

1ST SEMESTER SUBJECTS (TRAINING CYCLES)

ARTISTIC CERAMIC. Training cycle
1ST YEAR (1st and 2nd Semesters)

CODE	Total annual ECTS	ECTS per semester	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
C_CA_1_DA	7	4	Artistic Drawing Dibujo artístico	20	80	4	Basic understanding of the elements that shape the form, point, line, plane and color.
C_CA_1_DT	5	4	Technical Drawing Dibujo técnico	30	70	4	Sketches, (dimensioning sketches/dimensioned drawing), scale drawing, axonometric and conical perspective and color finishes of ceramic objects.
C_CA_1_HC	3	2	History of Ceramics I Historia de la cerámica I	80	20	2	A historical overview of ceramics, from their beginnings to the 17th century. It is a theoretical subject with an emphasis on specific vocabulary.
C_CA_1_IE	2	2	English Inglés	60	40	2	Specific English vocabulary for artistic ceramics through the use of a communicative approach by employing videos, preparation of oral presentations, debates, images description, listening activities, contextualized vocabulary and readings associated with the discipline.
C_CA_1_MI	3	2	Computer Media Medios informáticos	30	70	2	Computer programs for text editing, 3D digital drawing and photo retouching.
C_CA_1_MTC	6	4	Materials and Technology: Ceramic Materiales y tecnología: Cerámica	80	20	4	Study of the steps of the ceramic production, enamels and ceramic pastes.
C_CA_1_PCA	9	4	Ceramic Art Projects Proyectos de cerámica artística	90	10	4	Ideation and development of ceramic projects in the field of design and art. Theoretical and practical contents. Basic notions of drawing and specific computer software are required.
C_CA_1_TCb1 C_CA_1_TCb2	17	12	Ceramic Workshop (block 1 / block 2) Taller cerámico (bloque 1 / bloque 2)	10	90	12 (8 /4)	Introduction to the ceramic process. Supplies, tools, equipment, workshop organization. On a technical level, knowledge and application of raw materials, material shaping techniques, decorative techniques, firing pottery.
C_CA_1_V	6	4	3D Design in Ceramic Art Volumen	8	92	4	Analysis of 3D pieces from a formal, structural and functional point of view. Interpretation and materialization of these by the use of volumetric configuration procedures.

2ND YEAR (1st Semester)

CODE	Total annual ECTS	ECTS 1st semester	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
C_CA_2_AV	3	2	Languages and Audiovisual Technology Audiovisuales	30	70	2	Capturing of photographic images with DSLR cameras of ceramic pieces and their creation process. Creation of a video with the students' own images.
C_CA_2_DA	7	2	Artistic Drawing Dibujo artístico	20	80	2	Delve into the development of graphic-plastic language of representation and ideation. Mostly practical classes with some theoretical ones to provide students with formal and expressive resources.
C_CA_2_FOL	7,5	3	Professional Training Formación y orientación laboral	80	20	3	Employment and self-employment. Creating a simulated company. Global intellectual property: records, commission contracts and IP rights. Industrial Property: Patents, Trademarks, Trade Names, Industrial Designs. Budgeting a project.
C_CA_2_HC	3	2	History of Ceramics II Historia de la cerámica II	80	20	2	A historical overview of ceramics, from their beginnings to the 17th century. It is a theoretical subject with an emphasis on specific vocabulary.
C_CA_2_IE	1	1	English Inglés	60	40	1	Specific English vocabulary for artistic ceramics through the use of a communicative approach by employing videos, preparation of oral presentations, debates, images description, listening activities, contextualized vocabulary and readings associated with the discipline.
C_CA_2_MI	6	4	Computer Tools for Design Medios informáticos	30	70	4	Computer programs for text editing, 3D digital drawing and photo retouching.
C_CA_2_MTC	6	4	Materials and Technology: Ceramic Materiales y tecnología: Cerámica	70	30	4	Study of raw materials, ceramic materials and the further steps in the manufacturing process of artistic ceramic products.
C_CA_2_TCb1 C_CA_2_TCb2	17	12	Ceramic Workshop (block 1 / block 2) Taller cerámico (bloque 1 / bloque 2)	10	90	12 (6/6)	Ceramic Workshop - block 1 Ceramic shaping, mold casting and decoration techniques. Knowledge of raw materials, tools and equipment. Aesthetics and a formal criteria to create original ceramic pieces. Organization and planning of a ceramic workshop. Drying, stoving and firing burning pottery. Ceramic Workshop - block 2 1st Semester: Research and experimentation of the technical and aesthetic possibilities of the ceramic materials for the individual artistic development. 2nd Semester: Plaster mold making for slip casting.
C_CA_2_V	6	4	Volume Volumen	10	90	4	Analysis of 3D pieces from a formal, structural and functional point of view. Interpretation and materialization of these by the use of volumetric configuration procedures.

CERAMICS COATINGS. Training cycle

1ST YEAR (1st and 2nd Semesters)

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

2ND YEAR (1st Semester)

CODE	Total annual ECTS	ECTS 1st semester	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
C_RC_2_DT	2,5	3	Technical Drawing Dibujo técnico	30	70	3	Study of drawing's formal language and its universal conventionalities, necessary for the manufacturing of the ceramic products. The subject provides the student with the necessary skills to create and interpret flat and three-dimensional designs in an objective and functional way through traditional and new techniques.
C_RC_2_FOL	4	3	Professional Training Formación y orientación profesional	80	20	3	Employment and self-employment. Creating a simulated company. Global intellectual property: records, commission contracts and IP rights. Industrial Property: Patents, Trademarks, Trade Names, Industrial Designs. Budgeting a project.
C_RC_2_HC	3	2	History of Ceramics I Historia de la cerámica I	80	20	2	A historical overview of ceramics in relation to contemporary art history and architecture from the 19th century. Analysis of changes in industrial production methods and their resulting stylistic changes in ceramic coatings in the present day architecture.
C_RC_2_IE	1	2	English Inglés	60	40	1	Business English and English vocabulary related to Pavements and Coatings.
C_RC_2_MI	12	5	Computer Media Medios informáticos	30	70	5	Image processing with Adobe Illustrator and Adobe photoshop for ceramic projects. Ceramic printing systems through carving and ink injection.
C_RC_2_MTC	6	4	Materials and technology: Ceramic Materiales y tecnología: Cerámica	70	30	4	Study of the steps in ceramic tile production and enamels, inks and ceramic pastes.
C_RC_2_P	9	4	Projects Proyectos	10	90	4	Practical class as a continuation of the one from the first course. Development of projects following the ceramic production process.
C_RC_2_PSP	8	3	Prototypes Prototipos y series de prueba	10	90	3	Practical subject as a continuation of the one from the first course. It focuses on prototypes realization for specific projects.
C_RC_2_TPP	3,5	3	Preprint Processes Workshop Taller de procesos de preimpresión	20	80	3	Pre-printing systems applied to the ceramic sector.
C_RC_2_TTD	8	6	Industrial Decorative Techniques Taller de técnicas decorativas	10	90	6	Industrial decorative techniques applied to tiles. Creation of prototypes, spray painting, screen printing, transfers, glazes, ceramics, ceramic colorants.

ADVERTISING DESIGN. Training cycle

1ST YEAR (1st and 2nd Semesters)

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

2ND YEAR (1st Semester)

CODE	Total annual ECTS	ECTS 1st semester	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
C_GP_2_EEE	3	2	Business and Entrepreneurship Empresa e iniciativa emprendedora	80	20	2	Employment and self-employment. Creating a simulated company. Global intellectual property: records, commission contracts and IP rights. Industrial Property: Patents, Trademarks, Trade Names, Industrial Designs. Budgeting a project. Occupational Safety and Health Regulations.
C_GP_2_HIP	4	3	History of advertising Historia de la imagen publicitaria	70	30	3	Analysis of the language in graphic design, visual perception and conceptual strategies linking them with specific aesthetic, historical and cultural concepts.
C_GP_2_IE	2	2	English Inglés	30	70	2	Business English and English vocabulary related to advertising and graphic design.
C_GP_2_RAFF	6	4	Resources for Advertising Photography Recursos aplicados a la fotografía publicitaria	30	70	4	Digital photography and lighting systems applied to advertising design projects.
C_GP_2_RIA	9	6	Computer Tools for Design Recursos interactivos aplicados	40	60	6	The course is divided in two parts: web design software tools (prototyping, implementing, debugging, publishing and promoting) and interactive documents.
C_GP_2_PGP	15	9	Advertising Graphic Projects Proyectos de gráfica publicitaria	40	60	9	Development of Advertising Design Projects.
C_GP_2_T	3,5	3	Typography Tipografía	25	75	3	Typography exercises made with experimental and traditional techniques.
C_GP_2_TPM	5	4	Advertising and Marketing Image Theory Teoría de la publicidad y marketing	70	30	4	Analysis of images in the context of advertising and marketing.

