

ARTISTIC CERAMIC. Training cycle (2 years long program). FIRST YEAR

CODE	ECTS	NAME OF THE SUBJECT	YEAR	ANNUAL / SEMESTER	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
C_CA_1_DA	7	Artistic Drawing Dibujo artístico	1	annual	20	80	4	Basic understanding of the elements that shape the form, point, line, plane and color.
C_CA_1_DT	5	Technical Drawing Dibujo técnico	1	annual	30	70	4	Sketches, (dimensioning sketches/dimensioned drawing), scale drawing, axonometric and conical perspective and color finishes of ceramic objects.
C_CA_1_HC	3	History of Ceramics I Historia de la cerámica I	1	annual	20	80	2	A historical overview of ceramics, from their beginnings to the 17th century. It is a theoretical subject with an emphasis on specific vocabulary.
C_CA_1_IE	2	English Inglés	1	annual	60	40	2	Specific English vocabulary for artistic ceramics through the use of a communicative approach by employing videos, preparation of oral presentations, debates, images description, listening activities, contextualized vocabulary and readings associated with the discipline.
C_CA_1_MTC	6	Materials and Technology: Ceramic Materiales y tecnología: Cerámica	1	annual	80	20	4	Study of the steps of the ceramic production, enamels and ceramic pastes.
C_CA_1_MI	3	Computer Media Medios informáticos	1	annual	30	70	2	Computer programs for text editing, 3D digital drawing and photo retouching.
C_CA_1_V	6	3D Design in Ceramic Art Volumen	1	annual	8	92	4	Analysis of 3D pieces from a formal, structural and functional point of view. Interpretation and materialization of these by the use of volumetric configuration procedures.
C_CA_1_PCA	9	Ceramic Art Projects Proyectos de cerámica artística	1	annual	90	10	4	Ideation and development of ceramic projects in the field of design and art. Theoretical and practical contents. Basic notions of drawing and specific computer software are required.
C_CA_1_TC1	17 between TC1 and TC2	Ceramic Workshop - block 1 Taller cerámico - bloque 1	1	annual	10	90	12	Introduction to the ceramic process. Supplies, tools, equipment, workshop organization. On a technical level, knowledge and application of raw materials, material shaping techniques, decorative techniques, firing pottery.
C_CA_1_TC2	17 between TC1 and TC2	Ceramic Workshop - block 2 Taller cerámico - bloque 2	1	annual	10	90	12	Introduction to the ceramic process. Supplies, tools, equipment, workshop organization. On a technical level, knowledge and application of raw materials, material shaping techniques, decorative techniques, firing pottery.

CERAMICS COATINGS. Training cycle (2 years long program). FIRST YEAR

CODE	ECTS	NAME OF THE SUBJECT	YEAR	ANNUAL / SEMESTER	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
C_RC_1_DA	7	Artistic Drawing Dibujo artístico	1	annual	20	80	4	Clay modeling to create mockups with it and other materials to use them to make final pieces in ceramics.
C_RC_1_HC	3	History of Ceramics I Historia de la cerámica I	1	annual	80	20	2	A cultural history of ceramics in its broadest sense, combining cultural history with the history of ceramic as a building material, with particular emphasis on ceramic coatings, glazed bricks and tiles, from the beginning of mankind. Ceramic production in constructive and decorative terms from Mesopotamian times to the Renaissance, including the study of some of the most important moments in the history of ceramics.
C_RC_1_IE	3	English Inglés	1	annual	60	40	2	Business English and English vocabulary related to Pavements and Coatings.
C_RC_1_MTC	6	Materials and technology: Ceramic Materiales y tecnología: Cerámica	1	annual	75	25	6	Analysis of the different phases of the manufacturing process of the ceramic products (especially ceramic tiles): the preparation of ceramic pastes, the formation of pieces, the drying process, glazings, decoration, etc. Analysis of the physical and chemical changes which occur in each phase.
C_RC_1_MI	6	Computer Media Medios informáticos	1	annual	30	70	4	Image processing with Adobe Illustrator and Adobe photoshop for ceramic projects.
C_RC_1_PSP	4	Prototypes Prototipos y series de prueba	1	annual	10	90	3	Elaboration of models, mockups and ceramic prototypes related to the theme of the project.
C_RC_1_P	18	Projects Proyectos	1	annual	40	60	8	Foundation of designing. Technical methodology to develop ceramic projects. Development of a ceramic project.
C_RC_1_TPP	3,5	Preprint Processes Workshop Taller de procesos de preimpresión	1	annual	25	75	3	Screenprinting applied to ceramics.
C_RC_1_TTD	8	Industrial Decorative Techniques Taller de técnicas decorativas	1	annual	10	90	6	Traditional and industrial decorative techniques used on tiles: greenware decoration, brick slips, glazes, stencils, maiolica, "dry cord", screen printing and spray painting.

