specialized knowledge of co-production, both financially and from a management point of view

"If you are looking for a program that can provide you with specialized knowledge about co-productions and their requirements, this is the best opportunity in the market"

Specific Objectives

Module 1. Financing

- Distinguish the best ways to obtain financing for a project, depending on the final result of the project
- Get to know the necessary documentation to be submitted to the different entities
- Understand in detail the complementation and presentation required to obtain funding through the Ibermedia program
- Know the methods of financing through NFTs

Module 2. Distribution

- 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

Module 3. Co-productions

- Know how a co-production functions in detail
- Understand the benefits of a co-production
- Distinguish the documentation to be completed when signing a co-production and the requirements for modifying it
- Distinguish the requirements for financing through the media subprogram and the necessary documentation
- Learn about the requirements for financing through Eurimages and the necessary documentation
- Delve into co-production programs in Latin America
- Learn about other co-production programs in different countries that are key for the sector

03
Course Management

TECH believes that having a reference teaching team has a positive influence on the educational experience of any graduate. That is why for this Postgraduate Diploma has selected a faculty specialized in digital and traditional animation that has a broad and extensive professional experience in the industry. In addition, they are versed in the sector characterized, according to the references in their resumes, by their human quality and their commitment to the profession.

The professors have selected a set of real simulations so that you can practice your strategies for dealing with different complex scenarios that you may encounter in the industry"

Management

Dr. Cristóbal Rodríguez, Manuel

- Audiovisual Producer and Consultant
- Ph.D. 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