INTERACTIVE GRAPHICS. Training cycle

1ST YEAR (1st and 2nd Semesters)

CODE	Total annual ECTS	ECTS per semester	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
C_GI_1_F	3	3	Photography Fotografía	30	70	3	Introduction on how to take pictures and to use them in specific projects (lighting, digital editing...). Study and analysis of creatives using photography in the fields of graphic design and illustration.
C_GI_1_FOL	3	2	Professional Training Formación y orientación laboral	80	20	2	Employment and self-employment. Creating a simulated company. Global intellectual property: records, commission contracts and IP rights. Industrial Property: Patents, Trademarks, Trade Names, Industrial Designs. Budgeting a project. Occupational Safety and Health Regulations
C_GI_1_FRE	5	4	Fundamentals of Visual Expression and Representation Fundamentos de la representación y expresión visual	30	70	4	Tools, strategies and resources around color, composition, balance and structure within the graphic design field.
C_GI_1_IE	2	2	English Inglés	30	70	2	Business English and English vocabulary related to advertising and graphic design.
C_GI_1_IGU	4,5	3	Graphic User Interface Interfaces gráficas de usuario	40	60	3	In this subject the student will examine a wide variety of digital products, web technologies and their users through usability testing tools such as: business planning, one-page vs multipage, pitch deck, sitemap, tree tests, card sorting, user tests, heat map, user flows, user task flow, wireframes, mockups, prototyping and creating style guides. Basics of Adobe XD and Figma.
C_GI_1_LP	8	7	Programming language (code) Lenguaje de programación	10	90	7	Approach to the basic concepts of programming and databases. Creation of a web or mobile application taking into account the languages for web development, both Frontend and Backend. The student at the end of the course will know how to add interactivity to a web page using JavaScript and access a database using PHP. It is essential to have knowledge of HTML and CSS to take the course or take it together with the course Interactive Graphics Projects.
C_GI_1_LTA	3	2	Audiovisual Language and Technology Lenguaje y tecnología audiovisual	50	50	2	Theory and practice in audiovisuals, audiovisual design, image edition and history of film technology.
C_GI_1_MI	6	4	Computer Tools for Interactive Computer Graphics Medios informáticos	20	80	4	Focus on specific software to digitalize, store and convert into the appropriate formats, vector graphics and bit map images for interactive graphics projects. Usage of this software as tools to ideate, manage, and communicate one's own work.
C_GI_1_PG_INT	10	5	Interactive Computer Graphics Projects Proyectos de gráfica interactiva	20	80	5	In this subject, students will learn to conceptually, formally and functionally define interactive graphics projects. They will start learning and using HTML and CSS, project methodologies and collaborative workflow. They will plan and develop different types of GUIs and TUIs, applying the theoretical and practical knowledge acquired in the other subjects of their training. They will conduct usability and accessibility testing, along with analysis of the overall end-user experience.
C_GI_1_RGT	4	3	Typography and Graphic Resources Recursos gráficos y tipográficos	20	80	3	Focus on the concepts of typography, color and composition for web interface design.
C_GI_1_TI	3	2	Image Theory Teoría de la imagen	70	30	2	Analysis of theoretical principles in graphic culture and visual language applied to communication projects.

2ND YEAR (1st Semester)

CODE	Total annual ECTS	ECTS 1st semester	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
C_GI_2_EEE	3	2	Business and Entrepreneurship Empresa e iniciativa emprendedora	80	20	2	Employment and self-employment. Creating a simulated company. Global intellectual property: records, commission contracts and IP rights. Industrial Property: Patents, Trademarks, Trade Names, Industrial Designs. Budgeting a project. Occupational Safety and Health Regulations
C_GI_2_HIAM	4	3	History of Audiovisual and Multimedia Historia de la imagen audiovisual y multimedia	80	20	3	Analysis of the language in graphic design, visual perception and conceptual strategies linking them with specific aesthetic, historical and cultural concepts.
C_GI_2_IE	2	2	English Inglés	30	70	2	Business English and English vocabulary related to advertising and graphic design.
C_GI_2_IGU	10,5	7	Graphic User Interface Interfaces gráficas de usuario	40	60	7	The student will examine a wide variety of digital products, web technologies and their users through usability testing tools such as: business planning, one-page vs multipage, pitch deck, sitemap, tree tests, card sorting, user tests, heat map, user flows, user task flow, wireframes, mockups, prototyping and creating style guides. Basics of Adobe XD and Figma.
C_GI_2_LTA	9	6	Audiovisual Language and Technology Lenguaje y tecnología audiovisual	50	50	6	Analysis and creation of graphic language within audiovisuals. Development of intros for series, film or tv shows, development of rolling credits, short animated advertisements, etc. A background in this subject is required.
C_GI_2_PG_INT	10,5	7	Interactive Computer Graphics Projects Proyectos de gráfica interactiva	30	70	7	Plan and create professional web pages. (HTML+CSS skills are required)
C_GI_2_POSTF	4,5	3	Photographic Postproduction Postproducción fotográfica	50	50	3	Image creation and image edition mostly with Photoshop: plugins and camera raw. Advanced image retouching (portrait, still life, architecture...), mockups, renders and image exporting.
C_GI_2_RGT	4,5	3	Typography and Graphic Elements Recursos gráficos y tipográficos	20	80	3	Focus on the concepts of typography, color and composition for web interface design.

ILLUSTRATION. Training cycle

1ST YEAR (1st and 2nd Semesters)

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

2ND YEAR (1st Semester)

CODE	Total annual ECTS	ECTS 1st semester	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
C_IL_2_DAI	6,5	5	Drawing applied to illustration Dibujo aplicado a la ilustración	20	80	5	Development of the graphic communication skills through investigation and experimentation with different materials and drawing techniques. Creative application and personal resolution of graphic illustrations.
C_IL_2_EEE	3	2	Business and Entrepreneurship Empresa e iniciativa emprendedora	80	20	2	Employment and self-employment. Creating a simulated company. Global intellectual property: records, commission contracts and IP rights. Industrial Property: Patents, Trademarks, Trade Names, Industrial Designs. Budgeting a project. Occupational Safety and Health Regulations
C_IL_2_H_IL	6	2	History of Illustration Historia de la ilustración	80	20	2	Theoretical foundation for the development of the sensibility and imagination as the source of professional development.
C_IL_2_IE	2	2	English Idioma	30	70	2	Business English and specific illustration English vocabulary.
C_IL_2_PGI	4	3	Graphic Industrial Production Producción gráfica industrial	80	20	3	Digital pre-printing preparation of files.
C_IL_2_PR_I	10	7	Illustration projects Proyectos de Ilustración	30	70	7	Basic knowledge about projecting. To materialize ideas into sketches with alternative solutions. Editorial illustration: books and magazines. Advertising illustration: advertising messages. Technical illustration. Communicational illustration: diagrams.
C_IL_2_REA	2,5	2	Spatial Representation Systems Representación espacial aplicada	50	50	2	Study of drawing's formal language and its universal conventions of graphic systems. The subject aims to provide the student with the necessary skills for the creation and interpretation of flat and three-dimensional designs through graphical representation that will help their job as designers in their professional future.
C_IL_2_RIAI	4	2	Computer Tools for Illustration Recursos interactivos aplicados	20	80	2	Advanced techniques for retouching and editing digital images. 2D animation software. Designing contents in Web 2.0. Document layout and presentations software.
C_IL_2_TEG	7	5	Graphic Expression Techniques Técnicas de expresión gráfica	20	80	5	Drawing techniques, both dry and wet. An exploration of graphic language, its resources, tools and possibilities.
C_IL_2_TGT	4	3	Traditional Printmaking Techniques Técnicas gráficas tradicionales	20	80	3	Introduction to printmaking: etching and woodcut.

PHOTOGRAPHY. Training cycle

1ST YEAR (1st and 2nd Semesters)

CODE	Total annual ECTS	ECTS per semester	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
C_FO_1_FOL	3	2	Professional Training Formación y Orientación Laboral	80	20	2	Employment and self-employment. Creating a simulated company. Global intellectual property: records, commission contracts and IP rights. Industrial Property: Patents, Trademarks, Trade Names, Industrial Designs. Budgeting a project. Occupational Safety and Health Regulations.
C_FO_1_FRE	5	4	Representation and Expression Basics Fundamentos de la representación y la expresión visual	50	50	4	Analysis of the elements that make up the representational of space in two dimensional images. Use of the elements and techniques of plastic and visual language in the graphical representation of images. Color theory, two and three dimensional images. Ideation and development of an aesthetic and creative sensibility.
C_FO_1_IE	2	2	English Inglés	30	70	2	Business English and specific photography English vocabulary.
C_FO_1_LTA	5	4	Audiovisual Language and Technology Lenguaje y tecnología audiovisual	20	80	4	Introduction to audiovisual language and narrative.
C_FO_1_MI	6	4	Computer Tools for Photography Medios informáticos	20	80	4	Analysis of the elements involved in computational design workflows; hardware, raster image processing, vector image editing.
C_FO_1_PFB1 C_FO_1_PFB2	18	11	Photography Projects (block 1 / block 2) Proyectos de fotografía (bloque 1 / bloque 2)	30	70	11 (5/6)	Application of all the theoretical, technical and practical knowledge acquired in the rest of the subjects to specific photographic projects.
C_FO_1_TCF	12	5	Photographic Technique Técnica fotográfica	60	40	5	Theory and practice of the different photographic techniques such as taking and developing photographs. 1st and 2nd course.
C_FO_1_TF	7	3	Photography Theory Teoría de la fotografía	80	20	3	Analysis of photography's nature, in order to define what a photograph is, if it is art in itself, a proof, or just a tool for artists. Close look at theories and authors who have dealt with these questions.
C_FO_1_TI	3	2	Image Theory Teoría de la imagen	70	30	2	Analysis of the foundations of photographic image creation and perception theory.