ADVERTISING DESIGN. Training cycle (2 years long program). FIRST YEAR

CODE	ECTS	NAME OF THE SUBJECT	YEAR	ANNUAL / SEMESTER	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
C_GP_1_FOL	3	Professional Practices 1 Formación y orientación laboral	1	annual	80	20	2	Employment and self-employment. Creating a simulated company. Global intellectual property: records, commission contracts and IP rights. Industrial Property: Patents, Trademarks, Trade Names, Industrial Designs. Budgeting a project. Occupational Safety and Health Regulations
C_GP_1_F	3	Photography Fotografía	1	annual	30	70	3	Introduction to how to take pictures and to use them in specific projects (lighting, digital editing...). Study and analysis of creatives using photography in the fields of graphic design and illustration.
C_GP_1_FRE	5	Representation and Expression Fundamentals Fundamentos de la representación y la expresión visual	1	annual	30	70	4	Tools, strategies and resources around color, composition, balance and structure within the graphic design field.
C_GP_1_FDG	5	Graphic Design Basics Fundamentos del diseño gráfico	1	annual	50	50	4	Analysis of form and function, composition, typography, color and image in advertising.
C_GP_1_IE	2	English Inglés	1	annual	30	70	2	Business English and English vocabulary related to advertising and graphic design.
C_GP_1_LTA	6	Audiovisual Language and Technology Lenguaje y tecnología audiovisual	1	annual	20	80	5	Theory and practice in audiovisuals, audiovisual design, image edition and history of film technology.
C_GP_1_MI	6	Computer Tools for Design Medios informáticos	1	annual	40	60	4	Analysis of the elements involved in computational design workflows; hardware, raster image processing, vector image editing.
C_GP_1_PGP	14	Advertising Graphics Projects Proyectos de gráfica publicitaria	1	annual	40	60	8	Development of advertising design projects.
C_GP_1_TI	3	Image Theory Teoría de la imagen	1	annual	30	70	2	Analysis of theoretical principles in graphic culture and visual language applied to communication projects.
C_GP_1_T	7 between the 2 years	Typography Tipografía	1	annual	30	70	3	Typography applied to advertising design.

