1ST SEMESTER SUBJECTS (DESIGN DEGREES)

GRAPHIC DESIGN DEGREE

1ST YEAR / 1st Semester

CODE	ECTS	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DG_1_DB	4	Basic Design Diseño Básico	50	50	4	Students will be able to produce artistic creations in which they will apply the form, composition, abstraction and transformation theory. They will apply the color theory in graphic and spatial creations. They will use Gestalt's theory in compositional solutions and will investigate and analyze artistic creations related to the theoretical contents of the subject.
G_DG_1_DE	4	Design and Business Diseño y empresa	80	20	4	Develop business management contents.
G_DG_1_DTG	6	Drawing and Graphic Techniques Dibujo y técnicas gráficas	20	80	6	The Drawing and Graphic Techniques subject introduces students to the knowledge and mastery of the techniques, methods and procedures that enable them to represent three-dimensional objects in a two-dimensional plane by conventional means of drawing.
G_DG_1_FC	4	Scientific Fundamentals Fundamentos científicos del diseño	80	20	4	Analyze the scientific principles related to the Graphic Design specialty, necessary for the analysis, simulation and geometric, artistic, technological and socio-economic interpretation, correctly applying Maths as a calculation and interpretation tool for physical phenomena and the behavior of different elements that make up a Design project.
G_DG_1_FH	6	Design's Historical Fundamentals Fundamentos históricos del diseño	80	20	6	Develop Graphic Design History contents.
G_DG_1_SR	6	Representation Systems Sistemas de representación	20	80	6	Solve the normalized graphic building of a flat figure. Interpret an element representing it in a standardized way by means of sketches, dihedral and axonometric views.

2ND YEAR / 1st Semester

CODE	ECTS	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DG_2_AELG	8	Analysis and Experimentation of Graphic Languages Análisis y experimentación de lenguajes gráficos	20	80	8	This subject focuses on research and experimentation as a means of solving the expressive possibilities of communication through procedures and materials that develop personal graphic-visual language.
G_DG_2_HDI	6	Digital Infographics Tools Herramientas digitales infográficas	40	60	6	At the end of the course, the student will be able to handle the necessary programmes for the development of their editorial design projects. Students learn how to use Indesign programmes from scratch and Photoshop at an advanced level.
G_DG_2_PDG1	8	Graphic Design Projects I Proyectos de diseño gráfico I	30	70	8	Execution of two projects: Corporate identity and signage.
G_DG_2_TRI	8	Reproduction and Printing Techniques Técnicas de reproducción e impresión	40	60	8	Learn about the different printing techniques in a theoretical-practical way. Learn the basic terminology of digital and offset printing for printing graphic projects.

3RD YEAR / 1st Semester

CODE	ECTS	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DG_3_GD	6	Design's Management Gestión del diseño	80	20	6	The aim of this subject is to ensure that the student is able to understand, master and complete, autonomously and fluently, all the documentation necessary to carry out their work and design project: from the registration of their pieces in Intellectual or Industrial Property, drawing up their contracts for the assignment of rights, costs calculation, as well as the necessary steps to create and manage their own company.
G_DG_3_HCD	6	Design's History and Culture Historia y cultura del diseño	80	20	6	Historical development and stylistic context from the Industrial Revolution to the early avant-gardes.
G_DG_3_MC	6	Marketing and Communication Marketing y comunicación	70	30	6	Analysis of consumer and business behavior as they interact in a digitalised and global economy.
G_DG_3_PDGA	6	Audiovisual Graphic Design Projects Proyectos de diseño gráfico audiovisual	40	60	6	The aim of this subject is for students to achieve the necessary skills to tackle graphic design projects in audiovisual media. To do so, they will have to master the project methodology and have basic knowledge of audiovisual tools.
G_DG_3_PDG3	6	Graphic Design Projects III Proyectos de diseño gráfico III	40	60	6	The aim of this course is for students to acquire the necessary skills to tackle graphic design projects, developing poster and exhibition graphic contents.

INTERIOR DESIGN DEGREE
1ST YEAR / 1st Semester

CODE	ECTS	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DI_1_DB	4	Basic Design Diseño básico	50	50	4	Students will be able to produce artistic creations in which they will apply the form, composition, abstraction and transformation theory. They will apply the color theory in graphic and spatial creations. They will use Gestalt's theory in compositional solutions and will investigate and analyze artistic creations related to the theoretical contents of the subject.
G_DI_1_DE	4	Design and Business Diseño y empresa	80	20	4	Introduction of design in the business world, setting up a business, budgeting for a professional and the legal protection of creations.
G_DI_1_DTG	6	Drawing and Graphic Techniques Dibujo y técnicas gráficas	20	80	6	The Drawing and Graphic Techniques subject introduces students to the knowledge and mastery of the techniques, methods and procedures that enable them to represent three-dimensional objects in a two-dimensional plane by conventional means of drawing .
G_DI_1_EV	6	Space and Volume Espacio y volumen	40	60	6	Introduction to the materials and tools for making a physical representation of an object or an interior design.
G_DI_1_FC	4	Scientific Fundamentals Fundamentos científicos	30	70	4	Analyze the scientific principles related to the Interior Design specialty, necessary for the analysis, simulation and geometric, artistic, technological and socio-economic interpretation, correctly applying Maths as a calculation and interpretation tool for physical phenomena and the behavior of different elements that make up a Design project.
G_DI_1_LTD	6	Languages and Digital Techniques Lenguajes y técnicas digitales	20	80	6	Introduction to digital sketching, creation of technical drawings and resources for communicating the project. CAD, bitmap and 3D software.

