Professional Master's Degree
Animation Production

tech *global university*

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Professional Master's Degree
Animation Production

- » Modality: **online**
- » Duration: **12 months**
- » Certificate: **TECH Global University**
- » Accreditation: **60 ECTS**
- » Schedule: **at your own pace**
- » Exams: **online**

Website: **www.techtitute.com/us/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 pieces of work 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.
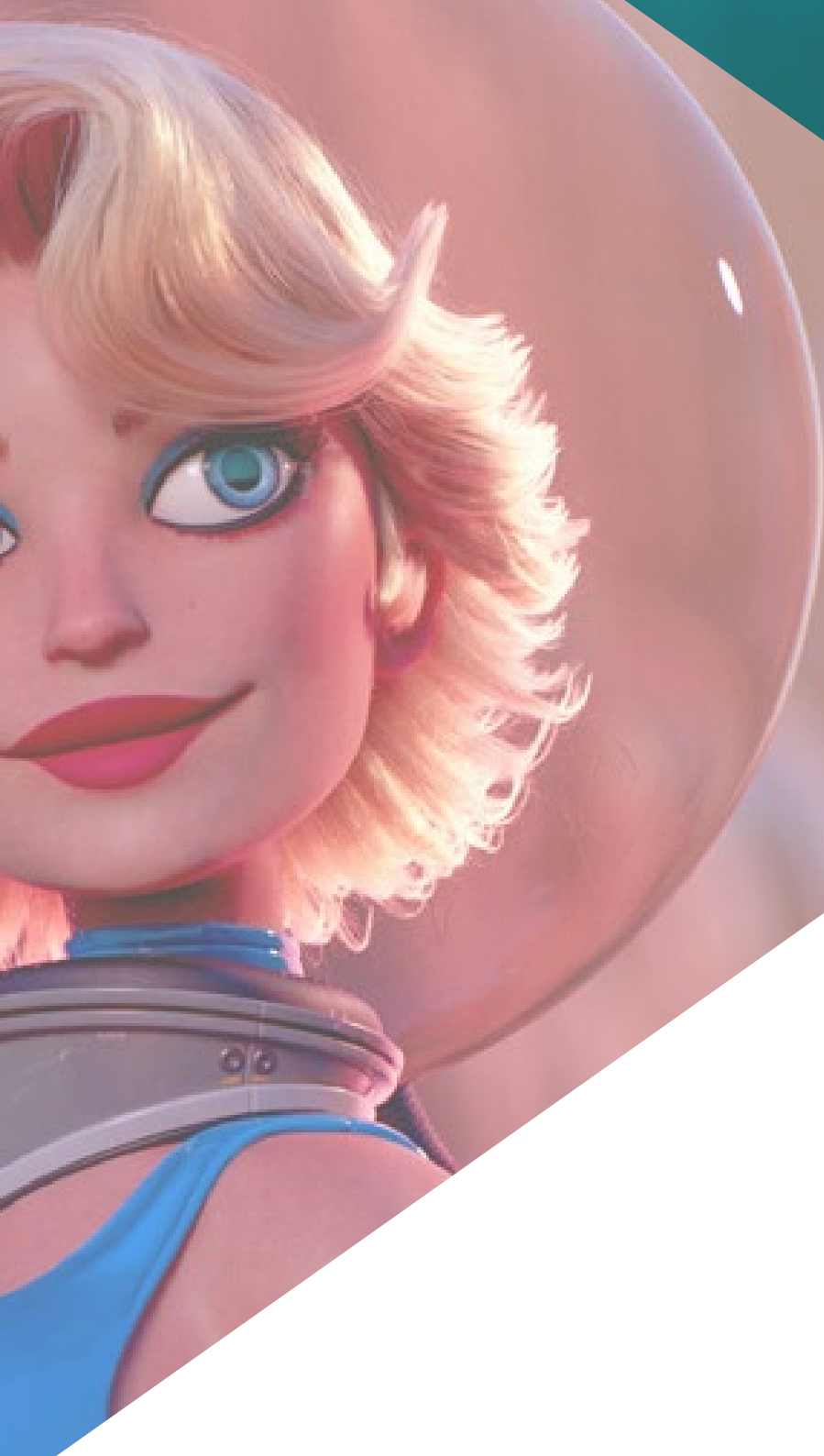
TECH presents the best 100% Online program to specialize in Animation Production through an educational experience that will give you the keys to succeed in this field"

It has been more than a century since the first animated film in history was made public. From that moment until today, this audiovisual technique of character representation has experienced an 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, which shows the simple movement of a character painted with chalk, now totally obsolete, but considered at the time the most avant-garde, evolved to what is known today with international projects such as Soul, Coco or the live action Lion King.

