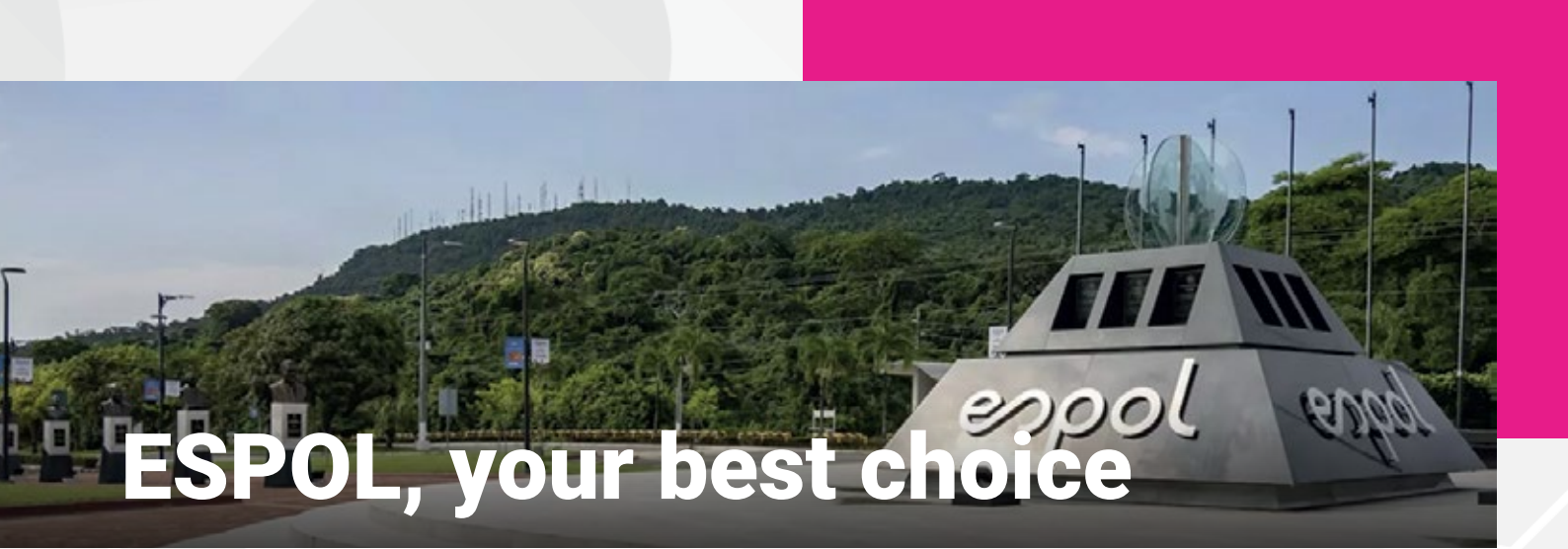


Master of Arts in
**Audiovisual
Postproduction**

RPC - SO- 12 -NO.169-2018



ESPOL, your best choice

1

PRESTIGE

ESPOL is the top state university according to internal rankings and one of the best in LATAM.

2

ADVANCE PROFESSIONALLY

Optimize your time and achieve your goals studying programs designed to obtain your degree faster.

3

NETWORKING

Build long-term relationships with industry leaders and experts that will boost your career.

4

HIGHLY QUALIFIED FACULTY

Learn from the top educators in Ecuador as well as internationally renowned foreign faculty.

5

BROAD YOUR HORIZONS

Enrich your academic experience and your professional profile by complementing your training with courses from other ESPOL master's degrees and other university centers.

6

EMPLOYABILITY

Alumni from ESPOL have a high employability rate in national and foreign companies.





Faculty of Art, Design and Audiovisual Communication

Creative workers in the domains of art, design, and audiovisual communication are prepared at the Escuela Superior Politécnica del Litoral (ESPOL) through the Faculty of Art, Design, and Audiovisual Communication (FADCOM). The mission of the college is to provide highly skilled, dedicated graduates to meet the demands of the creative and productive sectors of society.

One notable feature of the FADCOM Graduate Program is its creative and excellent academic proposal. Our graduate programs which include the Master of Arts in Animation and Videogames, the Master of Arts in Audiovisual Postproduction, the Master of Science in Art and Technology, and the Master of Arts in Branding Transmedia Communication, are created to instruct professionals with up-to-date knowledge and practical skills that allow them to stand out in a competitive environment.

We cordially encourage you to become a part of our academic community and enjoy a rich and rewarding experience that will able you with the skills you need to succeed in the workplace and make a major contribution to the advancement of our society.