2ND YEAR / 1st Semester

CODE	ECTS	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DI_2_CM	4	Matter Behaviour Comportamiento de la materia	90	10	4	Know the physical-chemical bases on which the behavior of raw materials and their transformation during production processes is based, with special emphasis on those related to Interior Design.
G_DI_2_DT	6	Technical Drawing Dibujo técnico	20	80	6	Represent a building through sketches and axonometric views.
G_DI_2_IS	6	Facilities and Systems Instalaciones y sistemas	80	20	6	Choose and design installations, caring for current regulations, eco-efficiency and sustainability criteria, structural distribution of the building and different material types.
G_DI_2_ME	6	Materials and Structures Materiales y estructuras	90	10	6	-Choose the materials for the projects according to their properties, their average lifespan and respect for the environment, both in their production, use and possible recycling and reuse. - Know the possible structures in a construction project.
G_DI_2_PDI1	6	Interiors Design Projects Proyectos de diseño de interiores	5	95	6	The Spaces for Habitat project deals with the different housing typologies, through by analysing the patterns of use, zoning and circulation. As it is directly related to everyday experience, it forces us to question stereotyped schemes and reconsider the usage of cliché programmes to reflect on how the habitat must evolve with the new family and group structures.
G_DI_2_TCT	4	Three-dimensional Creation Workshop Taller de creación tridimensional	15	85	4	The general objective of this subject is to consolidate an effective working methodology in the three-dimensional representation field, so that students can incorporate the skills acquired in the Space and Volume subject as a working tool in the different phases of the development of a project, both in ideation and search for formal solutions, as well as in the representation and graphic communication of the project. The module is worked on as a repetition system to create an ephemeral exhibition space in the school hall.

3RD YEAR / 1st Semester

CODE	ECTS	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DI_3_ETCD	4	Aesthetics and Contemporary Design Trends Estética y tendencias contemporáneas del diseño	50	50	4	Reviewing of the main styles, trends and aesthetic ideas from 1940 onwards or after the overcoming of Modernity.
G_DI_3_HCD	6	Design's History and Culture Historia y cultura del diseño	50	50	6	Route through the main artistic manifestations, focusing the study on interiors, from the Modern Era to Modernity.
G_DI_3_PDI3	8	Interior Design Projects III Proyectos de diseño de interiores	20	80	8	At least two projects of Industrialized Elements will be carried out, for example a simpler one such as designing a kitchen or a hotel room, and another one more extensive, that preferably can be presented to a real competition. For example, a prefabricated house.
G_DI_3_PDGA	6	Project's Presentation and Communication Workshop Taller de presentación y comunicación del proyecto	20	80	6	The students will be competent in the layout of a memory in Indesign, the design of a panel in Photoshop and the development of a presentation using interactive Indesign and presentation techniques. From scratch.
G_DI_3_TRVI	6	Interior's Virtual Recreation Techniques Técnicas de recreación virtual de interiores	20	80	6	Blender, design and 3D modeling of a house or business premises type interior. Make renderings as a result of modeling. No previous knowledge in this tool is needed.

PRODUCT DESIGN DEGREE

1ST YEAR / 1st Semester

CODE	ECTS	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DP_1_DB	4	Basic Design Diseño básico	50	50	4	The students will be able to make artistic creations in which they will apply the theory of form, composition, abstraction and transformation. He will apply the theory of color in graphic and spatial creations. He will use Gestalt's theory in compositional solutions and will investigate and analyze artistic creations related to the theoretical contents of the subject.
G_DP_1_DE	4	Design and Business Diseño y empresa	80	20	4	The Design and Business subject introduces students to the economic activity field in general and business reality particularly. In this way, students have access to the business environment knowledge where they could develop their professional activity as designers. This environment not only refers to the different options of working as a professional, but also to the relationships established with the market: clients, suppliers, institutions or competition, not forgetting the protection of the designer's rights. The content of this subject will allow students to secure the necessary theoretical and practical bases, knowledge and skills, to understand and study in a useful way Design Management and thus carry out an optimal management of their professional project.
G_DP_1_DTD	6	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 programs used will be Photoshop, Illustrator, Solidworks and Indesign from the point of view of the needs of a Product Designer. No previous knowledge of the programs is needed.
G_DP_1_DTG	6	Drawing and Graphic Techniques Dibujo y técnicas gráficas	20	80	6	The subject has some basic concepts like: fit, provide and tonally value a model. Provide creative skills and abilities. Work artistic sensibility. Know the graphic techniques having the ability to pose and solve problems related to drawing. The teaching units are: Drawing and Form, Graphic Languages of Color, Nature and the Human Figure as a model and Drawing and Ideation.
G_DP_1_FC	4	Scientific Fundamentals of Design Fundamentos científicos del diseño	5	95	4	Analyze the scientific principles related to the Product Design specialty, necessary for the analysis, simulation and geometric, artistic, technological and socio-economic interpretation, correctly applying Maths as a calculation and interpretation tool for physical phenomena and the behavior of different elements that make up a Design project.
G_DP_1_FH	6	Historical Fundamentals of Design Fundamentos históricos del diseño	80	20	6	Historical Fundaments of Design is a basic subject that forms part in the History of Arts and Design subject. Its teaching units make known in detail design's history and its correlation with art and contemporary architecture manifestations.

2ND YEAR / 1st Semester

CODE	ECTS	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DP_2_DT	6	Technical Drawing Dibujo técnico	20	80	6	Represent a piece by means of sketches and axonometric views.
G_DP_2_MAT	6	Materials Materiales	80	20	6	Study of the main materials used in the manufacturing of products.
G_DP_2_M_PR	6	Modelling and Prototyping Modelización y prototipado	20	80	6	Manual and digital production workshop of mock-ups and prototypes that help understanding the different aspects of a product throughout its design process.
G_DP_2_M_PDP1	6	Product Design Projects I Proyectos de diseño de Producto	5	95	6	Development of a product project from the technical office context.
G_DP_2_TDADP	8	Digital Technology Applied to Products Design Tecnología digital aplicada al diseño de producto	20	80	8	Learn to use a parametric 3D modeling program to carry out product design projects. Modeling, assembly, plans and render operations.