But the growth of this field has not only been reflected in films, since the video game industry has also been greatly benefited, 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 considered it necessary to create a program 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 was created, a 100% online program that will give you the keys to specialize in this field and therefore make a quantitative and qualitative leap in your career.

Through a thorough knowledge of the profession, the syllabus delves into the programs and management tools in production, with special emphasis on the specifications of Traditional Animation, Stopmotion, 3D and transmedia. In addition, it delves into the issues of financing small and large-scale projects and the requirements of co-production, focusing also on the current legislation 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 capacitating program that will raise 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 will be able to access the Virtual Classroom 24 hours a day, where you can find dozens of hours of additional high-quality material to gain in-depth knowledge of the most interesting concepts according to your interests. Therefore, in less than 12 months, you will have reached your most ambitious professional goals and will be able to take charge of the international Animation productions you want from that moment on.

This **Professional Master's Degree in 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

A qualification 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 delve into the key aspects of financing an Animation Project, so that your financial results are always positive.

You will learn in detail the keys to a good distribution of the product, including merchandising management and the agreement with brands.

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, students 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 qualification. For that reason, the objective of this university is to offer the graduate all the educational tools that will allow them to obtain a high and remarkable degree of specialization in this type of productions and its different genres. In this way, they will have the most exhaustive and up-to-date knowledge in terms of modeling and representation techniques and will be able to take on large projects with guaranteed success.
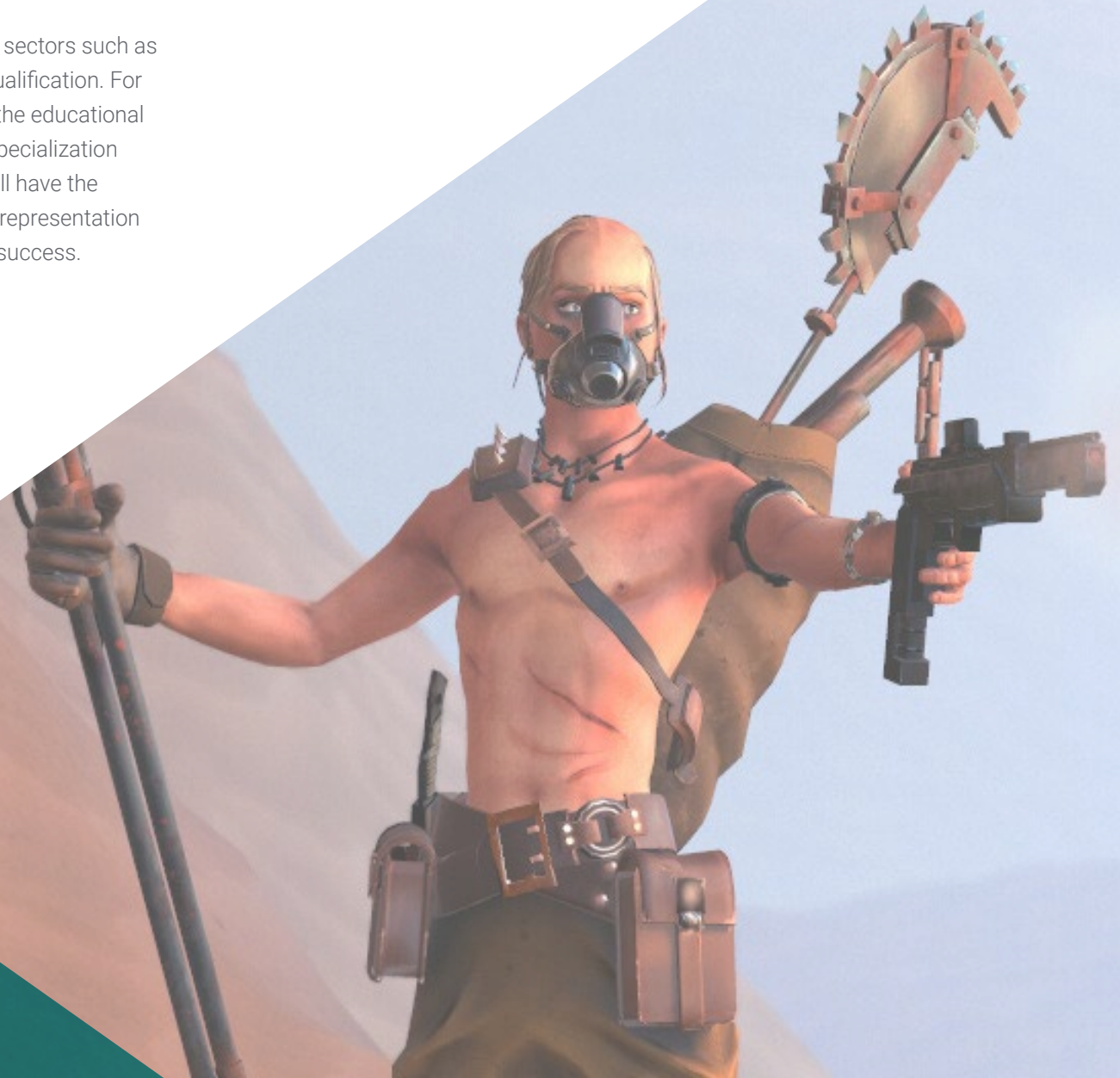
If your goal is to perfect your Animation skills to the level of great video games like Ghost of Tsushima, this program is for you"