INTERACTIVE GRAPHICS. Training cycle (2 years long program). FIRST YEAR

CODE	ECTS	NAME OF THE SUBJECT	YEAR	ANNUAL / SEMESTER	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
C_GI_1_F	3	Photography Fotografía	1	annual	30	70	3	Introduction on how to take pictures and to use them in specific projects (lighting, digital editing...). Study and analysis of creatives using photography in the fields of graphic design and illustration.
C_GI_1_FOL	3	Professional Practices Formación y orientación laboral	1	annual	80	20	2	Employment and self-employment. Creating a simulated company. Global intellectual property: records, commission contracts and IP rights. Industrial Property: Patents, Trademarks, Trade Names, Industrial Designs. Budgeting a project. Occupational Safety and Health Regulations
C_GI_1_FRE	8	Fundamentals of Visual Expression and Representation Fundamentos de la representación y expresión visual	1	annual	30	70	5	Tools, strategies and resources around color, composition, balance and structure within the graphic design field.
C_GI_1_IE	2	English Inglés	1	annual	30	70	2	Business English and English vocabulary related to advertising and graphic design.
C_GI_1_IGU	4,5	Graphic User Interface Interfaces gráficas de usuario	1	annual	40	60	3	In this subject the student will examine a wide variety of digital products, web technologies and their users through usability testing tools such as: business planning, one-page vs multipage, pitch deck, sitemap, tree tests, card sorting, user tests, heat map, user flows, user task flow, wireframes, mockups, prototyping and creating style guides. Basics of Adobe XD and Figma.
C_GI_1_LP	8	Programming language (code) Lenguaje de programación	1	annual	10	90	7	Approach to the basic concepts of programming and databases. Creation of a web or mobile application taking into account the languages for web development, both Frontend and Backend. The student at the end of the course will know how to add interactivity to a web page using JavaScript and access a database using PHP. It is essential to have knowledge of HTML and CSS to take the course or take it together with the course Interactive Graphics Projects.
C_GI_1_LTA	3	Audiovisual Language and Technology Lenguaje y tecnología audiovisual	1	annual	50	50	2	Theory and practice in audiovisuals, audiovisual design, image edition and history of film technology.
C_GI_1_MI	6	Computer Tools for Interactive Computer Graphics Medios informáticos	1	annual	20	80	4	Focus on specific software to digitalize, store and convert into the appropriate formats, vector graphics and bit map images for interactive graphics projects. Usage of this software as tools to ideate, manage, and communicate one's own work.
C_GI_1_INT	10	Interactive Computer Graphics Projects Proyectos de gráfica interactiva	1	annual	20	80	5	In this subject, students will learn to conceptually, formally and functionally define interactive graphics projects. They will start learning and using HTML and CSS, project methodologies and collaborative workflow. They will plan and develop different types of GUIs and TUIs, applying the theoretical and practical knowledge acquired in the other subjects of their training. They will conduct usability and accessibility testing, along with analysis of the overall end-user experience.
C_GI_1_RGT	4	Typography and Graphic Resources Recursos gráficos y tipográficos	1	annual	20	80	3	Focus on the concepts of typography, color and composition for web interface design.
C_GI_1_TI	3	Image Theory Teoría de la imagen	1	annual	70	30	2	Analysis of theoretical principles in graphic culture and visual language applied to communication projects.

ILLUSTRATION. Training cycle (2 years long program). FIRST YEAR

CODE	ECTS	NAME OF THE SUBJECT	YEAR	ANNUAL / SEMESTER	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
C_IL_1_DAI	6,5	Drawing applied to illustration Dibujo aplicado a la ilustración	1	annual	20	80	5	Foundations of drawing applied to illustration. Still life sculpture drawing, character drawing, composition, perspective.
C_IL_1_FOL	3	Professional Practices 1 Formación y orientación laboral	1	annual	80	20	2	Employment and self-employment. Creating a simulated company. Global intellectual property: records, commission contracts and IP rights. Industrial Property: Patents, Trademarks, Trade Names, Industrial Designs. Budgeting a project. Occupational Safety and Health Regulations
C_IL_1_F	3	Photography Fotografía	1	annual	30	70	3	Introduction to how to take pictures and to use them in specific projects (lighting, digital editing...). Study and analysis of creatives using photography in the fields of graphic design and illustration.
C_IL_1_FRE	5	Fundamentals of Visual Expression and Representation Fundamentos de la representación y expresión visual	1	annual	40	60	4	Exercises and theory on form, color, composition and representation.
C_IL_1_H_IL	6	History of Illustration I Historia de la ilustración I	1	annual	90	10	2	History of Illustration from the beginnings of modernity in the late eighteenth century to the present day. Basics of theory of art and illustration.
C_IL_1_IE	2	English Inglés	1	annual	30	70	2	Business English and specific illustration English vocabulary.
C_IL_1_MI	6	Computer Tools for Illustration Medios informáticos	1	annual	20	80	4	Analysis of the elements involved in computational design workflows; hardware, raster image processing, vector image editing.
C_IL_1_PR_I	10	Illustration Projets I Proyectos de ilustración I	1	annual	20	80	5	Introduction to the process of creating an illustration project and its different phases. Technical tests. The illustration in scientific-technical field: medicine, botany, zoology and anatomy. Editorial illustration in different genres, themes, formats and audiences. Article review in press (newspapers). Character creation, three dimensional illustration.
C_IL_1_RT	7	Typographic Resources Recursos tipográficos	1	annual	30	70	3	Skills to use typographies in the artistic illustration field and the basic editorial layout (designs). Typographic concepts at a formal and semantic level. This is a theoretical and a practical class.
C_IL_1_REA	2,5	Spatial Representation Applied to Illustration Representación espacial aplicada	1	annual	40	60	2	Study of drawing's formal language and its universal conventions of graphic systems. The subject aims to provide the student with the necessary skills for the creation and interpretation of flat and three-dimensional designs through graphical representation that will help their job as designers in their professional future.
C_IL_1_TI	3	Image Theory Teoría de la imagen	1	annual	70	30	2	Identification and interpretation of images using different analysis methods, understanding the principles of visual perception.
C_IL_1_TPA	4	Theory and Practice of Animation Teoría y práctica de la animación de imágenes	1	annual	20	80	3	Animated short films, computer animation: storyboards, animated presentations. Images of animation movies. History of animation.