3RD YEAR / 1st Semester

CODE	ECTS	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DP_3_HCD	6	Design's History and Culture Historia y cultura del diseño	50	50	6	Historical development and stylistic context from the Industrial Revolution to the first Avant-Garde.
G_DP_3_MC	6	Marketing and Communication Marketing y comunicación	70	30	6	Knowledge of the market and strategies to communicate our products and services.
G_DP_3_MPC	4	Ceramic Raw Materials Materias primas cerámicas	40	60	4	Study of the raw materials used in the manufacture of ceramic products.
G_DP_3_PDP3	6	Product Design Projects III Proyectos de diseño de producto III	20	80	6	Projects development focused on self-production and products editing, placing the emphasis on the business side of the designer.
G_DP_3_PEE	6	Containers and Packaging Projects Proyectos de envases y embalajes	20	80	6	Packaging projects development, specifically studying branding and communication concepts. Packaging design training for different products from a formal and communicative point of view
G_DP_3_TCT	4	Three-dimensional Creation Workshop Taller de creación tridimensional	15	85	4	The main objectives of the subject are: Make known the possibilities of object's re-design. Identify the design's structure of a specific object. Study the structural elements of an object's design. Experiment the possibilities of three-dimensional materialization. Acquire resources for three-dimensional materialization.

FASHION DESIGN DEGREE

1ST YEAR / 1st Semester

CODE	ECTS	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DM_1_DE	4	Design and Business Diseño y empresa	80	20	4	In this subject, the students will know the necessary procedures to create a company, the legal form that can be adopted as a company and its organization and management. Moreover, they will learn to use different communication tools to publicize their business and the products and services they offer. The students become familiar with the protocols for protecting the industrial and intellectual property of their creations, and will learn to calculate costs, budgets and tax obligations inherent to any company.
G_DM_1_EV	6	Space and Volume Espacio y volumen	40	60	6	Space and Volume subject highlights the breadth and importance of space, its connection with project disciplines and as an effective tool for a reality analysis and for fashion design's configuration and communication. The implementation of the idea from formal analysis and synthesis and the management of different materials properties for their achievement
G_DM_1_FC	4	Scientific Fundamentals of Design Fundamentos científicos del diseño	80	20	4	Analyse the scientific principles related to the Fashion Design specialty, necessary for the analysis, simulation and geometric, artistic, technological and socio-economic interpretation, correctly applying Maths as a calculation and interpretation tool for physical phenomena and the behavior of different elements that make up a Design project.
G_DM_1_FH	6	Historical Fundamentals of Design Fundamentos históricos del diseño	80	20	6	It introduces students to the training in Clothing's History, within Fashion Design specialty; covering a journey through the main styles in Art, Clothing and Fashion Design's History from Prehistory to the 18th century. Its contents make it a fundamental and absolutely necessary reference in the training and instruction of the Fashion's students interested in developing their professional activity in the field of theatrical and cinematographic costume creation.
G_DM_1_PAT	6	Pattern Designing Patronaje	30	70	6	This subject deals with concepts, techniques and key tools for the materialization of clothing designs. It is a basic subject whose purpose is to understand the technical construction processes of a basic garment.
G_DM_1_SR	6	Representation Systems Sistemas de representación	20	80	6	The subject focuses on the study of the drawing's formal language regulated by a set of universal conventions, which are classified into various types of graphic systems with special emphasis on the fashion design's formal language. The different systems are useful means of transmitting ideas, thoughts, and information in an objective and functional way. The subject aims to provide the student with the necessary skills to make or interpret flat and three-dimensional designs through graphic representation that will ease their design work in their future professional career.

2ND YEAR / 1st Semester

CODE	ECTS	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DM_2_CONF	6	Tailoring Confección	30	70	6	Tailoring is a subject that provides the student with a solid base that will help develop their knowledge about tailoring and will allow them to achieve professional results in the garment production field.
G_DM_2_EM	6	Fashion Styling Estilismo de moda	40	60	6	This subject introduces the student body to the complex task that the fashion stylist takes on and its application fields, through the study of the basic concepts related to reading and creating the image, and the interpretation and use of the trends, taking into practice through the development of specific projects in the fields of still life, scenography, editorial, catwalks and tailor-made advice for customers.
G_DM_2_MFET	6	Textile Materials, Fibers and Structures Materiales, fibras y estructuras textiles	80	20	6	Textile fibers will be studied: Properties and characteristics. Ecological fibers. Labeling, use and care rules of clothing items. Materials, textile structures and textile treatments. The experimental methods necessary for the identification of textile fibers through the analysis will be known and applied pyrognosis. Identification of textiles by their behavior in pyrognostics tests. Classification of cellulosic, protein and synthetic fibers. Obtaining fibers from fabrics.
G_DM_2_P1	6	Projects I Proyectos I	30	70	6	In Projects 1: Children Fashion subject, the student body explores the creation process of a collection specifically destined to the children fashion field, defined and conditioned by the profile characteristics of the user, and, therefore, taking into account the necessary safety aspects. For that, a complete project which has in mind every stage, from the investigation stage to the communicating stage, is developed.
G_DM_2_TIM1	6	Fashion's Illustration Workshop I Taller de ilustración de moda I	20	80	6	It is a mainly practical subject, that through experimentation of different techniques and exercised applied to fashion illustration, the students start to obtain codes to start their own clothing creation style.

3RD YEAR / 1st Semester

CODE	ECTS	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DM_3_ETCD	6	Aesthetics and trends in Fashion Design Estética y tendencias del diseño de moda			6	
G_DM_3_ING	4	ENGLISH for the Fashion Industry Inglés	50%	50%	4	The purpose of this subject is to broaden the students' understanding of the English language in the context of the Fashion Industry.
G_DM_3_MIMPP	4	Computer Skills for Fashion Medios informáticos para la moda Taller comunicación del proyecto: herramientas informáticas			4	
G_DM_3_P4	6	Fashion Design Projects 4 Proyectos 4 (calzado y accesorios)	40%	60%	6	Students develop a shoes and accessories collection based on an upcycling concept.
G_DM_3_P3	6	Fashion Design Projects 3 Proyectos 3 (colección de autor)	40%	60%	6	Asignatura enfocada a la creación de una Colección de Autor, donde se desarrolla una colección prêt-à-porter cuyo objetivo principal es la identidad propia como diseñador-creador. Se centra la énesis del proyecto moda a través de la investigación; y como resultado final, descubrirá su personalidad creativa. Destacar que el proyecto finaliza fases de investigación, creación y técnicas de prototipado, con un especial cuidado a la comunicación final, o shooting.
G_DM_3_TCGP	4	Project's Presentation and Communication Workshop Taller de comunicación gráfica de proyectos: fundamentos gráficos	20%	80%	4	This course aims to offer students knowledge about different types of graphic and digital tools, verbal and non-verbal resources, which must be mastered for an effective project communication. It is fundamentally a practical subject developed through the continuous work of the students, accompanied by tutorship.