2ND YEAR (1st Semester)

CODE	Total annual ECTS	ECTS 1st semester	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
C_FO_2_EEE	3	2	Business and Entrepreneurship Empresa e iniciativa emprendedora	80	20	2	Employment and self-employment. Creating a simulated company. Global intellectual property: records, commission contracts and IP rights. Industrial Property: Patents, Trademarks, Trade Names, Industrial Designs. Budgeting a project. Occupational Safety and Health Regulations
C_FO_2_HI	6	4	History of Photography Historia de la Fotografía	60	40	4	Analysis of the history of photography's timeline from the 19th century until today. The students will work on a research based project that will be presented to the rest of the class.
C_FO_2_IE	2	2	English Inglés	30	70	2	Business English and specific photography English vocabulary.
C_FO_2_LTA	5	4	Audiovisual Language and Technology Lenguaje y tecnología audiovisual	20	80	4	Cinematographic scripts and audiovisual post production
C_FO_2_PFB1 C_FO_2_PFB2	10	13	Photographic Projects (block 1 / block 2) Proyectos de fotografía (bloque 1 / bloque 2)	30	70	13 (7/6)	Application of all the theoretical, technical and practical knowledge acquired in the rest of the subjects to specific photographic projects.
C_FO_2_TCF	12	5	Photographic Technique Técnica Fotográfica	50	50	5	Theory and practice of the different photographic techniques such as taking and developing photographs. 1st and 2nd course.
C_FO_2_TF	7	3	Photography Theory Teoría Fotográfica	70	30	3	This subject deals with three topics: the most relevant photographic theories, the relation between different art movements and the different photographic genres.

DESIGN AND PROJECT MANAGEMENT OF DECORATIVE WORKS (PYDOD). Training cycle

1ST YEAR (1st and 2nd Semesters)

CODE	Total annual ECTS	ECTS per semester	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
C_PD_1_AV	2	2	Audiovisuals Audiovisuales	20	80	2	Image taking and image edition.
C_PD_1_DAO	3	2	Computer Aided Design Diseño Asistido por Ordenador	20	80	2	2D CAD modeling, drawing and editing, project management, annotation and dimensioning, presentation and printing.
C_PD_1_DC	3	2	Colour and Drawing Dibujo y Color	25	75	2	Architectural and furniture drawing: composition, form and color.
C_PD_1_DT	6	2	Technical drawing Dibujo Técnico	50	50	4	Dihedral system, axonometric projection.
C_PD_1_EV	6	4	3D Design Expression Expresión Volumétrica	20	80	4	Study and analysis of the three dimensional space. Different theories, visual force fields and three-dimensional structures: morphology, concepts, generative design rules. Study of the structure of three-dimensional shapes with different surfaces. Modular structures. Structure, texture and material of a three-dimensional design. Introduction to the basics of model building.
C_PD_1_FOL	3	2	Professional Training Formación y Orientación Laboral	80	20	2	Employment and self-employment. Creating a simulated company. Global intellectual property: records, commission contracts and IP rights. Industrial Property: Patents, Trademarks, Trade Names, Industrial Designs. Budgeting a project. Occupational Safety and Health Regulations.
C_PD_1_HA	6	2	History of Architecture Historia de la Arquitectura	90	10	2	Overview of the most important manifestations of architecture in history and western urbanism. Analysis of sociocultural contexts, paying attention to the general theories of form as composition, architectonic types, symbol, nature, technique, space and function.
C_PD_1_IE	2	2	English Inglés	30	70	2	Business English and specific Interior Design English vocabulary.
C_PD_1_M	3	2	Mathematics Matemáticas	60	40	2	Algebra, trigonometry, plane geometry, solid geometry and statistics.
C_PD_1_Pb1 C_PD_1_Pb2	15	10	Projects (block 1 / block 2) Proyectos (bloque 1 / bloque 2)	20	80	10 (5/5)	Development of building projects and their different phases: the commissioning, the programming, the idea, the form and function, the aesthetics of it, the organization and the final communication. Short exercises will be carried out at the beginning of the course in order to obtain different tools and resources to then be used to design a commercial space, such as a coffee shop or a retail space. (Block 1 and 2)
C_PD_1_TSC	6	4	Technology and Building Systems Tecnología y Sistemas Constructivos	80	20	4	Physicochemical properties and characteristics of materials. Structural typologies. Frames doors and windows. Wall and floor coverings.

2ND YEAR (1st Semester)

CODE	Total annual ECTS	ECTS 1st semester	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
C_PD_2_DAO	6	4	Computer Aided Design Diseño Asistido por Ordenador	20	80	4	3D architectural modeling. BIM. 3D documentation and presentation. Image edition.
C_PD_2_DC	3	2	Drawing and color Dibujo y Color	20	80	2	Representation and interpretation of artistic techniques applied to interior design.
C_PD_2_FOL	3	2	Professional Training Formación y Orientación Laboral	80	20	2	Employment and self-employment. Creating a simulated company. Global intellectual property: records, commission contracts and IP rights. Industrial Property: Patents, Trademarks, Trade Names, Industrial Designs. Budgeting a project. Occupational Safety and Health Regulations.
C_PD_2_H_IN	3	2	History of Interior Design Historia del Interiorismo	70	30	2	Interior design's evolution throughout history. Analysis of space, its functionality, morphology, measures and scales, materials, coating, ornamentation, equipment and furniture; light and color, perception and symbology. Practical and functional configuration of indoor spaces.
C_PD_2_ING	2	2	English Inglés	30	70	2	Business English and specific interior design English vocabulary.
C_PD_2_MPPO	3	2	Measures, Budgets and Building Planning Mediciones, Presupuestos y Planificación de Obras	60	40	2	Sketching, measurements, work planning and budgets.
C_PD_2_PPDOb1 C_PD_2_PPDOb2	15	10	Projects: Projects and building management (block 1 / block 2) Proyectos: Proyectos y Dirección de Obras (bloque 1 / bloque 2)	20	80	10 (5/5)	Development of interior design projects for service industries (cultural, commercial, leisure, catering, etc.). Development of the different stages of each project: data analysis, ideation, preliminary design, final project, and project implementation. Block 1 and 2.
C_PD_2_TI	3	2	Interior Design Theory Teoría del Interiorismo	70	30	2	Analysis of the environment and the living space through our relationship with them: scale, proportion, color language, lighting systems... Assessment of accessibility and "universal design", "design for all" as a part of design quality. Incorporating sustainability: sustainable design as an essential requirement in nowadays design.
C_PD_2_TSC	14	8	Technology and Construction Systems Tecnología y Sistemas Constructivos	80	20	8	Introduction to lighting. Principles and units in physics. Lamps and lighting. Designing and pre-dimensioning of indoor lighting installations. Plumbing and sanitation. Environmental conditioning. Thermal insulation. Heating. Air Conditioning. Acoustics. Fire protection. Non-traditional elements and room separation. Quality control. Rules. Work planning. Industrial processes and materials analysis: wood, metal, glass...

EPHEMERAL ARCHITECTURE. Training cycle

1ST YEAR (1st and 2nd Semesters)

CODE	Total annual ECTS	ECTS per semester	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
C_AE_1_AV	3	2	Audiovisuals Audiovisuales	40	60	2	Introduction to photography, new media and photographic documentation to earn the skills to document one's own pieces and works.
C_AE_1_DAO	3	2	Computer Aided Design Diseño asistido por ordenador	20	80	2	Introduction to 2D/3D modeling and image editing. Specific software for these studies, understanding the computer as a creative and technical tool.
C_AE_1_DC	3	2	Drawing and color Dibujo y color	25	75	2	Architectural and furniture drawing: composition, form and color.
C_AE_1_DT	6	4	Technical Drawing Dibujo técnico	50	50	4	Dihedral system, axonometric projection.
C_AE_1_EV	6	4	3D Design Expression Expresión volumétrica	20	80	4	Analysis and understanding of volume/3D forms in space, using the right visual communication tools. Introduction to layouts.
C_AE_1_FOL	3	2	Professional Training Formación y orientación laboral	80	20	2	Employment and self-employment. Creating a simulated company. Global intellectual property: records, commission contracts and IP rights. Industrial Property: Patents, Trademarks, Trade Names, Industrial Designs. Budgeting a project. Occupational Safety and Health Regulations
C_AE_1_HAE	3	2	History of Architecture Historia de la arquitectura	90	10	2	Overview of the most important manifestations of architecture in history and western urbanism. Analysis of sociocultural contexts, paying attention to the general theories of form as composition, architectonic types, symbol, nature, technique, space and function.
C_AE_1_IE	2	2	English Inglés	30	70	2	Business English and specific Interior Design English vocabulary.
C_AE_1_M	3	2	Mathematics Matemáticas	60	40	2	Introduction to mathematics and its basics specifically related to the ephemeral architecture studies.
C_AE_1_Pb1 C_AE_1_Pb2	15	10	Projects (block 1 / block 2) Proyectos (bloque 1 / bloque 2)	20	80	10 (5/5)	Focus on developing projects of ephemeral architecture with a social and cultural aspect (scenography, artistic installations, events, exhibitions design) and residential (prefabricated housing).
C_AE_1_TSC	6	4	Technology and Building Systems Tecnología y sistemas constructivos	80	20	4	Materials and construction processes related to the design of ephemeral architecture.