04
Structure and Content

TECH is a pioneer in the use of the effective *relearning* methodology in the content of its programs, an aspect that allows it to offer more dynamic, modern programs in which the teaching load has been considerably reduced, without sacrificing the slightest aspect of quality and completeness. This is also possible due to the participation of the teaching team in the development of the syllabus, based on the most relevant and necessary aspects to carry out a professional practice at the level of the industry requirements and at the level of the best experts in the sector.
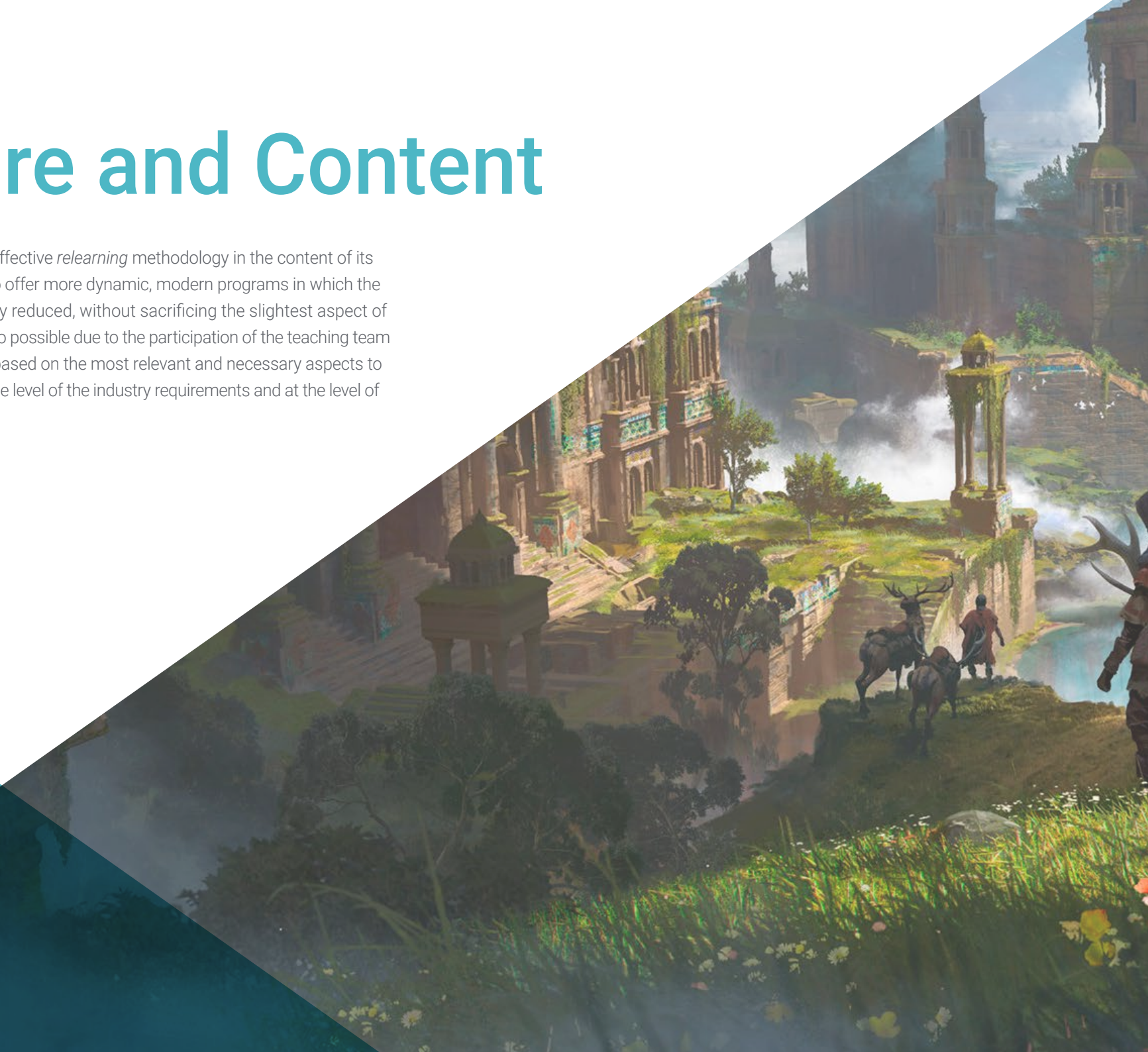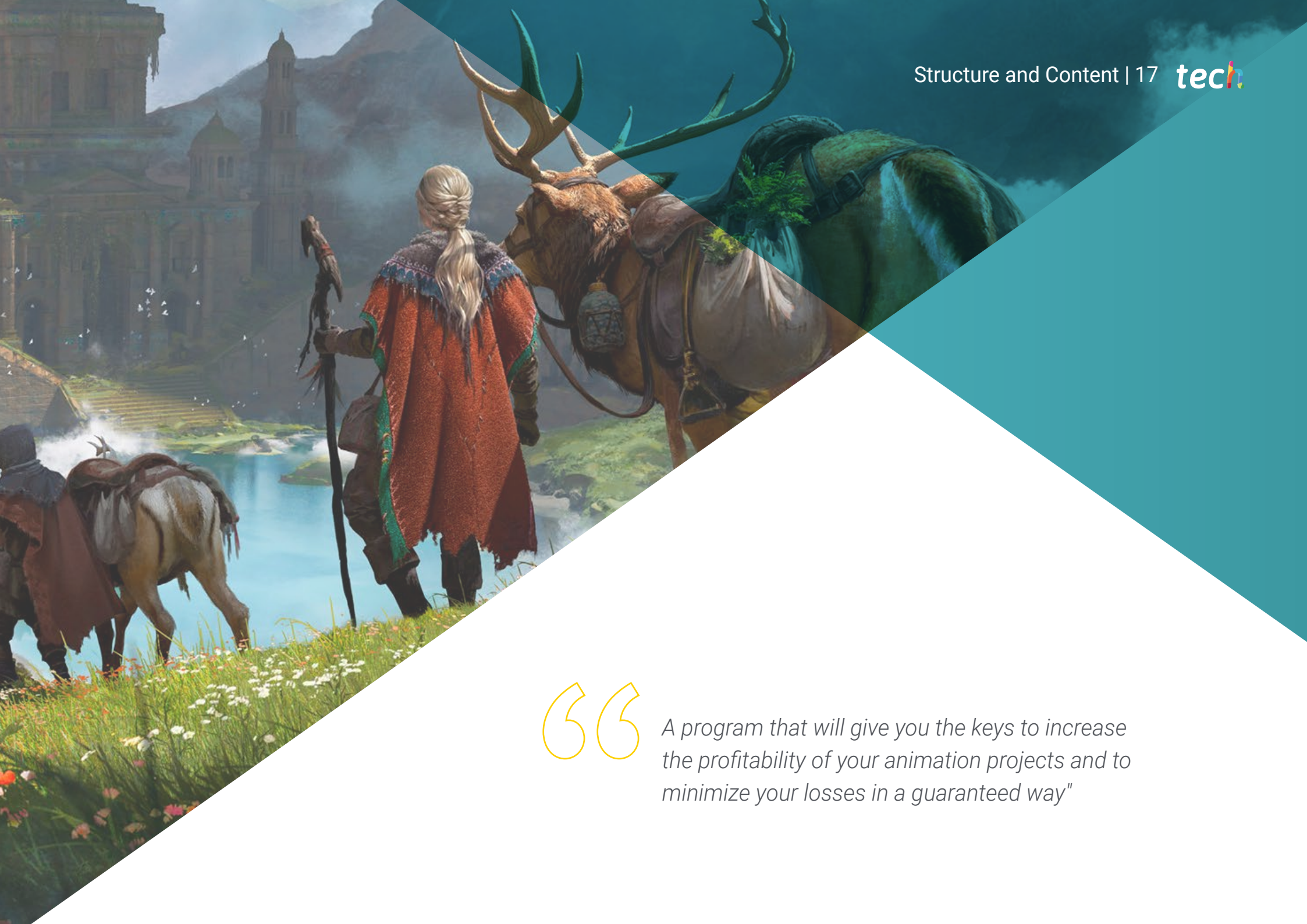
A program that will give you the keys to increase the profitability of your animation projects and to minimize your losses in a guaranteed way"