ILLUSTRATION DEGREE

1ST YEAR / 1st Semester

CODE	ECTS	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DG_i_1_FMAB1 G_DG_i_1_FMAB2	6	Photography and Audiovisual Media (Block 1 / Block 2) Fotografía y medios audiovisuales (bloque 1 / bloque 2)			6	In this course, students learn how cameras work, and how to take better photos. We focus on aspects like composition to capture great shots. In addition to this, we'll explore some references that can inspire the student's work. The subject of Audiovisual Media is oriented to broaden the students' knowledge to respond to the application of photography and audiovisual media to the development of their professional work. This subject has a theoretical-practical approach to equip the student with the necessary competence to apply and integrate the knowledge in his area of expertise.
G_DG_i_1_LTD	6	Languages and Digital Techniques Lenguajes y técnicas digitales			6	NEW
G_DG_i_1_PB	6	Basic Projects Proyectos básicos			6	NEW
G_DG_i_1_SR	6	Representation Systems Sistemas de representación			6	The subject addresses the different systems of representation of space in two and three dimensions. The journey begins in two-dimensional space, applying plane geometry to the illustration: constructions with regular and irregular geometric figures and links-tangents between curved shapes. The technical sketching, normalization and dihedral system necessary for technical illustrations. Regarding three-dimensional space, the subject studies the axonometric system and the conical system applied to the representation of environments.
G_DG_i_1_T	6	Typography Tipografía			6	NEW

GRAPHIC DESIGN DEGREE
1ST YEAR / 1st Semester

CODE	ECTS	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DG_1_DTG	6	Drawing and Graphic Techniques Dibujo y técnicas gráficas	20	80	6	The Drawing and Graphic Techniques subject introduces students to the knowledge and mastery of the techniques, methods and procedures that enable them to represent three-dimensional objects in a two-dimensional plane by conventional means of drawing.
G_DG_1_SR	6	Representation Systems Sistemas de representación	20	80	6	Solve the normalized graphic building of a flat figure. Interpret an element representing it in a standardized way by means of sketches, dihedral and axonometric views.

2ND YEAR / 1st Semester

CODE	ECTS	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DG_2_AELG	8	Analysis and Experimentation of Graphic Languages Análisis y experimentación de lenguajes gráficos	20	80	8	This subject focuses on research and experimentation as a means of solving the expressive possibilities of communication through procedures and materials that develop personal graphic-visual language.
G_DG_2_HDI	6	Digital Infographics Tools Herramientas digitales infográficas	40	60	6	At the end of the course, the student will be able to handle the necessary programmes for the development of their editorial design projects. Students learn how to use Indesign programmes from scratch and Photoshop at an advanced level.
G_DG_2_PDG1	8	Graphic Design Projects I Proyectos de diseño gráfico I	30	70	8	Execution of two projects: Corporate identity and signage.
G_DG_2_TRI	8	Reproduction and Printing Techniques Técnicas de reproducción e impresión	40	60	8	Learn about the different printing techniques in a theoretical-practical way. Learn the basic terminology of digital and offset printing for printing graphic projects.

3RD YEAR / 1st Semester

CODE	ECTS	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DG_3_PDGA	6	Audiovisual Graphic Design Projects Proyectos de diseño gráfico audiovisual	40	60	6	The aim of this subject is for students to achieve the necessary skills to tackle graphic design projects in audiovisual media. To do so, they will have to master the project methodology and have basic knowledge of audiovisual tools.
G_DG_3_PDG3	6	Graphic Design Projects III Proyectos de diseño gráfico III	40	60	6	The aim of this course is for students to acquire the necessary skills to tackle graphic design projects, developing poster and exhibition graphic contents.

INTERIOR DESIGN DEGREE

1ST YEAR / 1st Semester

CODE	ECTS	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DI_1_DTG	6	Drawing and Graphic Techniques Dibujo y técnicas gráficas	20	80	6	The Drawing and Graphic Techniques subject introduces students to the knowledge and mastery of the techniques, methods and procedures that enable them to represent three-dimensional objects in a two-dimensional plane by conventional means of drawing .
G_DI_1_EV	6	Space and Volume Espacio y volumen	40	60	6	Introduction to the materials and tools for making a physical representation of an object or an interior design.
G_DI_1_LTD	6	Languages and Digital Techniques Lenguajes y técnicas digitales	20	80	6	Introduction to digital sketching, creation of technical drawings and resources for communicating the project. CAD, bitmap and 3D software.

2ND YEAR / 1st Semester

CODE	ECTS	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DI_2_DT	6	Technical Drawing Dibujo técnico	20	80	6	Represent a building through sketches and axonometric views.
G_DI_2_PDI1	6	Interiors Design Projects Proyectos de diseño de interiores	5	95	6	The Spaces for Habitat project deals with the different housing typologies, through by analysing the patterns of use, zoning and circulation. As it is directly related to everyday experience, it forces us to question stereotyped schemes and reconsider the usage of cliché programmes to reflect on how the habitat must evolve with the new family and group structures.
G_DI_2_TCT	4	Three-dimensional Creation Workshop Taller de creación tridimensional	15	85	4	The general objective of this subject is to consolidate an effective working methodology in the three-dimensional representation field, so that students can incorporate the skills acquired in the Space and Volume subject as a working tool in the different phases of the development of a project, both in ideation and search for formal solutions, as well as in the representation and graphic communication of the project. The module is worked on as a repetition system to create an ephemeral exhibition space in the school hall.