General Objectives

• Get to know in detail and in depth the technical characteristics of Animation Production in its different formats

• Obtain a wide and specialized knowledge of the profession of the audiovisual animator through an exhaustive approach of the tasks, production objectives and tools that they handle

• Acquire a well-argued vision of the financing methods in any Animation Production Project

• Update their knowledge on current legislation, negotiation and industry internationally within this sector

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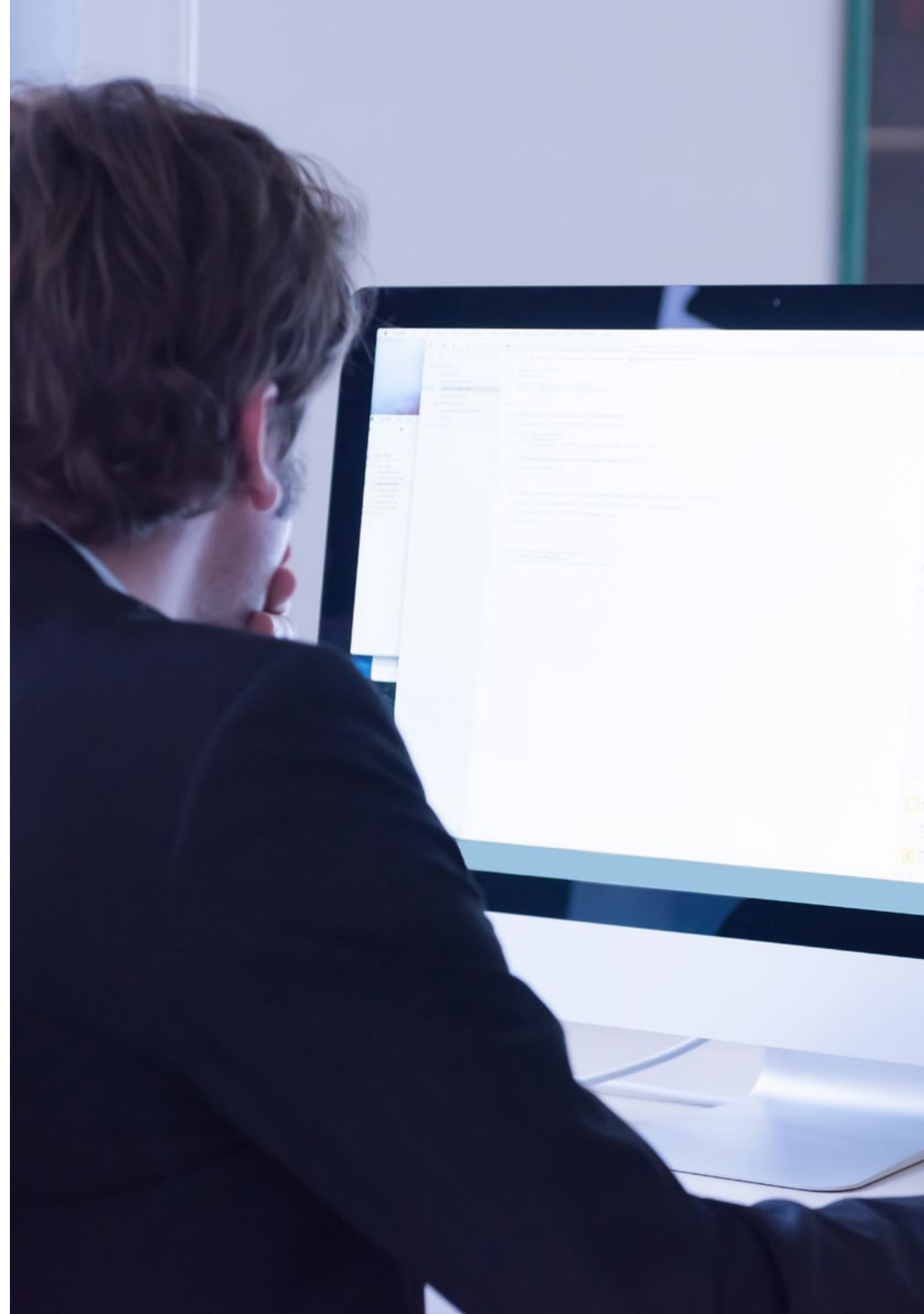
Specific Objectives

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

Module 4. Stopmotion Animation Projects

- 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

Module 5. 3D Animation Projects

- Learn in-depth each of the roles involved in a 3D 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

Module 6. Transmedia Project

- Get to know the current and innovative projects, which mark the production of new contents
- Get to know in detail the technologies used in these projects and the inclusion of others in development
- Have a notion of future uses in Animation for the humanization of artificial intelligences
- Manage animation production in the video game industry
- Get to know the use of animation in advertising and television programs

Module 7. 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 8. 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 9. 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

Module 10. Animation Production: Legislation, Negotiation and Industry

- Reconcile the professional and personal life of the employees, depending on seasonal contingencies, and the performance of tasks

- Learn how to perform multiple tasks outside of your duties when faced with a shortage of workers in small companies

- Manage access to files for different departments, and compliance with deadlines

03
Skills

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

A highly qualifying program that will turn you into 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 management of Traditional Animation, Stopmotion, 3D and transmedia projects, as well as the specific tools to be used in each case 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 in Animation"
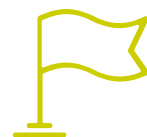
Specific Skills

- Possess 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
- Get to know the figure of the product in different audiovisual media in order to understand how it works
- Manage the resources to be managed by a producer
- Achieve a professional mastery of the programs for the management of the team's schedule
- Control development times according to the duration and type of projects
- Get to know the roles required according to the type of production
- Manage the different teams in the project phases
- Distinguish the needs of the team at work
- Get to know in detail the necessary roles according to the type of production
- Know how to manage the different 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 management and teaching of this Professional Master's Degree, a faculty specialized in Animation Production, with extensive professional experience. This is a group of active professionals, who will bring to this syllabus an up-to-date, real and critical vision of the field, a distinctive feature that the graduate will be able to benefit from to know in detail the keys to the profession and implement in their practice the most effective techniques and strategies in the creation of digital content.