2ND YEAR (1st Semester)

CODE	Total annual ECTS	ECTS 1st semester	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
C_AE_2_DAO		4	Computer Aided Design: Ephemeral Architecture Diseño Asistido por Ordenador: Arquitectura Efímera			4	NEW
C_AE_2_DC		2	Drawing and color: Ephemeral Architecture Dibujo y color: Arquitectura Efímera			2	NEW
C_AE_2_FOL		2	Professional Training Formación y Orientación Laboral			2	The subject of "FOL" (Formación y Orientación Laboral by its Spanish Acronym) allows students to understand the basic labour legislation and the rights and obligations that arise from employment relationships. Additionally, the student will be able to acquire the necessary skills to navigate the job market, identifying professional placement opportunities.
C_AE_2_HAE		2	History of Ephemeral Architecture Historia de la Arquitectura Efímera			2	NEW
C_AE_2_IE		2	English Inglés			2	The subject deals with general aspects of the English language at an Intermediate level, and some more specific vocabulary related to art. You will have to do both a written exam and an oral presentation in class.
C_AE_2_MPPO		2	Measures, Budgets and Building Planning Mediciones, Presupuestos y Planificación de Obras			2	NEW
C_AE_2_PAEb1 C_AE_2_PAEb2		10	Projects: Ephemeral Architecture (block 1 / block 2) Proyectos: Arquitectura Efímera (bloque 1 / bloque 2)			10 (5/5)	B1 In EPHEMERAL ARCHITECTURE PROJECTS B2 we design a hybrid space that combines a magazine and souvenir store with a bar, all situated within an airport. Another project involves designing a stage for performances. Virtual models of these projects are created using SketchUp and/or physical models crafted by hand. Project plans, whether hand-drawn or created with AutoCAD, are accepted. Additionally, written reports detailing these projects will be required for submission."
C_AE_2_TI		2	Interior Design Theory Teoría del Interiorismo			2	NEW
C_AE_2_TSC		8	Technology and Building Systems: Ephemeral Architecture Tecnología y Sistemas Constructivos: Arquitectura Efímera			8	In this course, the students learn about the different materials used in ephemeral architecture. Through a mix of theoretical and practical content, they apply this knowledge to future projects.

SUMMARY OF PRACTICAL SUBJECTS (TRAINING CYCLES)

1ST SEMESTER SUBJECTS

ARTISTIC CERAMIC. Training cycle

1ST YEAR (1st and 2nd Semesters)

CODE	Total annual ECTS	ECTS per semester	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
C_CA_1_DA	7	4	Artistic Drawing Dibujo artístico	20	80	4	Basic understanding of the elements that shape the form, point, line, plane and color.
C_CA_1_DT	5	4	Technical Drawing Dibujo técnico	30	70	4	Sketches, (dimensioning sketches/dimensioned drawing), scale drawing, axonometric and conical perspective and color finishes of ceramic objects.
C_CA_1_MI	3	2	Computer Media Medios informáticos	30	70	2	Computer programs for text editing, 3D digital drawing and photo retouching.
C_CA_1_TCb1 C_CA_1_TCb2	17	12	Ceramic Workshop (block 1 / block 2) Taller cerámico (bloque 1 / bloque 2)	10	90	12	Introduction to the ceramic process. Supplies, tools, equipment, workshop organization. On a technical level, knowledge and application of raw materials, material shaping techniques, decorative techniques, firing pottery.
C_CA_1_V	6	4	3D Design in Ceramic Art Volumen	8	92	4	Analysis of 3D pieces from a formal, structural and functional point of view. Interpretation and materialization of these by the use of volumetric configuration procedures.

2ND YEAR (1st Semester)

CODE	Total annual ECTS	ECTS 1st semester	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
C_CA_2_AV	3	2	Languages and Audiovisual Technology Audiovisuales	30	70	2	Capturing of photographic images with DSLR cameras of ceramic pieces and their creation process. Creation of a video with the students' own images.
C_CA_2_DA	7	2	Artistic Drawing Dibujo artístico	20	80	2	Delve into the development of graphic-plastic language of representation and ideation. Mostly practical classes with some theoretical ones to provide students with formal and expressive resources.
C_CA_2_MI	6	4	Computer Tools for Design Medios informáticos	30	70	4	Computer programs for text editing, 3D digital drawing and photo retouching.
C_CA_2_TCb1 C_CA_2_TCb2	17	12	Ceramic Workshop (block 1 / block 2) Taller cerámico (bloque 1 / bloque 2)	10	90	12 (6/6)	<p>Ceramic Workshop - block 1 Ceramic shaping, mold casting and decoration techniques. Knowledge of raw materials, tools and equipment. Aesthetics and a formal criteria to create original ceramic pieces. Organization and planning of a ceramic workshop. Drying, stowing and firing burning pottery.</p> <p>Ceramic Workshop - block 2 1st Semester: Research and experimentation of the technical and aesthetic possibilities of the ceramic materials for the individual artistic development. 2nd Semester: Plaster mold making for slip casting.</p>
C_CA_2_V	6	4	Volume Volumen	10	90	4	Analysis of 3D pieces from a formal, structural and functional point of view. Interpretation and materialization of these by the use of volumetric configuration procedures.

CERAMICS COATINGS. Training cycle

1ST YEAR (1st and 2nd Semesters)

CODE	Total annual ECTS	ECTS per semester	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
C_RC_1_DA	7	4	Artistic Drawing Dibujo artístico	20	80	4	Clay modeling to create mockups with it and other materials to use them to make final pieces in ceramics.
C_RC_1_MI	6	4	Computer Media Medios informáticos	30	70	4	Image processing with Adobe Illustrator and Adobe photoshop for ceramic projects.
C_RC_1_P	18	8	Projects Proyectos	40	60	8	Foundation of designing. Technical methodology to develop ceramic projects. Development of a ceramic project.
C_RC_1_PSP	4	3	Prototypes Prototipos y series de prueba	10	90	3	Elaboration of models, mockups and ceramic prototypes related to the theme of the project.
C_RC_1_TPP	3,5	3	Preprint Processes Workshop Taller de procesos de preimpresión	25	75	3	Screenprinting applied to ceramics.
C_RC_1_TTD	8	6	Industrial Decorative Techniques Taller de técnicas decorativas	10	90	6	Traditional and industrial decorative techniques used on tiles: greenware decoration, brick slips, glazes, stencils, maiolica, "dry cord", screen printing and spray painting.

2ND YEAR (1st Semester)

CODE	Total annual ECTS	ECTS 1st semester	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
C_RC_2_DT	2,5	3	Technical Drawing Dibujo técnico	30	70	3	Study of drawing's formal language and its universal conventionalities, necessary for the manufacturing of the ceramic products. The subject provides the student with the necessary skills to create and interpret flat and three-dimensional designs in an objective and functional way through traditional and new techniques.
C_RC_2_MI	12	5	Computer Media Medios informáticos	30	70	5	Image processing with Adobe Illustrator and Adobe photoshop for ceramic projects. Ceramic printing systems through carving and ink injection.
C_RC_2_P	9	4	Projects Proyectos	10	90	4	Practical class as a continuation of the one from the first course. Development of projects following the ceramic production process.
C_RC_2_PSP	8	3	Prototypes Prototipos y series de prueba	10	90	3	Practical subject as a continuation of the one from the first course. It focuses on prototypes realization for specific projects.
C_RC_2_TPP	3,5	3	Preprint Processes Workshop Taller de procesos de preimpresión	20	80	3	Pre-printing systems applied to the ceramic sector.
C_RC_2_TTD	8	6	Industrial Decorative Techniques Taller de técnicas decorativas	10	90	6	Industrial decorative techniques applied to tiles. Creation of prototypes, spray painting, screen printing, transfers, glazes, ceramics, ceramic colorants.

ADVERTISING DESIGN. Training cycle

1ST YEAR (1st and 2nd Semesters)

CODE	Total annual ECTS	ECTS per semester	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
C_GP_1_F	3	3	Photography Fotografia	30	70	3	Introduction to how to take pictures and to use them in specific projects (lighting, digital editing...). Study and analysis of creatives using photography in the fields of graphic design and illustration.
C_GP_1_FDG	5	4	Graphic Design Basics Fundamentos del diseño gráfico	50	50	4	Analysis of form and function, composition, typography, color and image in advertising.
C_GP_1_FRE	5	4	Representation and Expression Fundamentals Fundamentos de la representación y la expresión visual	30	70	4	Tools, strategies and resources around color, composition, balance and structure within the graphic design field.
C_GP_1_IE	2	2	English Inglés	30	70	2	Business English and English vocabulary related to advertising and graphic design.
C_GP_1_LTA	6	5	Audiovisual Language and Technology Lenguaje y tecnología audiovisual	20	80	5	Theory and practice in audiovisuals, audiovisual design, image edition and history of film technology.
C_GP_1_MI	6	4	Computer Tools for Design Medios informáticos	40	60	4	Analysis of the elements involved in computational design workflows; hardware, raster image processing, vector image editing.
C_GP_1_PGP	14	8	Advertising Graphics Projects Proyectos de gráfica publicitaria	40	60	8	Development of advertising design projects.
C_GP_1_T	3,5	3	Typography Tipografía	30	70	3	Typography applied to advertising design.
C_GP_1_TI	3	2	Image Theory Teoría de la imagen	30	70	2	Analysis of theoretical principles in graphic culture and visual language applied to communication projects.

2ND YEAR (1st Semester)

CODE	Total annual ECTS	ECTS 1st semester	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
C_GP_2_IE	2	2	English Inglés	30	70	2	Business English and English vocabulary related to advertising and graphic design.
C_GP_2_RAFF	6	4	Resources for Advertising Photography Recursos aplicados a la fotografía publicitaria	30	70	4	Digital photography and lighting systems applied to advertising design projects.
C_GP_2_RIA	9	6	Computer Tools for Design Recursos interactivos aplicados	40	60	6	The course is divided in two parts: web design software tools (prototyping, implementing, debugging, publishing and promoting) and interactive documents.
C_GP_2_PGP	15	9	Advertising Graphic Projects Proyectos de gráfica publicitaria	40	60	9	Development of Advertising Design Projects.
C_GP_2_T	3,5	3	Typography Tipografía	25	75	3	Typography exercises made with experimental and traditional techniques.