3RD YEAR / 1st Semester

CODE	ECTS	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DI_3_PDI3	8	Interior Design Projects III Proyectos de diseño de interiores	20	80	8	At least two projects of Industrialized Elements will be carried out, for example a simpler one such as designing a kitchen or a hotel room, and another one more extensive, that preferably can be presented to a real competition. For example, a prefabricated house.
G_DI_3_PDGA	6	Project's Presentation and Communication Workshop Taller de presentación y comunicación del proyecto	20	80	6	The students will be competent in the layout of a memory in Indesign, the design of a panel in Photoshop and the development of a presentation using interactive Indesign and presentation techniques. From scratch.
G_DI_3_TRVI	6	Interior's Virtual Recreation Techniques Técnicas de recreación virtual de interiores	20	80	6	Blender, design and 3D modeling of a house or business premises type interior. Make renderings as a result of modeling. No previous knowledge in this tool is needed.

PRODUCT DESIGN DEGREE

1ST YEAR / 1st Semester

CODE	ECTS	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DP_1_DTD	6	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 programs used will be Photoshop, Illustrator, Solidworks and Indesign from the point of view of the needs of a Product Designer. No previous knowledge of the programs is needed.
G_DP_1_DTG	6	Drawing and Graphic Techniques Dibujo y técnicas gráficas	20	80	6	The subject has some basic concepts like: fit, provide and tonally value a model. Provide creative skills and abilities. Work artistic sensibility. Know the graphic techniques having the ability to pose and solve problems related to drawing. The teaching units are: Drawing and Form, Graphic Languages of Color, Nature and the Human Figure as a model and Drawing and Ideation.
G_DP_1_FC	4	Scientific Fundamentals of Design Fundamentos científicos del diseño	5	95	4	Analyze the scientific principles related to the Product Design specialty, necessary for the analysis, simulation and geometric, artistic, technological and socio-economic interpretation, correctly applying Maths as a calculation and interpretation tool for physical phenomena and the behavior of different elements that make up a Design project.

2ND YEAR / 1st Semester

CODE	ECTS	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DP_2_DT	6	Technical Drawing Dibujo técnico	20	80	6	Represent a piece by means of sketches and axonometric views.
G_DP_2_M_PR	6	Modelling and Prototyping Modelización y prototipado	20	80	6	Manual and digital production workshop of mock-ups and prototypes that help understanding the different aspects of a product throughout its design process.
G_DP_2_M_PDP1	6	Product Design Projects I Proyectos de diseño de Producto	5	95	6	Development of a product project from the technical office context.
G_DP_2_TDADP	8	Digital Technology Applied to Products Design Tecnología digital aplicada al diseño de producto	20	80	8	Learn to use a parametric 3D modeling program to carry out product design projects. Modeling, assembly, plans and render operations.

3RD YEAR / 1st Semester

CODE	ECTS	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DP_3_MPC	4	Ceramic Raw Materials Materias primas cerámicas	40	60	4	Study of the raw materials used in the manufacture of ceramic products.
G_DP_3_PDP3	6	Product Design Projects III Proyectos de diseño de producto III	20	80	6	Projects development focused on self-production and products editing, placing the emphasis on the business side of the designer.
G_DP_3_PEE	6	Containers and Packaging Projects Proyectos de envases y embalajes	20	80	6	Packaging projects development, specifically studying branding and communication concepts. Packaging design training for different products from a formal and communicative point of view
G_DP_3_TCT	4	Three-dimensional Creation Workshop Taller de creación tridimensional	15	85	4	The main objectives of the subject are: Make known the possibilities of object's re-design. Identify the design's structure of a specific object. Study the structural elements of an object's design. Experiment the possibilities of three-dimensional materialization. Acquire resources for three-dimensional materialization.

FASHION DESIGN DEGREE

1ST YEAR / 1st Semester

CODE	ECTS	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DM_1_EV	6	Space and Volume Espacio y volumen	40	60	6	Space and Volume subject highlights the breadth and importance of space, its connection with project disciplines and as an effective tool for a reality analysis and for fashion design's configuration and communication. The implementation of the idea from formal analysis and synthesis and the management of different materials properties for their achievement.
G_DM_1_PAT	6	Pattern Designing Patronaje	30	70	6	This subject deals with concepts, techniques and key tools for the materialization of clothing designs. It is a basic subject whose purpose is to understand the technical construction processes of a basic garment.
G_DM_1_SR	6	Representation Systems Sistemas de representación	20	80	6	The subject focuses on the study of the drawing's formal language regulated by a set of universal conventions, which are classified into various types of graphic systems with special emphasis on the fashion design's formal language. The different systems are useful means of transmitting ideas, thoughts, and information in an objective and functional way. The subject aims to provide the student with the necessary skills to make or interpret flat and three-dimensional designs through graphic representation that will ease their design work in their future professional career.

2ND YEAR / 1st Semester

CODE	ECTS	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DM_2_CONF	6	Tailoring Confección	30	70	6	Tailoring is a subject that provides the student with a solid base that will help develop their knowledge about tailoring and will allow them to achieve professional results in the garment production field.
G_DM_2_EM	6	Fashion Styling Estilismo de moda	40	60	6	This subject introduces the student body to the complex task that the fashion stylist takes on and its application fields, through the study of the basic concepts related to reading and creating the image, and the interpretation and use of the trends, taking into practice through the development of specific projects in the fields of still life, scenography, editorial, catwalks and tailor-made advice for customers.
G_DM_2_P1	6	Projects I Proyectos I	30	70	6	In Projects 1: Children Fashion subject, the student body explores the creation process of a collection specifically destined to the children fashion field, defined and conditioned by the profile characteristics of the user, and, therefore, taking into account the necessary safety aspects. For that, a complete project which has in mind every stage, from the investigation stage to the communicating stage, is developed.
G_DM_2_TIM1	6	Fashion's Illustration Workshop I Taller de ilustración de moda I	20	80	6	It is a mainly practical subject, that through experimentation of different techniques and exercised applied to fashion illustration, the students start to obtain codes to start their own clothing creation style.