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

Management

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

Professors

Mr. Herrero Larrumbide, Aitor
- CEO and storyboard supervisor at AupaStudio
- Script doctoring in the Magic Mermaids series
- Director of animated short films
- Musician and scriptwriter in several episodes of the Cry Babies series
- Production designer and scriptwriter in the series Meme and Mr. Bobo

Mr. Lascano, Carlos
- Director at DREAMLIFE Filmworks
- Expert in Acting for Camera by Pandemonium Visual Group
- Specialized in Stop Motion Animation Shooting, Pandemonium Visual Group
- Expert in Creative Writing, Argentine Cultural Industries Market
- Law Degree from the National University of Mar del Plata

Mr. Herguera Acosta, Diego

- Producer of Sultana Films SL
- B.A in Architecture from the Polytechnic University of Catalonia
- Animated Feature Film Producer
- Animated Short Film Producer

Mr. Concha Riveros, Juan Carlos

- Assistant Director for Aurel
- Expert in Animation and Digital Editing 3D Max and Premiere by New Horizons
- Specialized in Fine Arts by the Directorate of Artistic Culture of Santander
- B.A. in Graphic Design from Taller Cinco University

Mr. Mas Bilbao, Mikel

- Executive Producer and Director at Cornelius Films
- Expert in Film Directing from the Center for Cinematographic Studies of Catalonia
- Expert in Screenwriting at Editrain Barcelona
- Expert in Digital Photography from Editrain Barcelona
- B.A. in Art History from the Autonomous University of Barcelona

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

Structure and Content

The design of both the structure and the content of this Professional Master's Degree has been carried out by 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, along with the syllabus, can be downloaded to any device with an Internet connection and from the beginning of the program, so you can customize your schedule and balance it with any other academic or professional activity.

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

Module 1. The Animation Producer

1.1. Functions
    1.1.1. Production
    1.1.2. Specialized Terminology
    1.1.3. Data
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. Workflow
    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

Module 3. Traditional Animation Project Producer

Module 4. Stopmotion Animation Projects

Module 5. 3D Animation Projects

Module 6. Transmedia Project

Module 7. Financing

Do not hesitate and enroll now in this qualification that will raise your professional career to the level of the requirements demanded by Sony, Ubisoft, Blizzard or any leading company in the video game industry"

06 Study Methodology

TECH is the world's first university to combine the **case study** methodology with **Relearning**, a 100% online learning system based on guided repetition.

This disruptive pedagogical strategy has been conceived to offer professionals the opportunity to update their knowledge and develop their skills in an intensive and rigorous way. A learning model that places students at the center of the educational process giving them the leading role, adapting to their needs and leaving aside more conventional methodologies.

"

TECH will prepare you to face new challenges in uncertain environments and achieve success in your career"

The student: the priority of all TECH programs

In TECH's study methodology, the student is the main protagonist.
The teaching tools of each program have been selected taking into account the demands of time, availability and academic rigor that, today, not only students demand but also the most competitive positions in the market.

With TECH's asynchronous educational model, it is students who choose the time they dedicate to study, how they decide to establish their routines, and all this from the comfort of the electronic device of their choice. The student will not have to participate in live classes, which in many cases they will not be able to attend. The learning activities will be done when it is convenient for them. They can always decide when and from where they want to study.