INTERACTIVE GRAPHICS. Training cycle

1ST YEAR (1st and 2nd Semesters)

CODE	Total annual ECTS	ECTS per semester	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
C_GI_1_F	3	3	Photography Fotografía	30	70	3	Introduction on how to take pictures and to use them in specific projects (lighting, digital editing...). Study and analysis of creatives using photography in the fields of graphic design and illustration.
C_GI_1_FRE	5	4	Fundamentals of Visual Expression and Representation Fundamentos de la representación y expresión visual	30	70	4	Tools, strategies and resources around color, composition, balance and structure within the graphic design field.
C_GI_1_IE	2	2	English Inglés	30	70	2	Business English and English vocabulary related to advertising and graphic design.
C_GI_1_IGU	4,5	3	Graphic User Interface Interfaces gráficas de usuario	40	60	3	In this subject the student will examine a wide variety of digital products, web technologies and their users through usability testing tools such as: business planning, one-page vs multipage, pitch deck, sitemap, tree tests, card sorting, user tests, heat map, user flows, user task flow, wireframes, mockups, prototyping and creating style guides. Basics of Adobe XD and Figma.
C_GI_1_LP	8	7	Programming language (code) Lenguaje de programación	10	90	7	Approach to the basic concepts of programming and databases. Creation of a web or mobile application taking into account the languages for web development, both Frontend and Backend. The student at the end of the course will know how to add interactivity to a web page using JavaScript and access a database using PHP. It is essential to have knowledge of HTML and CSS to take the course or take it together with the course Interactive Graphics Projects.
C_GI_1_LTA	3	2	Audiovisual Language and Technology Lenguaje y tecnología audiovisual	50	50	2	Theory and practice in audiovisuals, audiovisual design, image edition and history of film technology.
C_GI_1_MI	6	4	Computer Tools for Interactive Computer Graphics Medios informáticos	20	80	4	Focus on specific software to digitalize, store and convert into the appropriate formats, vector graphics and bit map images for interactive graphics projects. Usage of this software as tools to ideate, manage, and communicate one's own work.
C_GI_1_PG_INT	10	5	Interactive Computer Graphics Projects Proyectos de gráfica interactiva	20	80	5	In this subject, students will learn to conceptually, formally and functionally define interactive graphics projects. They will start learning and using HTML and CSS, project methodologies and collaborative workflow. They will plan and develop different types of GUIs and TUIs, applying the theoretical and practical knowledge acquired in the other subjects of their training. They will conduct usability and accessibility testing, along with analysis of the overall end-user experience.
C_GI_1_RGT	4	3	Typography and Graphic Resources Recursos gráficos y tipográficos	20	80	3	Focus on the concepts of typography, color and composition for web interface design.

2ND YEAR (1st Semester)

CODE	Total annual ECTS	ECTS 1st semester	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
C_GI_2_IE	2	2	English Inglés	30	70	2	Business English and English vocabulary related to advertising and graphic design.
C_GI_2_IGU	10,5	7	Graphic User Interface Interfaces gráficas de usuario	40	60	7	The student will examine a wide variety of digital products, web technologies and their users through usability testing tools such as: business planning, one-page vs multipage, pitch deck, sitemap, tree tests, card sorting, user tests, heat map, user flows, user task flow, wireframes, mockups, prototyping and creating style guides. Basics of Adobe XD and Figma.
C_GI_2_LTA	9	6	Audiovisual Language and Technology Lenguaje y tecnología audiovisual	50	50	6	Analysis and creation of graphic language within audiovisuals. Development of intros for series, film or tv shows, development of rolling credits, short animated advertisements, etc. A background in this subject is required.
C_GI_2_PG_INT	10,5	7	Interactive Computer Graphics Projects Proyectos de gráfica interactiva	30	70	7	Plan and create professional web pages. (HTML+CSS skills are required)
C_GI_2_POSTF	4,5	3	Photographic Postproduction Postproducción fotográfica	50	50	3	Image creation and image edition mostly with Photoshop: plugins and camera raw. Advanced image retouching (portrait, still life, architecture...), mockups, renders and image exporting.
C_GI_2_RGT	4,5	3	Typography and Graphic Elements Recursos gráficos y tipográficos	20	80	3	Focus on the concepts of typography, color and composition for web interface design.

ILLUSTRATION. Training cycle

1ST YEAR (1st and 2nd Semesters)

CODE	Total annual ECTS	ECTS per semester	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
C_IL_1_DAI	6,5	5	Drawing applied to illustration Dibujo aplicado a la ilustración	20	80	5	Foundations of drawing applied to illustration. Still life sculpture drawing, character drawing, composition, perspective.
C_IL_1_F	3	3	Photography Fotografía	30	70	3	Introduction to how to take pictures and to use them in specific projects (lighting, digital editing...). Study and analysis of creatives using photography in the fields of graphic design and illustration.
C_IL_1_IE	2	2	English Inglés	30	70	2	Business English and specific illustration English vocabulary.
C_IL_1_MI	6	4	Computer Tools for Illustration Medios informáticos	20	80	4	Analysis of the elements involved in computational design workflows; hardware, raster image processing, vector image editing.
C_IL_1_PR_I	10	5	Illustration Projets I Proyectos de ilustración I	20	80	5	Introduction to the process of creating an illustration project and its different phases. Technical tests. The illustration in the scientific-technical field: medicine, botany, zoology and anatomy. Editorial illustration in different genres, themes, formats and audiences. Article review in press (newspapers). Character creation, three dimensional illustration.
C_IL_1_RT	7	3	Typographic Resources Recursos tipográficos	30	70	3	Skills to use typographies in the artistic illustration field and the basic editorial layout (designs). Typographic concepts at a formal and semantic level. This is a theoretical and a practical class.
C_IL_1_REA	2,5	2	Spatial Representation Applied to Illustration Representación espacial aplicada	40	60	2	Study of drawing's formal language and its universal conventions of graphic systems. The subject aims to provide the student with the necessary skills for the creation and interpretation of flat and three-dimensional designs through graphical representation that will help their job as designers in their professional future.
C_IL_1_TPA	4	3	Theory and Practice of Animation Teoría y práctica de la animación de imágenes	20	80	3	Animated short films, computer animation: storyboards, animated presentations. Images of animation movies. History of animation.

2ND YEAR (1st Semester)

CODE	Total annual ECTS	ECTS 1st semester	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
C_IL_2_DAI	6,5	5	Drawing applied to illustration Dibujo aplicado a la ilustración	20	80	5	Development of the graphic communication skills through investigation and experimentation with different materials and drawing techniques. Creative application and personal resolution of graphic illustrations.
C_IL_2_IE	2	2	English Idioma	30	70	2	Business English and specific illustration English vocabulary.
C_IL_2_PR_I	10	7	Illustration projects Proyectos de Ilustración	30	70	7	Basic knowledge about projecting. To materialize ideas into sketches with alternative solutions. Editorial illustration: books and magazines. Advertising illustration: advertising messages. Technical illustration. Communicational illustration: diagrams.
C_IL_2_REA	2,5	2	Spatial Representation Systems Representación espacial aplicada	50	50	2	Study of drawing's formal language and its universal conventions of graphic systems. The subject aims to provide the student with the necessary skills for the creation and interpretation of flat and three-dimensional designs through graphical representation that will help their job as designers in their professional future.
C_IL_2_RIAI	4	2	Computer Tools for Illustration Recursos interactivos aplicados	20	80	2	Advanced techniques for retouching and editing digital images. 2D animation software. Designing contents in Web 2.0. Document layout and presentations software.
C_IL_2_TEG	7	5	Graphic Expression Techniques Técnicas de expresión gráfica	20	80	5	Drawing techniques, both dry and wet. An exploration of graphic language, its resources, tools and possibilities.
C_IL_2_TGT	4	3	Traditional Printmaking Techniques Técnicas gráficas tradicionales	20	80	3	Introduction to printmaking: etching and woodcut.

PHOTOGRAPHY. Training cycle

1ST YEAR (1st and 2nd Semesters)

CODE	Total annual ECTS	ECTS per semester	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
C_FO_1_FRE	5	4	Representation and Expression Basics Fundamentos de la representación y la expresión visual	50	50	4	Analysis of the elements that make up the representational of space in two dimensional images. Use of the elements and techniques of plastic and visual language in the graphical representation of images. Color theory, two and three dimensional images. Ideation and development of an aesthetic and creative sensibility.
C_FO_1_IE	2	2	English Inglés	30	70	2	Business English and specific photography English vocabulary.
C_FO_1_LTA	5	4	Audiovisual Language and Technology Lenguaje y tecnología audiovisual	20	80	4	Introduction to audiovisual language and narrative.
C_FO_1_MI	6	4	Computer Tools for Photography Medios informáticos	20	80	4	Analysis of the elements involved in computational design workflows; hardware, raster image processing, vector image editing.
C_FO_1_PFB1 C_FO_1_PFB2	18	11	Photography Projects (block 1 / block 2) Proyectos de fotografía (bloque 1 / bloque 2)	30	70	11 (5/6)	Application of all the theoretical, technical and practical knowledge acquired in the rest of the subjects to specific photographic projects.