WELCOME!



Master of Arts in
**Audiovisual
Postproduction**

RPC - SO- 12-NO.169-2018

Postproduction is where the magic of what we see on screens comes to life. It's the stage where audiovisual language is crafted, shaping the messages audiences consume across both digital and analog media.

With this master's degree, you'll gain a strong foundation in the technical aspects of digital postproduction, becoming both a skilled professional and a knowledgeable theorist in the field. You'll master advanced techniques in graphics, non-linear editing, animation, sound, color grading, and audiovisual composition, equipping you to excel in this dynamic and creative industry.

MAKE YOUR POTENTIAL SHINE
And make the difference in your professional field

Our Graduate Program

ROUTE TO THE FUTURE

Mission

To cooperate with society, forming creative and innovative professional leaders, with research capacity and critical thinking, who propose solutions in the area of audiovisual communication through advanced tools and techniques of digital postproduction.

Vision

To be a national and international reference in the teaching of advanced audiovisual postproduction techniques and tools, as a key factor for the development of innovative solutions.

ESPOL VALUES



INTEGRITY

We practice ethics in our actions and are accountable for what we do.



COOPERATION

We are a community committed in solidarity to solve the world's problems.



COMMITMENT

We materialize our commitment to quality education, to the well-being of human beings and to the transfer of sustainable solutions at the service of society.



DEDICATION

We do more than what is expected of us with passion and enthusiasm.



INNOVATION

We generate value, looking for new improvements and solutions to solve problems and take advantage of opportunities.



EMPATHY

We demonstrate genuine sensitivity to the needs of our stakeholders and work as a team to meet them.



OPENNESS

We are open to the world, to new experiences, and we welcome valuable people with diverse opinions and perspectives.



Graduate program

Train fourth-level professionals with solid technical knowledge in the field of audiovisual digital postproduction who are capable of applying different techniques advanced in graphics, non-linear editing, animation, sound, colorization, and audiovisual composition through the use of new technologies and the use of new digital formats that allow the transfer of knowledge.

Competencies

- Adapt audiovisual material, applying technological, narrative, and aesthetic principles, including the use of time as an expressive resource in editing.
- Applying concepts, tools, techniques, and procedures of digital postproduction for experimentation projects in the area, including the knowledge of computer programs and audiovisual techniques.
- Create audiovisual projects focused on the functional, historical, aesthetic, and theoretical knowledge of film and video.

Undergraduate student's profile

Master's candidates must have an Ecuadorian third-level university degree, equivalent to a bachelor's degree or engineering, in areas related to audiovisual communication, fine arts, design or multimedia engineering, social communication, advertising, and other related careers. If it's about a professional graduate abroad, they must have a qualification equivalent to a bachelor's degree. This postgraduate degree does not require extensive experience in all fields of postproduction digital audiovisual.

Become an expert in the
**AUDIOVISUAL
INDUSTRY**

Graduate program student's profile

Our graduates will be able to: create digital effects on video (VFX); design and animate 3D compositions; analyze 3D animation techniques; mix and master audio; create audiovisual graphics applied to film, television, digital media, and visual events; identify the technology that interferes with editing processes and film, television, and digital media postproduction; and generally, develop audiovisual projects. These are just a few of the theoretical and practical skills our graduates will possess after completing the curriculum in audiovisual digital postproduction.

GRADUATE DEGREE

**Master of Arts in Audiovisual
Postproduction**

DEGREE IN

1 YEAR



Curriculum

The curriculum consists of two ordinary academic periods within a year. Twelve modules, included a qualification work is the academic offer.

NOMENCLATURE

COURSE UNIT NAME

CREDITS

CLASS HOURS

ACADEMIC TERM 1 FIRST SEMESTER

DIGITAL MEDIA FORMATS

2

32

VISUAL STORYTELLING

2

32

MOTION GRAPHICS FUNDAMENTALS

2

32

SOUND FOR FILMS AND DIGITAL MEDIA

3

48

DIGITAL VIDEO EDITING

2.5

40

CAPSTONE COURSE

1

16

ACADEMIC TERM 2 SECOND SEMESTER

MIXING AND MASTERING

2

32

ADVANCED 2D DIGITAL ANIMATION

3

48

COLOR THEORY

3

48

ADVANCED 3D ANIMATION

3

48

FILM POSTPRODUCTION

2.5

40

CAPSTONE PROJECT

4

48

Immersive learning experience

with 464 hours of engaging teacher contact

SCHEDULE

The 32-hour modules:

Tuesday to Friday, 18:00 to 21:00
Saturdays, 9:00 AM to 13:00

2 weeks of live
online classes

The 40-hour modules:

Tuesday to Friday, 18:00 to 21:00
Saturdays and Sundays, 9:00 AM to 13:00

3 weeks of live
online classes

The 48-hour modules:

Tuesday to Friday, 18:00 to 21:00
Saturdays, 9:00 AM to 13:00

3 weeks of live
online classes



HYBRID MODALITY

It is a combination of online and in-person learning, or work, that allows for flexibility in when and where students or employees participate.