At TECH you will NOT have live classes
(which you might not be able to attend)"
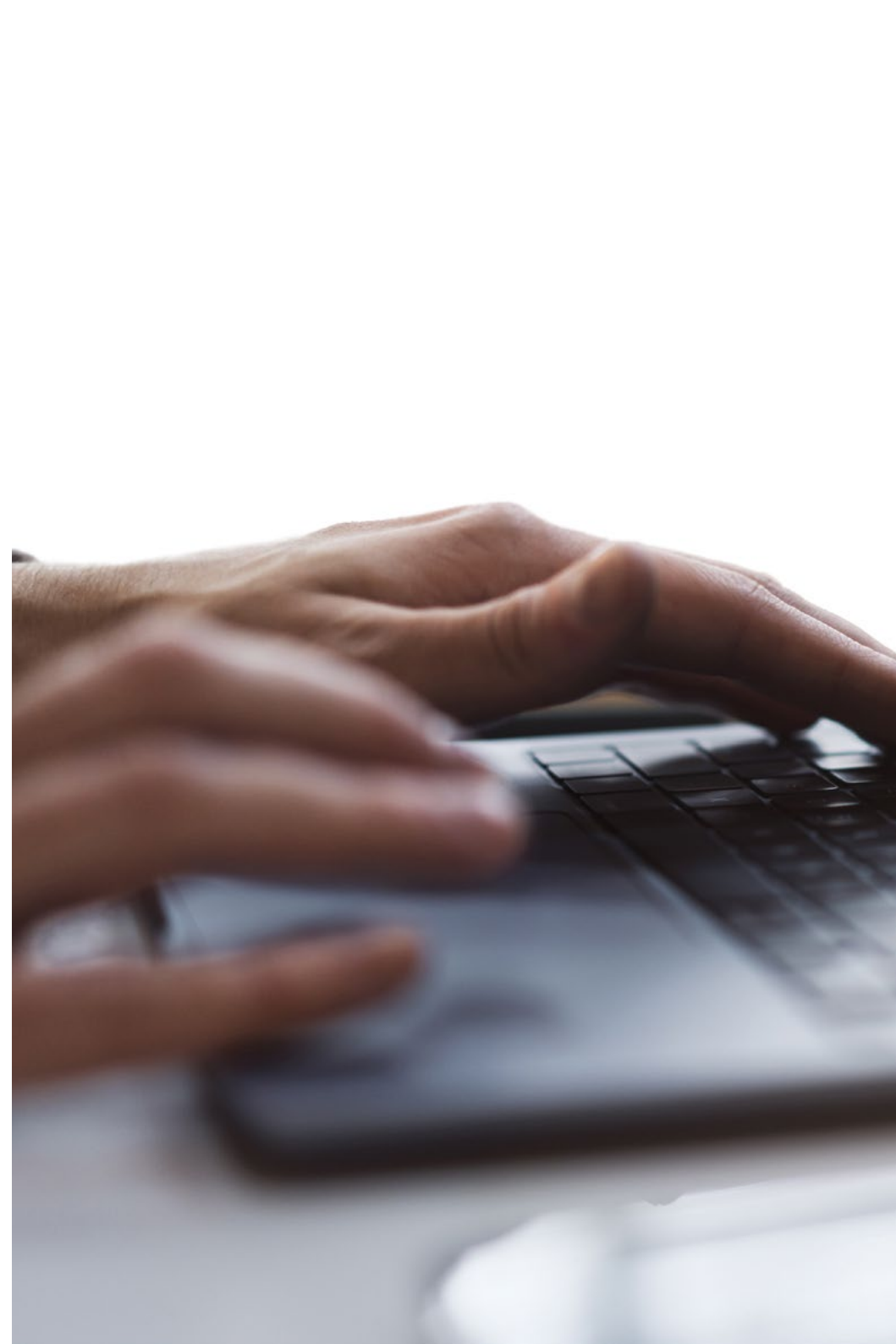
The most comprehensive study plans at the international level

TECH is distinguished by offering the most complete academic itineraries on the university scene. This comprehensiveness is achieved through the creation of syllabi that not only cover the essential knowledge, but also the most recent innovations in each area.

By being constantly up to date, these programs allow students to keep up with market changes and acquire the skills most valued by employers. In this way, those who complete their studies at TECH receive a comprehensive education that provides them with a notable competitive advantage to further their careers.

And what's more, they will be able to do so from any device, pc, tablet or smartphone.

> *TECH's model is asynchronous, so it allows you to study with your pc, tablet or your smartphone wherever you want, whenever you want and for as long as you want"*

Case Studies and Case Method

The case method has been the learning system most used by the world's best business schools. Developed in 1912 so that law students would not only learn the law based on theoretical content, its function was also to present them with real complex situations. In this way, they could make informed decisions and value judgments about how to resolve them. In 1924, Harvard adopted it as a standard teaching method.

With this teaching model, it is students themselves who build their professional competence through strategies such as Learning by Doing or Design Thinking, used by other renowned institutions such as Yale or Stanford.

This action-oriented method will be applied throughout the entire academic itinerary that the student undertakes with TECH. Students will be confronted with multiple real-life situations and will have to integrate knowledge, research, discuss and defend their ideas and decisions. All this with the premise of answering the question of how they would act when facing specific events of complexity in their daily work.