2ND YEAR (1st Semester)

CODE	Total annual ECTS	ECTS 1st semester	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
C_FO_2_IE	2	2	English Inglés	30	70	2	Business English and specific photography English vocabulary.
C_FO_2_LTA	5	4	Audiovisual Language and Technology Lenguaje y tecnología audiovisual	20	80	4	Cinematographic scripts and audiovisual post production
C_FO_2_PFB1 C_FO_2_PFB2	10	13	Photographic Projects (block 1 / block 2) Proyectos de fotografía (bloque 1 / bloque 2)	30	70	13 (7/6)	Application of all the theoretical, technical and practical knowledge acquired in the rest of the subjects to specific photographic projects.
C_FO_2_TCF	12	5	Photographic Technique Técnica Fotográfica	50	50	5	Theory and practice of the different photographic techniques such as taking and developing photographs. 1st and 2nd course.

DESIGN AND PROJECT MANAGEMENT OF DECORATIVE WORKS (PYDOD). Training cycle

1ST YEAR (1st and 2nd Semesters)

CODE	Total annual ECTS	ECTS per semester	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
C_PD_1_AV	2	2	Audiovisuals Audiovisuales	20	80	2	Image taking and image edition.
C_PD_1_DAO	3	2	Computer Aided Design Diseño Asistido por Ordenador	20	80	2	2D CAD modeling, drawing and editing, project management, annotation and dimensioning, presentation and printing.
C_PD_1_DC	3	2	Colour and Drawing Dibujo y Color	25	75	2	Architectural and furniture drawing: composition, form and color.
C_PD_1_DT	6	2	Technical drawing Dibujo Técnico	50	50	4	Dihedral system, axonometric projection.
C_PD_1_EV	6	4	3D Design Expression Expresión Volumétrica	20	80	4	Study and analysis of the three dimensional space. Different theories, visual force fields and three-dimensional structures: morphology, concepts, generative design rules. Study of the structure of three-dimensional shapes with different surfaces. Modular structures. Structure, texture and material of a three-dimensional design. Introduction to the basics of model building.
C_PD_1_IE	2	2	English Inglés	30	70	2	Business English and specific Interior Design English vocabulary.
C_PD_1_Pb1 C_PD_1_Pb2	15	10	Projects (block 1 / block 2) Proyectos (bloque 1 / bloque 2)	20	80	10 (5/5)	Development of building projects and their different phases: the commissioning, the programming, the idea, the form and function, the aesthetics of it, the organization and the final communication. Short exercises will be carried out at the beginning of the course in order to obtain different tools and resources to then be used to design a commercial space, such as a coffee shop or a retail space. (Block 1 and 2)

2ND YEAR (1st Semester)

CODE	Total annual ECTS	ECTS 1st semester	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
C_PD_2_DAO	6	4	Computer Aided Design Diseño Asistido por Ordenador	20	80	4	3D architectural modeling. BIM. 3D documentation and presentation. Image edition.
C_PD_2_DC	3	2	Drawing and color Dibujo y Color	20	80	2	Representation and interpretation of artistic techniques applied to interior design.
C_PD_2_ING	2	2	English Inglés	30	70	2	Business English and specific interior design English vocabulary.
C_PD_2_PPDOb1 C_PD_2_PPDOb2	15	10	Projects: Projects and building management (block 1 / block 2) Proyectos: Proyectos y Dirección de Obras (bloque 1 / bloque 2)	20	80	10 (5/5)	Development of interior design projects for service industries (cultural, commercial, leisure, catering, etc.). Development of the different stages of each project: data analysis, ideation, preliminary design, final project, and project implementation. Block 1 and 2.

EPHEMERAL ARCHITECTURE. Training cycle

1ST YEAR (1st and 2nd Semesters)

CODE	Total annual ECTS	ECTS per semester	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
C_AE_1_AV	3	2	Audiovisuals Audiovisuales	40	60	2	Introduction to photography, new media and photographic documentation to earn the skills to document one's own pieces and works.
C_AE_1_DAO	3	2	Computer Aided Design Diseño asistido por ordenador	20	80	2	Introduction to 2D/3D modeling and image editing. Specific software for these studies, understanding the computer as a creative and technical tool.
C_AE_1_DC	3	2	Drawing and color Dibujo y color	25	75	2	Architectural and furniture drawing: composition, form and color.
C_AE_1_DT	6	4	Technical Drawing Dibujo técnico	50	50	4	Dihedral system, axonometric projection.
C_AE_1_EV	6	4	3D Design Expression Expresión volumétrica	20	80	4	Analysis and understanding of volume/3D forms in space, using the right visual communication tools. Introduction to layouts.
C_AE_1_IE	2	2	English Inglés	30	70	2	Business English and specific Interior Design English vocabulary.
C_AE_1_Pb1 C_AE_1_Pb2	15	10	Projects (block 1 / block 2) Proyectos (bloque 1 / bloque 2)	20	80	10 (5/5)	Focus on developing projects of ephemeral architecture with a social and cultural aspect (scenography, artistic installations, events, exhibitions design) and residential (prefabricated housing).

2ND YEAR (1st Semester)

CODE	Total annual ECTS	ECTS 1st semester	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
C_AE_2_DAO		4	Computer Aided Design: Ephemeral Architecture Diseño Asistido por Ordenador: Arquitectura Efímera			4	NEW
C_AE_2_DC		2	Drawing and color: Ephemeral Architecture Dibujo y color: Arquitectura Efímera			2	NEW
C_AE_2_PAEb1 C_AE_2_PAEb2		10	Projects: Ephemeral Architecture (block 1 / block 2) Proyectos: Arquitectura Efímera (bloque 1 / bloque 2)			10 (5/5)	B1 In EPHEMERAL ARCHITECTURE PROJECTS B2 we design a hybrid space that combines a magazine and souvenir store with a bar, all situated within an airport. Another project involves designing a stage for performances. Virtual models of these projects are created using SketchUp and/or physical models crafted by hand. Project plans, whether hand-drawn or created with AutoCAD, are accepted. Additionally, written reports detailing these projects will be required for submission."

SUMMARY OF PRACTICAL SUBJECTS (TRAINING CYCLES) 2ND SEMESTER SUBJECTS

ARTISTIC CERAMIC. Training cycle

1ST YEAR (1st and 2nd Semesters)

CODE	Total annual ECTS	ECTS per semester	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
C_CA_1_DA	7	4	Artistic Drawing Dibujo artístico	20	80	4	Basic understanding of the elements that shape the form, point, line, plane and color.
C_CA_1_DT	5	4	Technical Drawing Dibujo técnico	30	70	4	Sketches, (dimensioning sketches/dimensioned drawing), scale drawing, axonometric and conical perspective and color finishes of ceramic objects.
C_CA_1_MI	3	2	Computer Media Medios informáticos	30	70	2	Computer programs for text editing, 3D digital drawing and photo retouching.
C_CA_1_TCb1 C_CA_1_TCb2	17	12	Ceramic Workshop (block 1 / block 2) Taller cerámico (bloque 1 / bloque 2)	10	90	12	Introduction to the ceramic process. Supplies, tools, equipment, workshop organization. On a technical level, knowledge and application of raw materials, material shaping techniques, decorative techniques, firing pottery.
C_CA_1_V	6	4	3D Design in Ceramic Art Volumen	8	92	4	Analysis of 3D pieces from a formal, structural and functional point of view. Interpretation and materialization of these by the use of volumetric configuration procedures.

CERAMICS COATINGS. Training cycle

1ST YEAR (1st and 2nd Semesters)

CODE	Total annual ECTS	ECTS per semester	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
C_RC_1_DA	7	4	Artistic Drawing Dibujo artístico	20	80	4	Clay modeling to create mockups with it and other materials to use them to make final pieces in ceramics.
C_RC_1_MI	6	4	Computer Media Medios informáticos	30	70	4	Image processing with Adobe Illustrator and Adobe photoshop for ceramic projects.
C_RC_1_P	18	8	Projects Proyectos	40	60	8	Foundation of designing. Technical methodology to develop ceramic projects. Development of a ceramic project.
C_RC_1_PSP	4	3	Prototypes Prototipos y series de prueba	10	90	3	Elaboration of models, mockups and ceramic prototypes related to the theme of the project.
C_RC_1_TPP	3,5	3	Preprint Processes Workshop Taller de procesos de preimpresión	25	75	3	Screenprinting applied to ceramics.
C_RC_1_TTD	8	6	Industrial Decorative Techniques Taller de técnicas decorativas	10	90	6	Traditional and industrial decorative techniques used on tiles: greenware decoration, brick slips, glazes, stencils, maiolica, "dry cord", screen printing and spray painting.

ADVERTISING DESIGN. Training cycle

1ST YEAR (1st and 2nd Semesters)

CODE	Total annual ECTS	ECTS per semester	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
C_GP_1_F	3	3	Photography Fotografia	30	70	3	Introduction to how to take pictures and to use them in specific projects (lighting, digital editing...). Study and analysis of creatives using photography in the fields of graphic design and illustration.
C_GP_1_FDG	5	4	Graphic Design Basics Fundamentos del diseño gráfico	50	50	4	Analysis of form and function, composition, typography, color and image in advertising.
C_GP_1_FRE	5	4	Representation and Expression Fundamentals Fundamentos de la representación y la expresión visual	30	70	4	Tools, strategies and resources around color, composition, balance and structure within the graphic design field.
C_GP_1_IE	2	2	English Inglés	30	70	2	Business English and English vocabulary related to advertising and graphic design.
C_GP_1_LTA	6	5	Audiovisual Language and Technology Lenguaje y tecnología audiovisual	20	80	5	Theory and practice in audiovisuals, audiovisual design, image edition and history of film technology.
C_GP_1_MI	6	4	Computer Tools for Design Medios informáticos	40	60	4	Analysis of the elements involved in computational design workflows; hardware, raster image processing, vector image editing.
C_GP_1_PGP	14	8	Advertising Graphics Projects Proyectos de gráfica publicitaria	40	60	8	Development of advertising design projects.
C_GP_1_T	3,5	3	Typography Tipografía	30	70	3	Typography applied to advertising design.
C_GP_1_TI	3	2	Image Theory Teoría de la imagen	30	70	2	Analysis of theoretical principles in graphic culture and visual language applied to communication projects.