PHOTOGRAPHY. Training cycle (2 years long program). FIRST YEAR

CODE	ECTS	NAME OF THE SUBJECT	YEAR	ANNUAL / SEMESTER	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
C_FO_1_FOL	3	Professional Practices 1 Formación y Orientación Laboral	1	annual	80	20	2	Employment and self-employment. Creating a simulated company. Global intellectual property: records, commission contracts and IP rights. Industrial Property: Patents, Trademarks, Trade Names, Industrial Designs. Budgeting a project. Occupational Safety and Health Regulations.
C_FO_1_FRE	5	Representation and Expression Basics Fundamentos de la representación y la expresión visual	1	annual	50	50	4	Analysis of the elements that make up the representational of space in two dimensional images. Use of the elements and techniques of plastic and visual language in the graphical representation of images. Color theory, two and three dimensional images. Ideation and development of an aesthetic and creative sensibility.
C_FO_1_IE	2	English Inglés	1	annual	30	70	2	Business English and specific photography English vocabulary.
C_FO_1_LTA	5	Audiovisual Language and Technology Lenguaje y tecnología audiovisual	1	annual	20	80	4	Introduction to audiovisual language and narrative.
C_FO_1_MI	6	Computer Tools for Photography Medios informáticos	1	annual	20	80	4	Analysis of the elements involved in computational design workflows; hardware, raster image processing, vector image editing.
C_FO_1_PF	18	Photography Projects Proyectos de fotografía	1	annual	30	70	11	Application of all the theoretical, technical and practical knowledge acquired in the rest of the subjects to specific photographic projects.
C_FO_1_TCF	12	Photographic Technique Técnica fotográfica	1	annual	60	40	5	Theory and practice of the different photographic techniques such as taking and developing photographs. 1st and 2nd course.
C_FO_1_TI	3	Image Theory Teoría de la imagen	1	annual	70	30	2	Analysis of the foundations of photographic image creation and perception theory.
C_FO_1_TF	7	Photography Theory Teoría de la fotografía	1	annual	80	20	3	Analysis of photography's nature, in order to define what a photograph is, if it is art in itself, a proof, or just a tool for artists. Close look at theories and authors who have dealt with these questions.

DESIGN AND PROJECT MANAGEMENT OF DECORATIVE WORKS (PYDOD). Training cycle (2 years long program). FIRST YEAR

