GRAPHIC DESIGN BACHELOR'S DEGREE (4 years long program). FIRST YEAR

CODE	ECTS	SEMESTER	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DG_1_EV	6	2	Space and Volume Espacio y volumen	40	60	6	Introduce the operative concepts of the three-dimensional language and the representation techniques that allow the designer to conceptualize and develop formal proposals. The aim is, on the one hand, to develop the capacity of analysis and synthesis of volumetric and spatial configurations and, secondly, acquire the skills inherent to the discipline.
G_DG_1_FMAB1	6	2	Photography and Audiovisual Media Fotografía y medios audiovisuales	20	80	6	This subject provides basic concepts about light, color and composition in photography and audiovisual media as well as learning the basic handling of a photographic and video camera. Expressive effects and photographic and audiovisual language. Introduction to photography, handling of technical parameters, analysis of photographs and adaptation to different formats. Produce your own audiovisuals
G_DG_1_LTD	6	2	Languages and Digital Techniques Lenguajes y técnicas digitales	20	80	6	Having concluded the subject, the student would have acquired the essential technical knowledge about the use of a vectorial drawing program for the resolution of their design projects. Likewise, they would be capable of understanding the basics of a digital imaging, differentiate and select the different file formats for the exchange of images, as well as the importance of color management in any phase of the Design workflow. You will learn how to use illustrator and Photoshop programs from scratch.
G_DG_1_PB	6	2	Basic Projects Proyectos básicos	20	80	6	Development of short projects around concepts such as: pictograms, redesign, unbiased audience, infographics. The aim of this subject is for the student to achieve the necessary skills to tackle increasingly complex graphic design projects, in the following courses, in the different subjects of projects I, II, III and IV.
G_DG_1_T	6	2	Typography Tipografía	50	50	6	Study the evolution of typography, briefly, from its origins to the present day. Publishing typography. Learn the basics of typography required for the training of a graphic designer.

GRAPHIC DESIGN BACHELOR'S DEGREE (4 years long program). SECOND YEAR

CODE	ECTS	SEMESTER	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DG_2_CD	6	2	Design's Culture Cultura del diseño	80	20	6	Investigate aspects of consumption, mass culture and communication instruments with design, the designer's relationship with these, among other aspects.
G_DG_2_HIA	6	2	Computer Tools for Audiovisuals Herramientas informáticas para audiovisuales	20	80	6	Making an animation using the After Effects app and video editing using Premier app: we start from scratch.
G_DG_2_PDG2	8	2	Graphic Design Projects II Proyectos de diseño gráfico II	40	60	8	Carry out an advertising campaign in the third sector with a social purpose. In a second project, create the editorial design of a magazine. The aim of this subject is for the student to achieve the necessary skills to tackle a graphic design project developed in the editorial and advertising design fields.
G_DG_2_TF	6	2	Photography Workshop Taller Fotografía	20	80	6	In this subject, complex concepts of digital photography in .raw format and image retouching with Photoshop are consolidated in order to finally carry out an editorial project. "Technical handling of the camera, photography review, critical analysis of the type of images we are used to see. Work with different formats and adapting to different media."
G_DG_2_TC	4	2	Creative Typography Tipografía creativa	30	70	4	Typography application from creative parameters to graphical-technical experimentation.