3RD YEAR / 1st Semester

CODE	ECTS	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DM_3_ING	4	ENGLISH for the Fashion Industry Inglés	50%	50%	4	The purpose of this subject is to broaden the students' understanding of the English language in the context of the Fashion Industry.
G_DM_3_MIMPP	4	Computer Skills for Fashion Medios informáticos para la moda Taller comunicación del proyecto: herramientas informáticas			4	
G_DM_3_P4	6	Fashion Design Projects 4 Proyectos 4 (calzado y accesorios)	40%	60%	6	Students develop a shoes and accessories collection based on an upcycling concept.
G_DM_3_P3	6	Fashion Design Projects 3 Proyectos 3 (colección de autor)	40%	60%	6	Asignatura enfocada a la creación de una Colección de Autor, donde se desarrolla una colección prêt-à-porter cuyo objetivo principal es la identidad propia como diseñador-creador. Se centra la énesis del proyecto moda a través de la investigación; y como resultado final, descubrirá su personalidad creativa. Destacar que el proyecto finaliza fases de investigación, creación y técnicas de prototipado, con un especial cuidado a la comunicación final, o shooting.
G_DM_3_TCGP	4	Project's Presentation and Communication Workshop Taller de comunicación gráfica de proyectos: fundamentos gráficos	20%	80%	4	This course aims to offer students knowledge about different types of graphic and digital tools, verbal and non-verbal resources, which must be mastered for an effective project communication. It is fundamentally a practical subject developed through the continuous work of the students, accompanied by tutorship.

ILLUSTRATION DEGREE
1ST YEAR / 1st Semester

CODE	ECTS	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DG_i_1_FMAB1 G_DG_i_1_FMAB2	6	Photography and Audiovisual Media (Block 1 / Block 2) Fotografía y medios audiovisuales (bloque 1 / bloque 2)			6	In this course, students learn how cameras work, and how to take better photos. We focus on aspects like composition to capture great shots. In addition to this, we'll explore some references that can inspire the student's work. The subject of Audiovisual Media is oriented to broaden the students' knowledge to respond to the application of photography and audiovisual media to the development of their professional work. This subject has a theoretical-practical approach to equip the student with the necessary competence to apply and integrate the knowledge in his area of expertise.
G_DG_i_1_LTD	6	Languages and Digital Techniques Lenguajes y técnicas digitales			6	NEW
G_DG_i_1_PB	6	Basic Projects Proyectos básicos			6	NEW
G_DG_i_1_SR	6	Representation Systems Sistemas de representación			6	The subject addresses the different systems of representation of space in two and three dimensions. The journey begins in two-dimensional space, applying plane geometry to the illustration: constructions with regular and irregular geometric figures and links-tangents between curved shapes. The technical sketching, normalization and dihedral system necessary for technical illustrations. Regarding three-dimensional space, the subject studies the axonometric system and the conical system applied to the representation of environments.
G_DG_i_1_T	6	Typography Tipografía			6	NEW

ELECTIVE SUBJECTS (DESIGN DEGREES)
4TH YEAR / 1st Semester

CODE	ECTS	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_4_CGP	6	Graphic communication of projects Comunicación gráfica de proyectos			5	NEW
G_4_CMP	6	Composition & design for publications / Composition and layout of publication Composición y maquetación de publicaciones	30	70	5	Conceptual thinking, professional graphic design converge in this subject. The program focuses on the integration of words and images in fields such as: magazine editing, desktop publishing, public presentations or the development of a portfolio using previous projects and works.
G_4_DJE	6	Experimental jewelry design Diseño de joyería experimental			5	NEW
G_4_DPF	6	Portfolio Design Diseño de portfolio			5	NEW
G_4_DSI	6	Social and inclusive design Diseño Social e Inclusivo			5	NEW
G_4_DT	6	Design thinking	40	60	5	In this subject we will work in a specific way on creativity, a complex phenomenon that is the ingredient which is repeated in any design's process development, which needs to be understood and practiced in order to use their corresponding resources, taking advantage of all of the potential it has to offer. It is, therefore, a cross subject because creativity's resources and Design Thinking's methodology can be applied to any design project, in any of the specialties: Graphics, Interior, Product and even Fashion. The subject has a practical character and intends to provide the students with a design's process of experimentation based on the Design Thinking's methodology.
G_4_ED	6	English for design	30	70	5	Learning the specific English of interactive graphics through a communicative methodology through videos, preparation of oral presentations, debates, description of images, listening activities, vocabulary in context, readings associated with the discipline...
G_4_ES	6	Livable Spaces / Taming spaces Domesticando espacios	50	50	5	This subject is interior design planning and seeks a fluidity and flexibility in the distributions within the living space, at the preliminary or basic project level, it will delve into topics such as section work, or the use of housing in unusual spaces.
G_4_FADPI	6	Applied Photography to Product and Interior Design / Photography applied to design Fotografía aplicada al diseño de producto y de interiores	50	50	5	In this subject we will learn how to use photography in our projects of product and interior design. We will learn techniques of lighting and digital edition.
G_4_FD	6	Futures Design			5	NEW
G_4_FdM	6	Fashion Photography Fotografía de moda			5	NEW
G_4_HIMG	6	Motion Graphics Design Tools / Informatical tools for the Motion Graphics Herramientas informáticas para el. motion graphics	10	90	5	Production of motion graphics for cinema, tv and web using software like After Effects, Blender or similars
G_4_I	6	Illumination/Lighting Iluminación	30	70	5	
G_4_IAP	6	Illustration Applied to the Product Ilustración aplicada al producto	20	80	5	The aim of this subject is to contemplate the product to intervene as a support on which to develop an illustration. The methodology is based on the development of 4 specific projects: illustration design for a 1-merchandising, 2-habitat and furniture, 3-leisure and 4-ceramics product. We will follow the project structure from the initial briefing, going through the brainstorming, the mockups design and 3D visualization under a storytelling point of view. The products will be presented as supports/vignettes on which the student's illustration will be adapted. The adapting way for different products will have a narrative relationship with the product itself and with the product as a whole.
G_4_IDPCb1 G_4_IDPCb2	6	Digital impression for ceramic processes (Block 1 / Block 2) Impresión digital para procesos cerámicos (bloque 1 / bloque 2)	70	30	6 (3/3)	The study of Ink injection technology available in the market and which are the inks and enamels used in the printout. "The student will be able to: - Know how to use the specific hardware and software for digital image tampering inside the ceramic printing. - Know how to adjust an image's color inside of a color's space and with a certain color's profile. - Know and use correctly the working flow according to the ceramic printing system. - Create final arts for the ceramic printing process. The programs used will be Photoshop and Illustrator. Previous knowledge in digital image is needed.
G_4_MAD	6	Audiovisual Media for Designers Medios audiovisuales para diseñadores			5	NEW
G_4_PAI	6	Landscaping Paisajismo			5	The subject of Landscape Architecture is designed with the aim of delving into the inevitable relationship between the environment and the job, as well as acquiring the concepts that provide any type of project. The course aims to provide students with the necessary tools to grasp the whole process of insertion and dialogue between the projected work and the space in which it is to be located in a perfect symbiosis between the different disciplines. This subject does not include actions in the territorial landscape affected by large infrastructures on rural land in general, but it does include specific actions such as interventions in the gardens of single-family homes, leisure activities, viewpoints, suburban parks, Land Art interventions and interventions in the urban public space. The aim is to provide the students, throughout the course of the subject, with a series of tools that will allow them to act in the exterior physical space with the same fluency that they already do in the interior and to establish compositional,visual, material, etc. relations between the two. The aim of this subject is to learn to use the knowledge that the student has acquired in them or possesses naturally from his own experience. However, it is inevitable to introduce specific conceptual contents related to the analysis of the different aspects involved: functional analysis, formal analysis, organic analysis, physiological and ergonomic analysis, historical, anthropological and environmental analysis, sociological and psychological analysis, economic and commercial analysis, technical and regulatory aspects, typological study. In order to carry out the exercises, the necessary theoretical complements will be included, which must be the object of a detailed and in-depth study, a task that constitutes in itself the object of the genesis and information phase of the project, and which forms part of the creative process.
G_4_PDA	6	Advanced digital pattern-making Patronaje digital avanzado			5	NEW
G_4_RL	6	Renders and layouts Renders y layouts	20	80	5	It is intended to increase the knowledge and skills of the students in the graphic techniques field done by hand and their support, from the first draft to the final arts. It specially focuses on the necessity to simulate in an effective way the space element's three-dimensionality, increase the ability to represent and transform them, paying attention to their