CODE	ECTS	NAME OF THE SUBJECT	YEAR	ANNUAL / SEMESTER	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
C_PD_1_M	3	Mathematics Matemáticas	1	annual	60	40	2	Algebra, trigonometry, plane geometry, solid geometry and statistics.
C_PD_1_PB1	7,5	Projects block 1 Proyectos bloque 1	1	annual	20	80	5	Development of building projects and their different phases: the commissioning, the programming, the idea, the form and function, the aesthetics of it, the organization and the final communication. Short exercises will be carried out at the beginning of the course in order to obtain different tools and resources to then be used to design a commercial space, such as a coffee shop or a retail space. (Course 1 and 2)
C_PD_1_PB2	7,5	Projects block 2 Proyectos bloque 2	1	annual	20	80	5	Development of building projects and their different phases: the commissioning, the programming, the idea, the form and function, the aesthetics of it, the organization and the final communication. Short exercises will be carried out at the beginning of the course in order to obtain different tools and resources to then be used to design a commercial space, such as a coffee shop or a retail space. (Course 1 and 2)
C_PD_1_AV	2	Audiovisuals Audiovisuales	1	annual	20	80	2	Image taking and image edition.
C_PD_1_DT	6	Technical drawing Dibujo Técnico	1	annual	50	50	4	Dihedral system, axonometric projection.
C_PD_1_DC	3	Colour and Drawing Dibujo y Color	1	annual	25	75	2	Architectural and furniture drawing: composition, form and color.
C_PD_1_DAO	3	Computer Aided Design Diseño Asistido por Ordenador	1	annual	20	80	2	2D CAD modeling, drawing and editing, project management, annotation and dimensioning, presentation and printing.
C_PD_1_EV	6	3D Design Expression Expresión Volumétrica	1	annual	20	80	4	Study and analysis of the three dimensional space. Different theories, visual force fields and three-dimensional structures: morphology, concepts, generative design rules. Study of the structure of three-dimensional shapes with different surfaces. Modular structures. Structure, texture and material of a three-dimensional design. Introduction to the basics of model building.
C_PD_1_FOL	3	Professional Practices 1 Formación y Orientación Laboral	1	annual	80	20	2	Employment and self-employment. Creating a simulated company. Global intellectual property: records, commission contracts and IP rights. Industrial Property: Patents, Trademarks, Trade Names, Industrial Designs. Budgeting a project. Occupational Safety and Health Regulations.
C_PD_1_HA	6	History of Architecture Historia de la Arquitectura	1	annual	90	10	2	Overview of the most important manifestations of architecture in history and western urbanism. Analysis of sociocultural contexts, paying attention to the general theories of form as composition, architectonic types, symbol, nature, technique, space and function.
C_PD_1_IE	2	English Inglés	1	annual	30	70	2	Business English and specific Interior Design English vocabulary.
C_PD_1_TSC	6	Technology and Building Systems Tecnología y Sistemas Constructivos	1	annual	80	20	4	Physicochemical properties and characteristics of materials. Structural typologies. Frames doors and windows. Wall and floor coverings.

EPHEMERAL ARCHITECTURE. Training cycle (2 years long program). FIRST YEAR

CODE	ECTS	NAME OF THE SUBJECT	YEAR	ANNUAL / SEMESTER	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
C_AE_1_AV	3	Audiovisuals Audiovisuales	1	annual	40	60	2	Introduction to photography, new media and photographic documentation to earn the skills to document one's own pieces and works.
C_AE_1_DAO	3	Computer Aided Design Diseño asistido por ordenador	1	annual	20	80	2	Introduction to 2D/3D modeling and image editing. Specific software for these studies, understanding the computer as a creative and technical tool.
C_AE_1_DC	3	Drawing and color Dibujo y color	1	annual	25	75	2	Architectural and furniture drawing: composition, form and color.
C_AE_1_DT	6	Technical Drawing Dibujo técnico	1	annual	50	50	4	Dihedral system, axonometric projection.
C_AE_1_EV	6	3D Design Expression Expresión volumétrica	1	annual	20	80	4	Analysis and understanding of volume/3D forms in space, using the right visual communication tools. Introduction to layouts.
C_AE_1_FOL	3	Professional Practices Formación y orientación laboral	1	annual	80	20	2	Employment and self-employment. Creating a simulated company. Global intellectual property: records, commission contracts and IP rights. Industrial Property: Patents, Trademarks, Trade Names, Industrial Designs. Budgeting a project. Occupational Safety and Health Regulations
C_AE_1_HAE	3	History of Architecture Historia de la arquitectura	1	annual	90	10	2	Overview of the most important manifestations of architecture in history and western urbanism. Analysis of sociocultural contexts, paying attention to the general theories of form as composition, architectonic types, symbol, nature, technique, space and function.
C_AE_1_IE	2	English Inglés	1	annual	30	70	2	Business English and specific Interior Design English vocabulary.
C_AE_1_M	3	Mathematics Matemáticas	1	annual	60	40	2	Introduction to mathematics and its basics specifically related to the ephemeral architecture studies.
C_AE_1_P1	7,5	Projects block 1 Proyectos bloque 1	1	annual	20	80	5	Focus on developing projects of ephemeral architecture with a social and cultural aspect (scenography, artistic installations, events, exhibitions design) and residential (prefabricated housing).
C_AE_1_P1	7,5	Projects block 2 Proyectos bloque 2	1	annual	15	85	5	Focus on developing projects of ephemeral architecture with a social and cultural aspect (scenography, artistic installations, events, exhibitions design) and residential (prefabricated housing).
C_AE_1_TSC	6	Technology and Building Systems Tecnología y sistemas constructivos	1	annual	80	20	4	Materials and construction processes related to the design of ephemeral architecture.