GRAPHIC DESIGN BACHELOR'S DEGREE (4 years long program). THIRD YEAR

CODE	ECTS	SEMESTER	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DG_3_ETCD	4	2	Aesthetics and Contemporary Design Trends Estéticas y tendencias contemporáneas del diseño	70	30	4	Historical development and stylistic context from the Second Avant-Garde to the present day.
G_DG_3_PDGI	6	2	Interactive Graphic Design Projects Proyectos de diseño gráfico interactivo	40	60	6	In this subject it is hoped that the student reaches the necessary competences to tackle interactive graphic design projects. For that purpose, they will have to control design methodology and acquire basic knowledge about interactive digital language. The aim of this subject is for students to acquire the necessary skills to tackle interactive graphic design projects. To do so, they will have to control design methodology and acquire basic knowledge about interactive digital language.
G_DG_3_PDG4	6	2	Graphic Design Projects IV Proyectos de diseño gráfico IV	30	70	6	Develop Branding and Packaging projects.
G_DG_3_TCCG	6	2	Graphic Composition and Communication Workshop Taller de composición y comunicación gráfica	20	80	6	This subject focuses on the communicative concepts in graphic languages applied to composition, the backbone of the creative process.
G_DG_3_TPED	8	2	Production and Digital Edition Techniques Técnicas de producción y edición digital	20	80	8	The student will learn the HTML and CSS languages to create web pages and will learn to add interactivity with JQuery. This subject is coordinated with the Interactive Graphic Design Projects subject.

INTERIOR DESIGN BACHELOR'S DEGREE (4 years long program). FIRST YEAR

CODE	ECTS	SEMESTER	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DI_1_FMAb1	6	2	Photography and Audiovisual Media Fotografía y medios audiovisuales	30	70	6	The aim is to broaden the students' knowledge and skills in the photography field as well as to acquire techniques, tools and general concepts that can increase the ability to interact with illustration.
G_DI_1_FH	6	2	Design's Historical Fundamentals Fundamentos históricos del diseño	80	20	6	Study of the historical fundamentals of design since the beginning of history.
G_DI_1_PB	6	2	Basic Projects Proyectos básicos	30	70	6	A project will be carried out at an elementary level, without going into technical nor constructive details of installations. All steps of a project will be identified and known, as well as the minimum documentation that must be included.
G_DI_1_SR	6	2	Representation Systems Sistemas de representación	20	80	6	Solve the normalized graphic construction of a plane figure. Interpret an element representing it in a normalized way by means of sketches and dihedral and axonometric views.
G_DI_1_TRB	6	2	Two-dimensional Representation Workshop Taller de representación bidimensional	20	80	6	Drawing as a tool in the graphic process in project development. It takes over from the Drawing and Graphic Techniques course of the 1st semester and emphasizes the communicative and expressive potential of drawing through graphic expression techniques, both traditional and digital, applied to interior design.

INTERIOR DESIGN BACHELOR'S DEGREE (4 years long program). SECOND YEAR

CODE	ECTS	SEMESTER	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DI_2_CONS	6	2	Construction Construcción	80	20	6	The aim of this subject is for the student to understand the functioning of the construction elements involved in a project, as well as their processes and construction techniques, all of this to complement the creative conceptions for the execution of interior design projects that include both creative and technical-constructive aspects.
G_DI_2_CD	6	2	Design's Culture Cultura del diseño	50	50	6	Investigate the consumption aspects, mass culture and the communication instruments with design, the designer's relationship with these, among other aspects.
G_DI_2_MP	4	2	Measurements and Budgets Mediciones y presupuestos	80	20	4	Carry out measurements and budgets for their own projects, contributing to the Interior Designer's ability to analyze, research and plan.
G_DI_2_PDI2	6	2	Interior Design Projects II Proyectos de diseño de interiores II	20	80	6	Develop a commercial space project. Students will design the interior of a local destined to a restaurant, office or shop, from the conceptualisation, interior distribution to the outward appearance and detail.
G_DI_2_TDADI	6	2	Digital Technology Applied to Interior Design Tecnología digital aplicada al diseño de interiores	20	80	6	Revit, design, 3D modeling and 2D representation of a house or business premises type interior. Make renderings as a modeling result. No previous knowledge of this program is needed.