Relearning Methodology

At TECH, case studies are enhanced with the best 100% online teaching method: Relearning.

This method breaks with traditional teaching techniques to put the student at the center of the equation, providing the best content in different formats. In this way, it manages to review and reiterate the key concepts of each subject and learn to apply them in a real context.

In the same line, and according to multiple scientific researches, reiteration is the best way to learn. For this reason, TECH offers between 8 and 16 repetitions of each key concept within the same lesson, presented in a different way, with the objective of ensuring that the knowledge is completely consolidated during the study process.

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

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)

A 100% online Virtual Campus with the best teaching resources

In order to apply its methodology effectively, TECH focuses on providing graduates with teaching materials in different formats: texts, interactive videos, illustrations and knowledge maps, among others. All of them are designed by qualified teachers who focus their work on combining real cases with the resolution of complex situations through simulation, the study of contexts applied to each professional career and learning based on repetition, through audios, presentations, animations, images, etc.

The latest scientific evidence in the field of Neuroscience points to the importance of taking into account the place and context where the content is accessed before starting a new learning process. Being able to adjust these variables in a personalized way helps people to remember and store knowledge in the hippocampus to retain it in the long term. This is a model called Neurocognitive context-dependent e-learning that is consciously applied in this university qualification.

In order to facilitate tutor-student contact as much as possible, you will have a wide range of communication possibilities, both in real time and delayed (internal messaging, telephone answering service, email contact with the technical secretary, chat and videoconferences).

Likewise, this very complete Virtual Campus will allow TECH students to organize their study schedules according to their personal availability or work obligations. In this way, they will have global control of the academic content and teaching tools, based on their fast-paced professional update.

"

The online study mode of this program will allow you to organize your time and learning pace, adapting it to your schedule"

The effectiveness of the method is justified by four fundamental achievements:

1. Students who follow this method not only achieve the assimilation of concepts, but also a development of their mental capacity, through exercises that assess real situations and the application of knowledge.

2. Learning is solidly translated into practical skills that allow the student to better integrate into the real world.

3. Ideas and concepts are understood more efficiently, given that the example situations are based on real-life.

4. Students like to feel that the effort they put into their studies is worthwhile. This then translates into a greater interest in learning and more time dedicated to working on the course.

The university methodology top-rated by its students

The results of this innovative teaching model can be seen in the overall satisfaction levels of TECH graduates.

The students' assessment of the quality of teaching, quality of materials, course structure and objectives is excellent. Not surprisingly, the institution became the best rated university by its students on the Trustpilot review platform, obtaining a 4.9 out of 5.

Access the study contents from any device with an Internet connection (computer, tablet, smartphone) thanks to the fact that TECH is at the forefront of technology and teaching.

You will be able to learn with the advantages that come with having access to simulated learning environments and the learning by observation approach, that is, Learning from an expert.

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07
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 Professional Master's Degree 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 private qualification will allow you to obtain a **Professional Master's Degree diploma in Animation Production** 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 private qualification**, 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: **Professional Master's Degree in Animation Production**

Modality: **online**

Duration: **12 months**

Accreditation: **60 ECTS**

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tech global university

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

Professional Master's Degree in Animation Production

This is a private qualification of 1,800 hours of duration equivalent to 60 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
Dean

Unique TECH Code: AFWORD23S   techtitute.com/certificates

Professional Master's Degree in Animation Production

General Structure of the Syllabus

Subject type	ECTS
Compulsory (CO)	60
Optional (OP)	0
External Work Placement (WP)	0
Master's Degree Thesis (MDT)	0
Total 60	

General Structure of the Syllabus

Year	Subject	ECTS	Type
1º	The Animation Producer	6	CO
1º	Programs and Management	6	CO
1º	Traditional Animation Project Producer	6	CO
1º	Stopmotion Animation Projects	6	CO
1º	3D Animation Projects	6	CO
1º	Transmedia Project	6	CO
1º	Financing	6	CO
1º	Distribution	6	CO
1º	Co-productions	6	CO
1º	Animation Production: Legislation, Negotiation and Industry	6	CO

Dr. Pedro Navarro Illana
Rector

tech global university

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*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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