A Few of our Professors

Our teachers have extensive experience in the professional area and they are part of the work team of recognized public and private companies. In the academic environment, they have been graduated from the best universities of the world, and have teaching experience in educational institutions with a long history.



Gabriel Corbella

An audiovisual engineer and post-production consultant with extensive experience in film workflows. He has collaborated on productions by Pedro Almodóvar and he is an Avid Master Instructor. He has also provided specialized training at internationally renowned institutions such as EICTV in Cuba.



María Santalla

A 3D professional with over four years of experience in the video game industry, specializing in asset and character modeling for Unreal Engine. She effectively combines creativity with technical skills throughout the production pipeline. Additionally, she has trained new talent in studios and is quite knowledgeable to provide practical teaching closely linked to the professional environment.



Jorge Mochón

He is an Adobe Certified Expert in After Effects since 2001, besides he is an Adobe Certified Premiere Instructor and After Effects since 2005. Coordinator of Postproduction, composer and digital consultant video and workflows. He is an instructor of LinkedIn Learning, teacher and consultant in various Ibero-American universities.

Experience of our grad program faculty



80%

**Have worked on
International productions**



50%

**Are internationally
certified on different
tools usage**



60%

**Are experienced on
international media**



Academic Mobility

ESPOL Graduate students can access the following academic exchange programs:



Learning Platforms



Other Benefits

Every student at our institution is covered by personal accident medical insurance, ensuring peace of mind while you focus on your studies and enjoy your campus life



Technological Equipment Requirements for Students

In order to warranty the appropriate student's performance in rendering, real-time processing, and a seamless workflow, students in this program must have the following personal equipment:

Standard Recommendations for Windows

- Intel Core i5 (13th Generation) or equivalent.
- 512 GB internal storage.
- 16 GB RAM.
- Integrated graphics.
- 3–4 year warranty.
- Stable internet connection.
- Monitor covering 100% of the sRGB color space.

Included: Monitor, camera for videoconferencing, keyboard and mouse on standard models.

Standard Recommendations for Mac

- Apple Mac computer with M-series chip.
- 256 GB internal storage.
- 16 GB RAM.
- Integrated graphics.
- 3–4-year warranty.
- Stable internet connection.
- We recommend the new MacBook Neo for its performance.

Included: Monitor, camera for videoconferencing, keyboard and mouse on standard models.

Software

- Adobe Creative Cloud.
- DaVinci Resolve.
- Autodesk Maya.
- Reason.





Technological resources

At FADCOM, we provide you with professional-grade technological equipment and the support of ESPOL's central infrastructure to enhance your academic and research development.

1. Equipment and Specialized Laboratories

- PC and Mac Labs: High-end computer labs equipped with 13th Gen Intel(R) Core™ i7 13700 processors and Apple Mac M1 computers, ready for design, animation, and multimedia development.
- Motion Capture Lab (CTI - Dome): A 140 m² space equipped with motion capture technology, capable of simultaneous work for up to 10 people.
- Hybrid Infrastructure: Classrooms with projectors and systems prepared for both in-person and hybrid learning modalities.

2. Software and Digital Platforms

- Adobe Creative Cloud: Complete suite of Photoshop, Illustrator, Premiere, Substance, After Effects, Media Encoder, and Acrobat.
- Productivity Tools: Microsoft 365 licenses, including Word, Excel, PowerPoint, Outlook, and OneNote, included as a benefit with ESPOL's institutional email.
- Multimedia Creation and AI: Professional software for digital art, real-time image/sound/video processing, visual programming, and Artificial Intelligence environments.
- Software: Audiovisual editing, color correction, digital compositing, animation, visual effects (VFX), sound design, and audiovisual media processing.

How to be part of our program



DOCUMENTS

- University undergraduate degree diploma (if international, get it apostilled).
- SENESCYT validation (downloaded from the portal).
- Valid ID or passport.
- Voting certificate (Ecuadorians solely).
- Disability Card (if that is the case).
- Updated CV.
- A copy of a utility bill receipt.
- The Admission exam results.