INTERIOR DESIGN BACHELOR'S DEGREE (4 years long program). THIRD YEAR

CODE	ECTS	SEMESTER	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DI_3_DEO	6	2	Construction Management and Execution B Dirección y ejecución de obras	40	60	6	The aim of this subject is to train a future designer to carry out the role of interior design director. Hence, the training will cover the following aspects: understanding of the execution process of a work, the coordination of the agents involved in it and the preparation of the necessary documentation at each step of the process.
G_DI_3_GD	6	2	Design's Management Gestión del diseño	80	20	6	Analyze the influence of design in the management of a business and its protection at a legal level.
G_DI_3_MC	6	2	Marketing and Communication Marketing y comunicación	70	30	6	Knowledge of the market and the strategies to communicate our products and services.
G_DI_3_PE	4	2	Building Pathologies Patologías de la edificación	80	20	4	Detect any damage in buildings, analyze their potential causes and propose solutions for their rehabilitation.
G_DI_3_PDI4	8	2	Interiors Design Projects IV Proyectos de diseño de interiores IV	20	80	8	Carry out studies and technical analysis assignments and projects on existing buildings with the aim of understanding historical, technical and cultural contexts different to the current one. Evaluate the possibilities of intervention on an old building.

PRODUCT DESIGN BACHELOR'S DEGREE (4 years long program). FIRST YEAR

CODE	ECTS	SEMESTER	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DP_1_CM	2	2	Matter Behaviours Comportamiento de la materia	90	10	2	Know matter's composition and the different behaviors it can present depending on the state it is found in.
G_DP_1_EV	6	2	Space and Volume Espacio y volumen	40	60	6	Make known the operative concepts of the three-dimensional language and the representation techniques that allow the designer to conceptualize and develop formal proposals. The aim is, on the one hand, to develop analysis skills and synthesis skills of volumetric and spatial configurations; and secondly, acquire the skills inherent to the discipline.
G_DP_1_FMA b1	6	2	Photography and Audiovisual Media Fotografía y medios audiovisuales	30	70	3	Introduction to taking and editing photos and audiovisual recordings in the product design field.
G_DP_1_PB	6	2	Basic Projects Proyectos básicos	40	60	6	Introduction to project method and short projects that help us understand that everything is design and how everyday objects are designed.
G_DP_1_SR	6	2	Representation Systems Sistemas de representación	20	80	6	Solve the normalized graphic construction of a plane figure. Interpret an element representing it in a standardized way by means of sketches, dihedral and axonometric views.
G_DP_1_TRB	4	2	Two-dimensional Representation Workshop Taller de representación bidimensional	20	80	4	This subject is the continuation of the subject of Drawing and graphic techniques, and its teaching units are: 1. Graphic Synthesis by Sensitive Line (Line). 2. Graphic synthesis through massive areas (Stain). 3. Graphic Synthesis by Textures (Textures). 4. Graphic synthesis through mixed techniques (Markers and Watercolors + Digital) 5.Application of Graphic Synthesis to a product redesign

PRODUCT DESIGN BACHELOR'S DEGREE (4 years long program). SECOND YEAR

CODE	ECTS	SEMESTER	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DP_2_CD	6	2	Design's Culture Cultura del diseño	50	50	6	Investigate aspects of consumption, mass culture and communication instruments with design, the designer's relationship with these, among other aspects.
G_DP_2_ES	8	2	Structures and Systems Estructuras y sistemas	80	20	8	- Develop through reasoning with the laws of structural mechanics, the "basic intuition" that allows both generate application strategies of said laws and to base future generalizations of the same. - Value the explanatory and predictive skills of structural mechanics on the behavior of mechanisms, appreciating their limitations. -Generate creative solutions to problems of form, function, configuration, purpose and quality of the objects and services.
G_DP_2_PF	6	2	Manufacturing Processes Procesos de fabricación	80	20	6	Study of the main procedures of industrial manufacturing processes used to create each type of material.
G_DP_2_PDP2	6	2	Product Design Projects II Proyectos de diseño de producto II	5	95	6	Design study projects done carried out on the basis of real consumer orders from aneco-design perspective.
G_DP_2_PICH	4	2	Research Projects I - Ceramics Habitat Proyectos investigación I - Cerámica hábitat	40	60	4	Project investigation to ceramic products design for the 21st century habitat.