INTERACTIVE GRAPHICS. Training cycle

1ST YEAR (1st and 2nd Semesters)

CODE	Total annual ECTS	ECTS per semester	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
C_GI_1_F	3	3	Photography Fotografia	30	70	3	Introduction on how to take pictures and to use them in specific projects (lighting, digital editing...). Study and analysis of creatives using photography in the fields of graphic design and illustration.
C_GI_1_FRE	5	4	Fundamentals of Visual Expression and Representation Fundamentos de la representación y expresión visual	30	70	4	Tools, strategies and resources around color, composition, balance and structure within the graphic design field.
C_GI_1_IE	2	2	English Inglés	30	70	2	Business English and English vocabulary related to advertising and graphic design.
C_GI_1_IGU	4,5	3	Graphic User Interface Interfaces gráficas de usuario	40	60	3	In this subject the student will examine a wide variety of digital products, web technologies and their users through usability testing tools such as: business planning, one-page vs multipage, pitch deck, sitemap, tree tests, card sorting, user tests, heat map, user flows, user task flow, wireframes, mockups, prototyping and creating style guides. Basics of Adobe XD and Figma.
C_GI_1_LP	8	7	Programming language (code) Lenguaje de programación	10	90	7	Approach to the basic concepts of programming and databases. Creation of a web or mobile application taking into account the languages for web development, both Frontend and Backend. The student at the end of the course will know how to add interactivity to a web page using JavaScript and access a database using PHP. It is essential to have knowledge of HTML and CSS to take the course or take it together with the course Interactive Graphics Projects.
C_GI_1_LTA	3	2	Audiovisual Language and Technology Lenguaje y tecnología audiovisual	50	50	2	Theory and practice in audiovisuals, audiovisual design, image edition and history of film technology.
C_GI_1_MI	6	4	Computer Tools for Interactive Computer Graphics Medios informáticos	20	80	4	Focus on specific software to digitalize, store and convert into the appropriate formats, vector graphics and bit map images for interactive graphics projects. Usage of this software as tools to ideate, manage, and communicate one's own work.
C_GI_1_PG_INT	10	5	Interactive Computer Graphics Projects Proyectos de gráfica interactiva	20	80	5	In this subject, students will learn to conceptually, formally and functionally define interactive graphics projects. They will start learning and using HTML and CSS, project methodologies and collaborative workflow. They will plan and develop different types of GUIs and TUIs, applying the theoretical and practical knowledge acquired in the other subjects of their training. They will conduct usability and accessibility testing, along with analysis of the overall end-user experience.
C_GI_1_RGT	4	3	Typography and Graphic Resources Recursos gráficos y tipográficos	20	80	3	Focus on the concepts of typography, color and composition for web interface design.

ILLUSTRATION. Training cycle

1ST YEAR (1st and 2nd Semesters)

CODE	Total annual ECTS	ECTS per semester	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
C_IL_1_DAI	6,5	5	Drawing applied to illustration Dibujo aplicado a la ilustración	20	80	5	Foundations of drawing applied to illustration. Still life sculpture drawing, character drawing, composition, perspective.
C_IL_1_F	3	3	Photography Fotografía	30	70	3	Introduction to how to take pictures and to use them in specific projects (lighting, digital editing...). Study and analysis of creatives using photography in the fields of graphic design and illustration.
C_IL_1_IE	2	2	English Inglés	30	70	2	Business English and specific illustration English vocabulary.
C_IL_1_MI	6	4	Computer Tools for Illustration Medios informáticos	20	80	4	Analysis of the elements involved in computational design workflows; hardware, raster image processing, vector image editing.
C_IL_1_PR_I	10	5	Illustration Projets I Proyectos de ilustración I	20	80	5	Introduction to the process of creating an illustration project and its different phases. Technical tests. The illustration in the scientific-technical field: medicine, botany, zoology and anatomy. Editorial illustration in different genres, themes, formats and audiences. Article review in press (newspapers). Character creation, three dimensional illustration.
C_IL_1_RT	7	3	Typographic Resources Recursos tipográficos	30	70	3	Skills to use typographies in the artistic illustration field and the basic editorial layout (designs). Typographic concepts at a formal and semantic level. This is a theoretical and a practical class.
C_IL_1_REA	2,5	2	Spatial Representation Applied to Illustration Representación espacial aplicada	40	60	2	Study of drawing's formal language and its universal conventions of graphic systems. The subject aims to provide the student with the necessary skills for the creation and interpretation of flat and three-dimensional designs through graphical representation that will help their job as designers in their professional future.
C_IL_1_TPA	4	3	Theory and Practice of Animation Teoría y práctica de la animación de imágenes	20	80	3	Animated short films, computer animation: storyboards, animated presentations. Images of animation movies. History of animation.

PHOTOGRAPHY. Training cycle

1ST YEAR (1st and 2nd Semesters)

CODE	Total annual ECTS	ECTS per semester	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
C_FO_1_FRE	5	4	Representation and Expression Basics Fundamentos de la representación y la expresión visual	50	50	4	Analysis of the elements that make up the representational of space in two dimensional images. Use of the elements and techniques of plastic and visual language in the graphical representation of images. Color theory, two and three dimensional images. Ideation and development of an aesthetic and creative sensibility.
C_FO_1_IE	2	2	English Inglés	30	70	2	Business English and specific photography English vocabulary.
C_FO_1_LTA	5	4	Audiovisual Language and Technology Lenguaje y tecnología audiovisual	20	80	4	Introduction to audiovisual language and narrative.
C_FO_1_MI	6	4	Computer Tools for Photography Medios informáticos	20	80	4	Analysis of the elements involved in computational design workflows; hardware, raster image processing, vector image editing.
C_FO_1_PFB1 C_FO_1_PFB2	18	11	Photography Projects (block 1 / block 2) Proyectos de fotografía (bloque 1 / bloque 2)	30	70	11 (5/6)	Application of all the theoretical, technical and practical knowledge acquired in the rest of the subjects to specific photographic projects.

DESIGN AND PROJECT MANAGEMENT OF DECORATIVE WORKS (PYDOD). Training cycle

1ST YEAR (1st and 2nd Semesters)

CODE	Total annual ECTS	ECTS per semester	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
C_PD_1_AV	2	2	Audiovisuals Audiovisuales	20	80	2	Image taking and image edition.
C_PD_1_DAO	3	2	Computer Aided Design Diseño Asistido por Ordenador	20	80	2	2D CAD modeling, drawing and editing, project management, annotation and dimensioning, presentation and printing.
C_PD_1_DC	3	2	Colour and Drawing Dibujo y Color	25	75	2	Architectural and furniture drawing: composition, form and color.
C_PD_1_DT	6	2	Technical drawing Dibujo Técnico	50	50	4	Dihedral system, axonometric projection.
C_PD_1_EV	6	4	3D Design Expression Expresión Volumétrica	20	80	4	Study and analysis of the three dimensional space. Different theories, visual force fields and three-dimensional structures: morphology, concepts, generative design rules. Study of the structure of three-dimensional shapes with different surfaces. Modular structures. Structure, texture and material of a three-dimensional design. Introduction to the basics of model building.
C_PD_1_IE	2	2	English Inglés	30	70	2	Business English and specific Interior Design English vocabulary.
C_PD_1_Pb1 C_PD_1_Pb2	15	10	Projects (block 1 / block 2) Proyectos (bloque 1 / bloque 2)	20	80	10 (5/5)	Development of building projects and their different phases: the commissioning, the programming, the idea, the form and function, the aesthetics of it, the organization and the final communication. Short exercises will be carried out at the beginning of the course in order to obtain different tools and resources to then be used to design a commercial space, such as a coffee shop or a retail space. (Block 1 and 2)

EPHEMERAL ARCHITECTURE. Training cycle

1ST YEAR (1st and 2nd Semesters)

CODE	Total annual ECTS	ECTS per semester	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
C_AE_1_AV	3	2	Audiovisuals Audiovisuales	40	60	2	Introduction to photography, new media and photographic documentation to earn the skills to document one's own pieces and works.
C_AE_1_DAO	3	2	Computer Aided Design Diseño asistido por ordenador	20	80	2	Introduction to 2D/3D modeling and image editing. Specific software for these studies, understanding the computer as a creative and technical tool.
C_AE_1_DC	3	2	Drawing and color Dibujo y color	25	75	2	Architectural and furniture drawing: composition, form and color.
C_AE_1_DT	6	4	Technical Drawing Dibujo técnico	50	50	4	Dihedral system, axonometric projection.
C_AE_1_EV	6	4	3D Design Expression Expresión volumétrica	20	80	4	Analysis and understanding of volume/3D forms in space, using the right visual communication tools. Introduction to layouts.
C_AE_1_IE	2	2	English Inglés	30	70	2	Business English and specific Interior Design English vocabulary.
C_AE_1_Pb1 C_AE_1_Pb2	15	10	Projects (block 1 / block 2) Proyectos (bloque 1 / bloque 2)	20	80	10 (5/5)	Focus on developing projects of ephemeral architecture with a social and cultural aspect (scenography, artistic installations, events, exhibitions design) and residential (prefabricated housing).