FINANCING

- Direct credit with the ESPOL program.
- Banking educational credit.



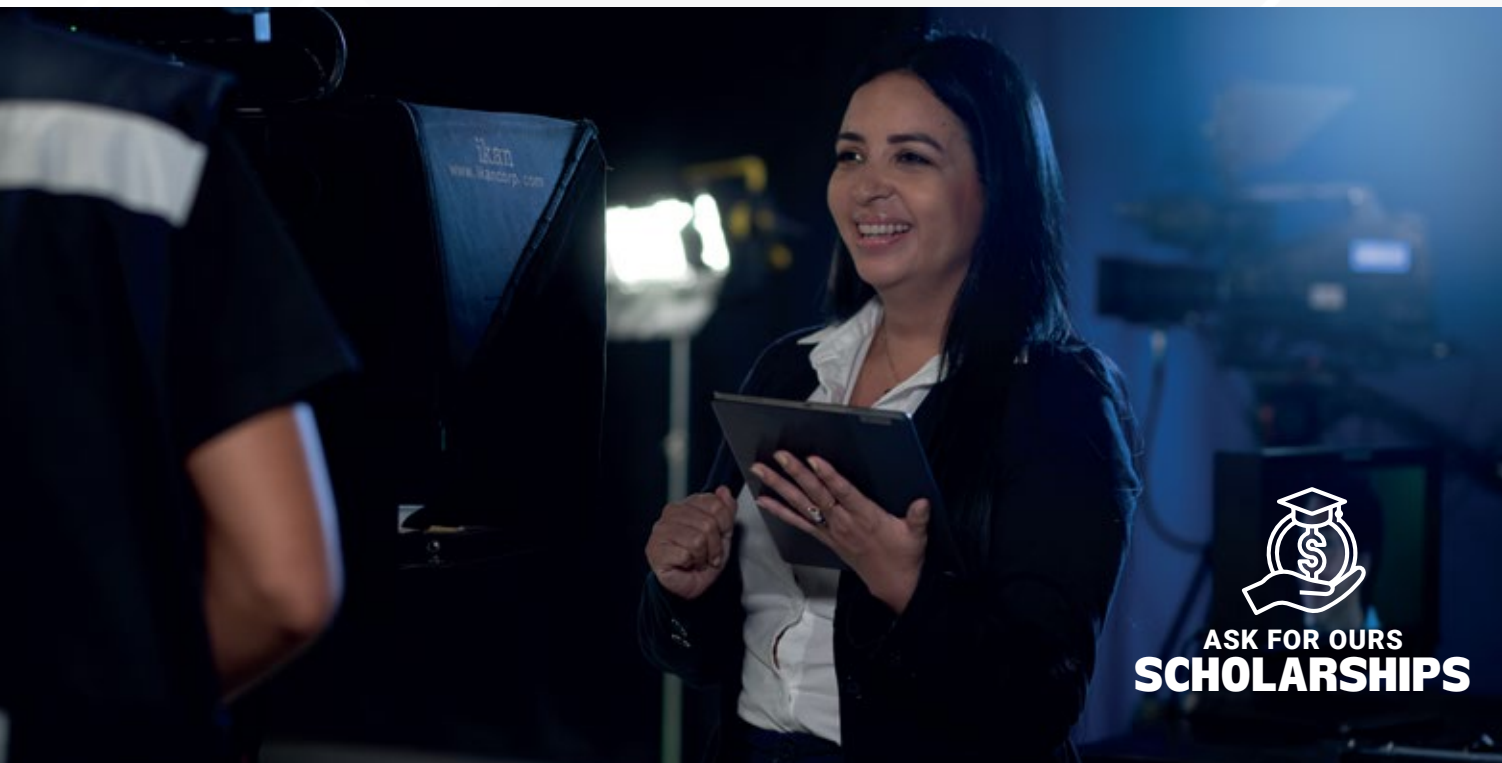
ACCEPTANCE CRITERIA TO ENTER

- Undergraduate Academic performance.
- Work experience.
- Motivation letter.
- Letter of recommendation.
- Interview with the coordinator.
- Admission Test.



PAYMENT METHODS

- Credit / debit cards.
- Bank wire transfer.



ASK FOR OUR
SCHOLARSHIPS



**Faculty of
Art, Design and Audiovisual Communication**

www.postgrados.espol.edu.ec

 PostgradosFadcom

 postgradosfadcom



CONTACT US

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