Module 1. Financing

1.1.   The Budget
    1.1.1.   Margins
    1.1.2.   Resource Management
    1.1.3.   Unforeseen Circumstances

1.2.   Own Funds and Grants
    1.2.1.   Savings
    1.2.2.   *Crowfunding*
    1.2.3.   Subsidies

1.3.   Public Credit Institutions

1.4.   Sales and Pre-Sales
    1.4.1.   Distributor
    1.4.2.   Televisions
    1.4.3.   Other Means

1.5.   Investment Vehicles
    1.5.1.   Joint Venture Accounts
    1.5.2.   *Crowdfunding*

1.6.   Ibermedia Program
    1.6.1.   Ibermedia
    1.6.2.   Process
    1.6.3.   Documentation

1.7.   Ibermedia Program and Economy
    1.7.1.   Help
    1.7.2.   Continuity After Procurement
    1.7.3.   Justifications

1.8.   Tax Incentive
    1.8.1.   Business Attraction
    1.8.2.   Requirements
    1.8.3.   Legal Aspects

1.9.   NFT
    1.9.1.   NFT
    1.9.2.   Utilities
    1.9.3.   Indirect Financing

Module 2. Distribution

2.1.   Product Lifetime
    2.1.1.   Start
    2.1.2.   Duration
    2.2.3.   Finalization

2.2.   Networking Campaign
    2.2.1.   Visibility
    2.2.2.   *Influencers*
    2.2.3.   Costs

2.3.   Afiche
    2.3.1.   Afiche
    2.3.2.   Process
    2.3.3.   End

2.4.   Documentation
    2.4.1.   Presentations
    2.4.2.   Trailer
    2.4.3.   Other Requirements

2.5.   Distributors
    2.5.1.   Large-Size Entities
    2.5.2.   Medium-Sized Entities
    2.5.3.   Small-Size Entities

2.6.   BORRAR
    2.6.1.   Small Festivals
    2.6.2.   Big Festivals
    2.6.3.   Economic Repercussions

2.7.   International Competitions
    2.7.1.   Small Festivals
    2.7.2.   Big Festivals
    2.7.3.   Economic Repercussions

2.8.   Brand Agreements
    2.8.1.   Collaborations
    2.8.2.   Sponsorships
    2.8.3.   Other Forms of Collaboration

Module 3. Co-productions

Enroll now and get access, from the first moment, to all the theoretical, practical and additional content, so you can organize this educational experience without giving up other aspects of your life"

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.