PRODUCT DESIGN BACHELOR'S DEGREE (4 years long program). THIRD YEAR

CODE	ECTS	SEMESTER	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DP_3_CPEC	4	2	Composition of Ceramic Pastes and Glazes Composición de pastas y esmaltes cerámicos	40	60	4	Study and application of different compositions of pastes and glazes according to the typology of the ceramic product.
G_DP_3_ETCD	4	2	Aesthetics and Contemporary Trends of Design Estéticas y tendencias contemporáneas del diseño	70	30	4	Analysis of macro trends in design in general and current micro trends in product design. Sociological, economic and technological aspects.
G_DP_3_GD	6	2	Design's Management Gestión del diseño	80	20	6	Design Management subject covers the fundamentals of economics and business organization, typical of Social Science's Baccalaureate. It is complemented with Design and Business and Design's Culture subjects, as it contributes to understand the different dimensions of the environment to which the designer is going to adapt. It is also a very important basis for later subjects such as Design Projects and Project Presentation and Communication Workshop.
G_DP_3_PDP4	4	2	Product Design Projects IV Proyectos de diseño de producto IV	20	80	6	Design projects from a research analysis and design proposal in the urban field.
G_DP_3_PICU	4	2	Research Projects II - Urban Ceramics Projects Proyectos de investigación II - Proyectos cerámicos urbanos	30	70	4	Ideation and development of projects for the urban field. It will be implemented along with ceramic material use. Theoretical-practical subject, sufficient knowledge is required to carry out projects.
G_DP_3_TPCP	6	2	Product Design Projects' Presentation and Communication Workshop Taller de presentación y comunicación del proyecto	20	80	6	Students will be competent in the layout of an Indesign's memory, the design of a panel in Photoshop and a presentation's development using interactive Indesign and presentation techniques. From scratch.

FASHION DESIGN BACHELOR'S DEGREE (4 years long program). FIRST YEAR

CODE	ECTS	SEMESTER	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DM_1_FMA	6	2	Photography and Audiovisual Media Fotografía y medios audiovisuales	20	80	6	Introduction to photography and audiovisual media. Students will be able to take photos and audiovisual productions with the knowledge imparted, taking into account aesthetics, light, surroundings and technical parameters. The purpose is that they will be able to photograph their own pieces and know exactly what to do in different lighting conditions.
G_DM_1_PB	6	2	Basic Projects Proyectos básicos	30	70	6	It is the beginning of the student in the design experience, applying the elements that make up a fashion collection, in which creative design proposals are developed and materialized.
G_DM_1_DB	4	2	Basic Design Diseño básico	30	70	4	The student learns the knowledge of design's basic elements, visual sources, compositional and chromatic fashion products, through visual perception laws, and acquires a set of basic competences, that will help to improve the creative, project phase and productive processes, within fashion design field.
G_DM_1_DTG	6	2	Drawing and Graphic Techniques Dibujo y técnicas gráficas	20	80	6	This subject contributes to the profile of a designer, as it allows them to express concepts and communicate graphically through drawing. They will be trained in concepts and graphic methodologies development that can be used as resources to representational problem solving, thus promoting creative and expressive values. The human figure, its movement, structure and canon, constitutes the central nucleus of the subject.
G_DM_1_LTD	6	2	Languages and Digital Techniques Lenguajes y técnicas digitales	20	80	6	The student will be able to: - Work with digital raster images at an appropriate size, resolution and color mode according to their purpose. - Vectorise and color product sketches with a great presentation quality. - Create a 3D product design using specialized parametric software from standard 2D views or from a sketch/outline. - Lay out and prepare the final artwork necessary to communicate a product project. The programmes used will be Photoshop, Illustrator, Solidworks and Indesign from the point of view of the needs of a Fashion Designer. No previous knowledge of the programmes is needed.