						physical characteristics as well as: materials, textures, colors, light and environmental aspects. The composition's concept and color theory related to this are extended: The importance of the chromatic harmony and the contrast in the visual weight.
G_4_TARF	6	Photorealistic Rendering Advanced Techniques / Advanced photorealistic rendering techniques Técnicas avanzadas de renderizado fotorealista	20	80	5	Cycles is a new render engine that is available next to Blender Internal. It is a ray tracing based render engine with support for interactive rendering, a new shading node system, new texture workflow and GPU acceleration.
G_4_TCJ	6	Toy Making Workshop / Toy creation workshop Taller de creación de juguetes	20	80	5	The main objective of the course is to develop the design and materialization stages of a product oriented to the children's sector, which covers the learning needs, and complies with the safety regulations that these types of products must guarantee in order to be marketed. The materialization process must be done in the school's fablab, prototyping a life-size toy.
G_4_TEM	6	Fashion design studio workshop Taller de estudio de moda			5	NEW
G_4_TIP_M	6	Typographies in Movement / Moving typography Tipografía en movimiento	20	80	5	In this subject, the Graphic Design student body will learn the necessary fundamentals, concepts and procedures to generate and use with criteria the kinetic typography, improving the expressive and persuasive character of moving text, to strengthen the message and enhance the communication in media and audiovisual or interactive supports. Acquiring a series of skills both behavioral, conceptual and procedural (graphic and technical), of use to present or communicate textual information in a more visual, dynamic and attractive way, whilst making their understanding, comprehension and memorisation.
G_4_TI3D	6	3D Printing Lab / 3D printing workshop Taller de impresión 3D	30	80	5	3D scan, polygon mesh restoration of a 3D object and creation of a GCode to print a physical 3D object.

2ND SEMESTER SUBJECTS (DESIGN DEGREES)

GRAPHIC DESIGN DEGREE
1ST YEAR / 2nd Semester

CODE	ECTS	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DG_1_EV	6	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 G_DG_1_FMAB2	6	Photography and Audiovisual Media (Block 1 / Block 2) Fotografía y medios audiovisuales (bloque 1 / bloque 2)	20	80	6 (3/3)	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	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	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	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.

2ND YEAR / 2nd Semester

CODE	ECTS	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DG_2_CD	6	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	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	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_TC	4	Creative Typography Tipografía creativa	30	70	4	Typography application from creative parameters to graphical-technical experimentation.
G_DG_2_TF	6	Photography Workshop Taller de 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."

3RD YEAR / 2nd Semester

CODE	ECTS	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DG_3_ETCD	4	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	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	Graphic Design Projects IV Proyectos de diseño gráfico IV	30	70	6	Develop Branding and Packaging projects.
G_DG_3_TCCG	6	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	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 DEGREE
1ST YEAR / 2nd Semester

CODE	ECTS	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DI_1_FH	6	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_FMAb1 G_DI_1_FMAb2	6	Photography and Audiovisual Media (Block 1 / Block 2) Fotografía y medios audiovisuales (bloque 1 / bloque 2)	30	70	6 (3/3)	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_PB	6	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	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	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.

2ND YEAR / 2nd Semester

CODE	ECTS	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DI_2_CD	6	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_CONS	6	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_MP	4	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	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	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.

3RD YEAR / 2nd Semester

CODE	ECTS	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DI_3_DEO	6	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	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	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	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	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 DEGREE

1ST YEAR / 2nd Semester

CODE	ECTS	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DP_1_CM	2	Matter Behaviors 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	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_FMAb1 G_DP_1_FMAb2	6	Photography and Audiovisual Media (Block 1 / Block 2) Fotografía y medios audiovisuales (bloque 1 / bloque 2)	30	70	6 (3/3)	Introduction to taking and editing photos and audiovisual recordings in the product design field.
G_DP_1_PB	6	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	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	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

2ND YEAR / 2nd Semester

CODE	ECTS	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DP_2_CD	6	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	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_PDP2	6	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_PF	6	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_PICH	4	Research Projects I - Ceramics Habitat Proyectos investigación I - Cerámica hábitat	40	60	4	Project investigation to ceramic products design for the 21st century habitat.