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:
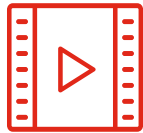
Study Material

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%
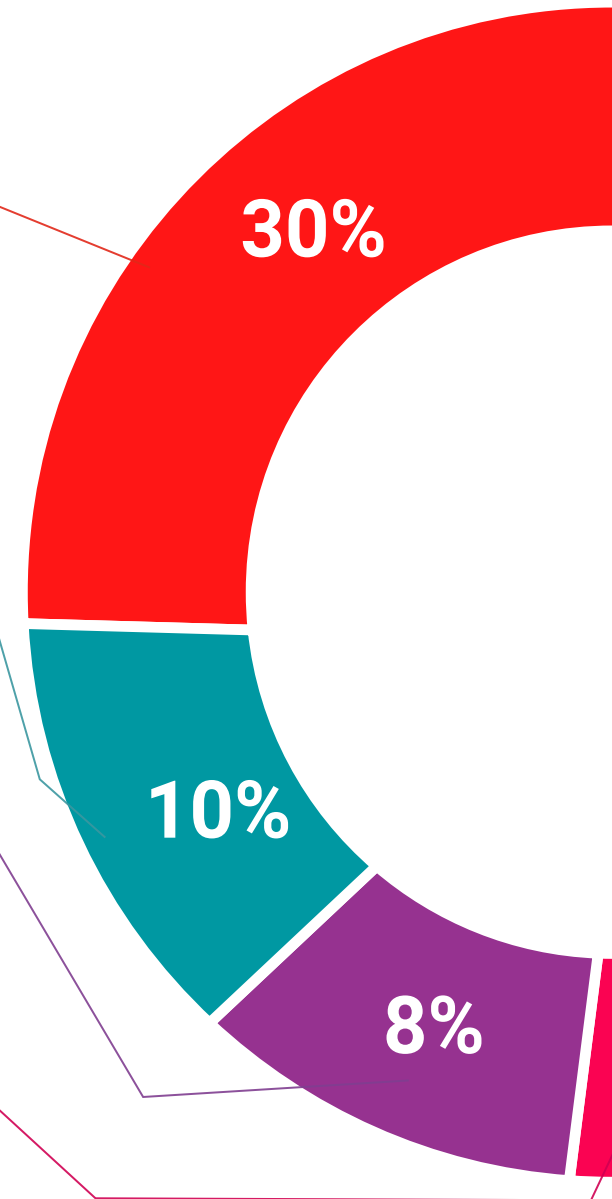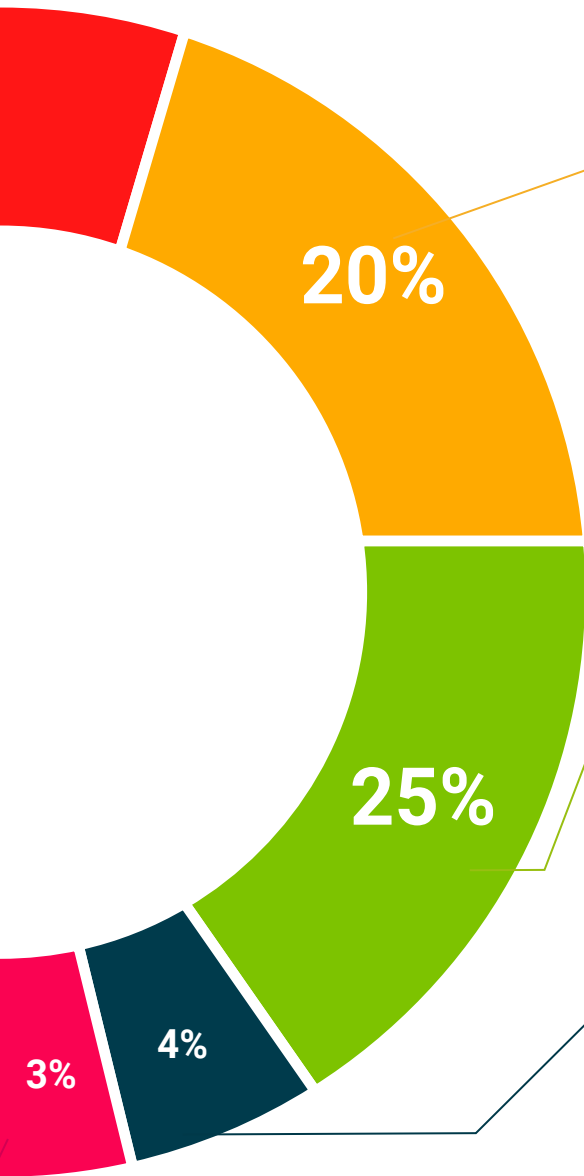
Case Studies