FASHION DESIGN BACHELOR'S DEGREE (4 years long program). SECOND YEAR

CODE	ECTS	SEMESTER	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DM_2_GD	6	2	Fashion Design's Management Gestión del diseño de la moda	80	20	6	This subject aims to provide students with the necessary knowledge to make decisions and strategies in relation to the adequate management of the design of a company and its brand. Analyses the role of design in the corporate world and its importance in creating additional value for the company.
G_DM_2_HCD	6	2	Fashion and Textile Clothing Design's History and Culture Historia y cultura del diseño de moda e indumentaria textil	80	20	6	Study of the history of fashion and clothing from the Revolutionary period to the mid-20th century.
G_DM_2_TDADM	6	2	Digital Technology Applied to Fashion Design Tecnología digital aplicada al diseño de moda	30	70	6	As its own name suggests, in the course we will apply different types of digital techniques to support the creative work of the designer, as well as like enabling the representation of those designs in photorealistic compositions that allows us to verify and present our designs to the public using the programs' capabilities such as Photoshop and Illustrator. Finally, we will look at a general way a pattern-making program, introducing students to SEAMLY 2D.
G_DM_2_P2	6	2	Projects II Proyectos II	30	70	6	This subject explores the Women's Wear Fashion Design process and helps understand how to create a complete, coherent, well-balanced and well-presented collection. Special attention is given to the research process, such as how to gather, analyze and summarize information; how to develop the ideation, material's sampling, searching for forms, representation and experimentation, materialization of ideas, providing students with specific tools and working methodology that will allow them to project their own concepts.
G_DM_2_TPF	6	2	Technology and Manufacturing Processes Tecnología y procesos de fabricación	80	20	6	This subject aims to know the process of creating and developing a fashion product, the different manufacturing processes: the thread, different types of fabrics... Making a sample of craft techniques: sashiko, quilting, pleating, embroidery … Technology in fashion, creating a smart garment.

FASHION DESIGN BACHELOR'S DEGREE (4 years long program). THIRD YEAR

CODE	ECTS	SEMESTER	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DM_3_P5	6	2	Fashion Design Projects 5 Proyectos 5 (moulage)	40%	60%	6	This is a subject focused on learning new tools for volumetric work and experimentation. The student develops textile 3D techniques, whose main objective is direct work through a system of sculptural modeling and research applied to body morphotypes.
G_DM_3_P6	6	2	Fashion Design Projects 6 Proyectos 6 (indumentaria escénica)	20%	80%	6	Stage Costume's Projects has a goal to develop the basics and necessary knowledges to fulfill the design and elaboration of the stage costumes, either for theater, dancing, opera...
G_DM_3_CD	6	2	Design Culture Cultura del diseño	40%	60%	6	The purpose of this subject is to get the students to know and understand the meaning of design in current contemporary societies, with the aim of being able to achieve an optimal communication supported by semiology, aesthetics and the theory of form, function and structure.
G_DM_3_MC	6	2	Marketing and Communication Marketing y comunicación	70 %	30%	6	The subject analyzes the basic principles of marketing in order for the fashion designer to know and understand the usefulness of his various tools to apply them to a Fashion Design proposal in the exercise of his activity.
G_DM_3_TIM2	6	2	Fashion Illustration Workshop II Taller de ilustración de moda II	20%	80%	6	The subject deepens the contents of Fashion Illustration Workshop I and favors the graphic expression of fashion figurine drawing trying to develop a student's own original style within the field of fashion illustration. In addition, digital techniques combined or not with traditional techniques are introduced to expand the range of final graphic possibilities. To do this, the subject will address the different typologies of the human figure (man and woman) and the influence that this receives from art and illustrators.

ILLUSTRATION BACHELOR'S DEGREE (4 years long program). FIRST YEAR

CODE	ECTS	SEMESTER	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DG_i_1_DTG	6	2	Drawing and Graphic Techniques Dibujo y técnicas gráficas			6	
G_DG_i_1_DB	4	2	Basic Design Diseño básico			4	
G_DG_i_1_DE	4	2	Design and Business Diseño y empresa			4	
G_DG_i_1_EV	6	2	Space and Volume Espacio y volumen			6	
G_DG_i_1_FC	4	2	Scientific Fundaments of Design Fundamentos científicos del diseño			4	
G_DG_i_1_FH	6	2	Historical Fundaments of Design Fundamentos históricos del diseño			6	