3RD YEAR / 2nd Semester

CODE	ECTS	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DP_3_CPEC	4	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	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	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	6	Product Design Projects IV Proyectos de diseño de producto IV	20	80	6	Research and proposal. Design projects from a research analysis and design proposal in the urban field.
G_DP_3_PICU	4	Research Projects II - Urban Ceramics Projects Proyectos de investigación II - Proyectos cerámicos para el urbanismo	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	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 DEGREE

1ST YEAR / 2nd Semester

CODE	ECTS	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DM_1_DB	4	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	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_FMAb1 G_DM_1_FMAb2	6	Photography and Audiovisual Media (Block 1 / Block 2) Fotografía y medios audiovisuales (bloque 1 / bloque 2)	20	80	6 (3/3)	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_LTD	6	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.
G_DM_1_PB	6	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.

2ND YEAR / 2nd Semester

CODE	ECTS	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DM_2_GD	6	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	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_P2	6	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_TDADM	6	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_TPF	6	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.

3RD YEAR / 2nd Semester

CODE	ECTS	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DM_3_CD	6	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	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_P5	6	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	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_TIM2	6	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 DEGREE

1ST YEAR / 2nd Semester

CODE	ECTS	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DG_i_1_DB	4	Basic Design Diseño básico			4	In our subject, Basic Design, we will study the fundamental elements of composition such as shape, form, color, and communication from a practical perspective. Our aim is to provide students with the knowledge and tools necessary to develop their own personal graphic work.
G_DG_i_1_DE	4	Design and Business Diseño y empresa			4	NEW
G_DG_i_1_DTG	6	Drawing and Graphic Techniques Dibujo y técnicas gráficas			6	NEW
G_DG_i_1_EV	6	Space and Volume Espacio y volumen			6	The subject 'Space and Volume' aims to introduce students to the concepts of three-dimensional language and representation techniques that allow for the conceptualisation and development of ideas in real space. It also aims to enhance students' capacity to analyse volumetric and spatial configurations.
G_DG_i_1_FC	4	Scientific Fundaments of Design Fundamentos científicos del diseño			4	NEW
G_DG_i_1_FH	6	Historical Fundaments of Design Fundamentos históricos del diseño			6	NEW

GRAPHIC DESIGN DEGREE
1ST YEAR / 2nd Semester

CODE	ECTS	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DG_1_EV	6	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 G_DG_1_FMAB2	6	Photography and Audiovisual Media (Block 1 / Block 2) Fotografía y medios audiovisuales (bloque 1 / bloque 2)	20	80	6 (3/3)	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	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	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	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.

2ND YEAR / 2nd Semester

CODE	ECTS	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DG_2_HIA	6	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	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_TC	4	Creative Typography Tipografía creativa	30	70	4	Typography application from creative parameters to graphical-technical experimentation.
G_DG_2_TF	6	Photography Workshop Taller de 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."

3RD YEAR / 2nd Semester

CODE	ECTS	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DG_3_PDGI	6	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	Graphic Design Projects IV Proyectos de diseño gráfico IV	30	70	6	Develop Branding and Packaging projects.
G_DG_3_TCCG	6	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	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 DEGREE

1ST YEAR / 2nd Semester

CODE	ECTS	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DI_1_FMAb1 G_DI_1_FMAb2	6	Photography and Audiovisual Media (Block 1 / Block 2) Fotografía y medios audiovisuales (bloque 1 / bloque 2)	30	70	6 (3/3)	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_PB	6	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	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	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.

2ND YEAR / 2nd Semester

CODE	ECTS	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DI_2_PDI2	6	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	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.

3RD YEAR / 2nd Semester

CODE	ECTS	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DI_3_DEO	6	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_PDI4	8	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 DEGREE

1ST YEAR / 2nd Semester

CODE	ECTS	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DP_1_EV	6	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_FMAb1 G_DP_1_FMAb2	6	Photography and Audiovisual Media (Block 1 / Block 2) Fotografía y medios audiovisuales (bloque 1 / bloque 2)	30	70	6 (3/3)	Introduction to taking and editing photos and audiovisual recordings in the product design field.
G_DP_1_PB	6	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	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	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

2ND YEAR / 2nd Semester

CODE	ECTS	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DP_2_PDP2	6	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	Research Projects I - Ceramics Habitat Proyectos investigación I - Cerámica hábitat	40	60	4	Project investigation to ceramic products design for the 21st century habitat.

3RD YEAR / 2nd Semester

CODE	ECTS	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DP_3_CPEC	4	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_PDP4	6	Product Design Projects IV Proyectos de diseño de producto IV	20	80	6	Research and proposal. Design projects from a research analysis and design proposal in the urban field.
G_DP_3_PICU	4	Research Projects II - Urban Ceramics Projects Proyectos de investigación II - Proyectos cerámicos para el urbanismo	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	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 DEGREE
1ST YEAR / 2nd Semester

CODE	ECTS	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DM_1_DB	4	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	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_FMAb1 G_DM_1_FMAb2	6	Photography and Audiovisual Media (Block 1 / Block 2) Fotografía y medios audiovisuales (bloque 1 / bloque 2)	20	80	6 (3/3)	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_LTD	6	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.
G_DM_1_PB	6	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.

2ND YEAR / 2nd Semester

CODE	ECTS	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DM_2_P2	6	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_TDADM	6	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.

3RD YEAR / 2nd Semester

CODE	ECTS	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DM_3_CD	6	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_P5	6	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	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_TIM2	6	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 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 DEGREE
1ST YEAR / 2nd Semester

CODE	ECTS	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
G_DG_i_1_DB	4	Basic Design Diseño básico			4	In our subject, Basic Design, we will study the fundamental elements of composition such as shape, form, color, and communication from a practical perspective. Our aim is to provide students with the knowledge and tools necessary to develop their own personal graphic work.
G_DG_i_1_DTG	6	Drawing and Graphic Techniques Dibujo y técnicas gráficas			6	NEW
G_DG_i_1_EV	6	Space and Volume Espacio y volumen			6	The subject 'Space and Volume' aims to introduce students to the concepts of three-dimensional language and representation techniques that allow for the conceptualisation and development of ideas in real space. It also aims to enhance students' capacity to analyse volumetric and spatial configurations.