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 Postgraduate Diploma in Production, Co-Production and Distribution guarantees students, in addition to the most rigorous and up-to-date education, access to a Postgraduate Diploma issued by TECH Global University.

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

This program will allow you to obtain your **Postgraduate Diploma in Animation Production, Co-Production and 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.
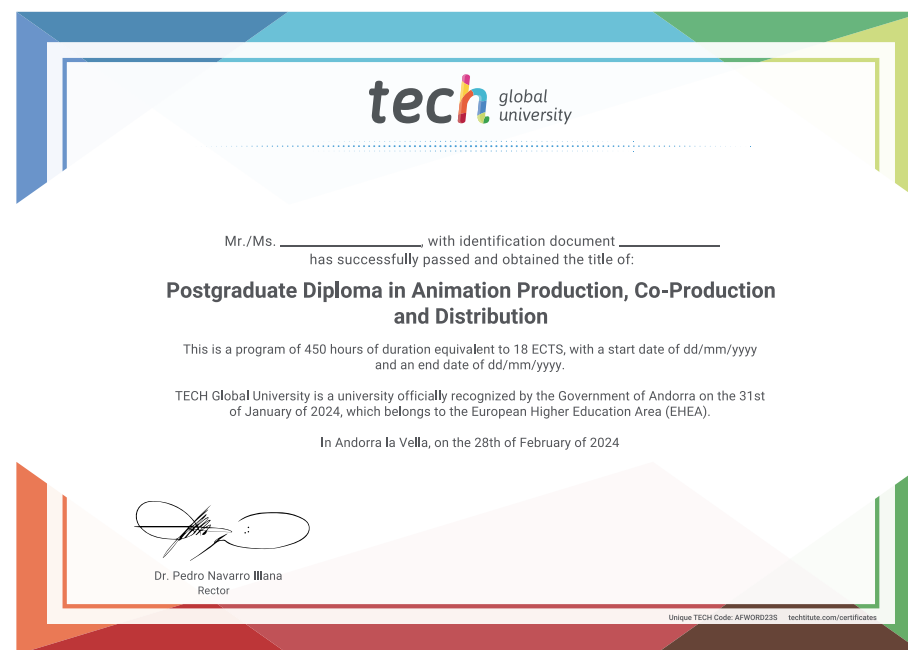
This **TECH Global University** title is a European program of continuing education and professional updating that guarantees the acquisition of competencies in its area of knowledge, providing a high curricular value to the student who completes the program.

Title: **Postgraduate Diploma in Animation Production, Co-Production and Distribution**

Modality: **online**

Duration: **6 months**

Accreditation: **18 ECTS**

tech global university

Mr./Ms. _____, with identification document _____
has successfully passed and obtained the title of:

Postgraduate Diploma in Animation Production, Co-Production and Distribution

This is a program of 450 hours of duration equivalent to 18 ECTS, with a start date of dd/mm/yyyy and an end date of dd/mm/yyyy.

TECH Global University is a university officially recognized by the Government of Andorra on the 31st of January of 2024, which belongs to the European Higher Education Area (EHEA).

In Andorra la Vella, on the 28th of February of 2024

Dr. Pedro Navarro Illana
Rector

Unique TECH Code: AFWORD23S   techtitute.com/certificates

*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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