2ND SEMESTER SUBJECTS (TRAINING CYCLES)

ARTISTIC CERAMIC. Training cycle

1ST YEAR (1st and 2nd Semesters)

CODE	Total annual ECTS	ECTS per semester	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
C_CA_1_DA	7	4	Artistic Drawing Dibujo artístico	20	80	4	Basic understanding of the elements that shape the form, point, line, plane and color.
C_CA_1_DT	5	4	Technical Drawing Dibujo técnico	30	70	4	Sketches, (dimensioning sketches/dimensioned drawing), scale drawing, axonometric and conical perspective and color finishes of ceramic objects.
C_CA_1_HC	3	2	History of Ceramics I Historia de la cerámica I	20	80	2	A historical overview of ceramics, from their beginnings to the 17th century. It is a theoretical subject with an emphasis on specific vocabulary.
C_CA_1_IE	2	2	English Inglés	60	40	2	Specific English vocabulary for artistic ceramics through the use of a communicative approach by employing videos, preparation of oral presentations, debates, images description, listening activities, contextualized vocabulary and readings associated with the discipline.
C_CA_1_MI	3	2	Computer Media Medios informáticos	30	70	2	Computer programs for text editing, 3D digital drawing and photo retouching.
C_CA_1_MTC	6	4	Materials and Technology: Ceramic Materiales y tecnología: Cerámica	80	20	4	Study of the steps of the ceramic production, enamels and ceramic pastes.
C_CA_1_PCA	9	4	Ceramic Art Projects Proyectos de cerámica artística	90	10	4	Ideation and development of ceramic projects in the field of design and art. Theoretical and practical contents. Basic notions of drawing and specific computer software are required.
C_CA_1_TCb1 C_CA_1_TCb2	17	12	Ceramic Workshop (block 1 / block 2) Taller cerámico (bloque 1 / bloque 2)	10	90	12 (8 /4)	Introduction to the ceramic process. Supplies, tools, equipment, workshop organization. On a technical level, knowledge and application of raw materials, material shaping techniques, decorative techniques, firing pottery.
C_CA_1_V	6	4	3D Design in Ceramic Art Volumen	8	92	4	Analysis of 3D pieces from a formal, structural and functional point of view. Interpretation and materialization of these by the use of volumetric configuration procedures.

CERAMICS COATINGS. Training cycle

1ST YEAR (1st and 2nd Semesters)

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

ADVERTISING DESIGN. Training cycle

1ST YEAR (1st and 2nd Semesters)

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

INTERACTIVE GRAPHICS. Training cycle

1ST YEAR (1st and 2nd Semesters)

CODE	Total annual ECTS	ECTS per semester	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
C_GI_1_F	3	3	Photography Fotografía	30	70	3	Introduction on how to take pictures and to use them in specific projects (lighting, digital editing...). Study and analysis of creatives using photography in the fields of graphic design and illustration.
C_GI_1_FOL	3	2	Professional Training Formación y orientación laboral	80	20	2	Employment and self-employment. Creating a simulated company. Global intellectual property: records, commission contracts and IP rights. Industrial Property: Patents, Trademarks, Trade Names, Industrial Designs. Budgeting a project. Occupational Safety and Health Regulations
C_GI_1_FRE	5	4	Fundamentals of Visual Expression and Representation Fundamentos de la representación y expresión visual	30	70	4	Tools, strategies and resources around color, composition, balance and structure within the graphic design field.
C_GI_1_IE	2	2	English Inglés	30	70	2	Business English and English vocabulary related to advertising and graphic design.
C_GI_1_IGU	4,5	3	Graphic User Interface Interfaces gráficas de usuario	40	60	3	In this subject the student will examine a wide variety of digital products, web technologies and their users through usability testing tools such as: business planning, one-page vs multipage, pitch deck, sitemap, tree tests, card sorting, user tests, heat map, user flows, user task flow, wireframes, mockups, prototyping and creating style guides. Basics of Adobe XD and Figma.
C_GI_1_LP	8	7	Programming language (code) Lenguaje de programación	10	90	7	Approach to the basic concepts of programming and databases. Creation of a web or mobile app taking into account the languages for web development, both Frontend and Backend. The student at the end of the course will know how to add interactivity to a web page using JavaScript and access a database using PHP. It is essential to have knowledge of HTML and CSS to take the course or take it together with the course Interactive Graphics Projects.
C_GI_1_LTA	3	2	Audiovisual Language and Technology Lenguaje y tecnología audiovisual	50	50	2	Theory and practice in audiovisuals, audiovisual design, image edition and history of film technology.
C_GI_1_MI	6	4	Computer Tools for Interactive Computer Graphics Medios informáticos	20	80	4	Focus on specific software to digitalize, store and convert into the appropriate formats, vector graphics and bit map images for interactive graphics projects. Usage of this software as tools to ideate, manage, and communicate one's own work.
C_GI_1_PG_INT	10	5	Interactive Computer Graphics Projects Proyectos de gráfica interactiva	20	80	5	In this subject, students will learn to conceptually, formally and functionally define interactive graphics projects. They will start learning and using HTML and CSS, project methodologies and collaborative workflow. They will plan and develop different types of GUIs and TUIs, applying the theoretical and practical knowledge acquired in the other subjects of their training. They will conduct usability and accessibility testing, along with analysis of the overall end-user experience.
C_GI_1_RGT	4	3	Typography and Graphic Resources Recursos gráficos y tipográficos	20	80	3	Focus on the concepts of typography, color and composition for web interface design.
C_GI_1_TI	3	2	Image Theory Teoría de la imagen	70	30	2	Analysis of theoretical principles in graphic culture and visual language applied to communication projects.

ILLUSTRATION. Training cycle

1ST YEAR (1st and 2nd Semesters)

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

PHOTOGRAPHY. Training cycle

1ST YEAR (1st and 2nd Semesters)

CODE	Total annual ECTS	ECTS per semester	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
C_FO_1_FOL	3	2	Professional Training Formación y Orientación Laboral	80	20	2	Employment and self-employment. Creating a simulated company. Global intellectual property: records, commission contracts and IP rights. Industrial Property: Patents, Trademarks, Trade Names, Industrial Designs. Budgeting a project. Occupational Safety and Health Regulations.
C_FO_1_FRE	5	4	Representation and Expression Basics Fundamentos de la representación y la expresión visual	50	50	4	Analysis of the elements that make up the representational of space in two dimensional images. Use of the elements and techniques of plastic and visual language in the graphical representation of images. Color theory, two and three dimensional images. Ideation and development of an aesthetic and creative sensibility.
C_FO_1_IE	2	2	English Inglés	30	70	2	Business English and specific photography English vocabulary.
C_FO_1_LTA	5	4	Audiovisual Language and Technology Lenguaje y tecnología audiovisual	20	80	4	Introduction to audiovisual language and narrative.
C_FO_1_MI	6	4	Computer Tools for Photography Medios informáticos	20	80	4	Analysis of the elements involved in computational design workflows; hardware, raster image processing, vector image editing.
C_FO_1_PFB1 C_FO_1_PFB2	18	11	Photography Projects (block 1 / block 2) Proyectos de fotografía (bloque 1 / bloque 2)	30	70	11 (5/6)	Application of all the theoretical, technical and practical knowledge acquired in the rest of the subjects to specific photographic projects.
C_FO_1_TCF	12	5	Photographic Technique Técnica fotográfica	60	40	5	Theory and practice of the different photographic techniques such as taking and developing photographs. 1st and 2nd course.
C_FO_1_TF	7	3	Photography Theory Teoría de la fotografía	80	20	3	Analysis of photography's nature, in order to define what a photograph is, if it is art in itself, a proof, or just a tool for artists. Close look at theories and authors who have dealt with these questions.
C_FO_1_TI	3	2	Image Theory Teoría de la imagen	70	30	2	Analysis of the foundations of photographic image creation and perception theory.

DESIGN AND PROJECT MANAGEMENT OF DECORATIVE WORKS (PYDOD). Training cycle

1ST YEAR (1st and 2nd Semesters)

CODE	Total annual ECTS	ECTS per semester	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
C_PD_1_AV	2	2	Audiovisuals Audiovisuales	20	80	2	Image taking and image edition.
C_PD_1_DAO	3	2	Computer Aided Design Diseño Asistido por Ordenador	20	80	2	2D CAD modeling, drawing and editing, project management, annotation and dimensioning, presentation and printing.
C_PD_1_DC	3	2	Colour and Drawing Dibujo y Color	25	75	2	Architectural and furniture drawing: composition, form and color.
C_PD_1_DT	6	2	Technical drawing Dibujo Técnico	50	50	4	Dihedral system, axonometric projection.
C_PD_1_EV	6	4	3D Design Expression Expresión Volumétrica	20	80	4	Study and analysis of the three dimensional space. Different theories, visual force fields and three-dimensional structures: morphology, concepts, generative design rules. Study of the structure of three-dimensional shapes with different surfaces. Modular structures. Structure, texture and material of a three-dimensional design. Introduction to the basics of model building.
C_PD_1_FOL	3	2	Professional Training Formación y Orientación Laboral	80	20	2	Employment and self-employment. Creating a simulated company. Global intellectual property: records, commission contracts and IP rights. Industrial Property: Patents, Trademarks, Trade Names, Industrial Designs. Budgeting a project. Occupational Safety and Health Regulations.
C_PD_1_HA	6	2	History of Architecture Historia de la Arquitectura	90	10	2	Overview of the most important manifestations of architecture in history and western urbanism. Analysis of sociocultural contexts, paying attention to the general theories of form as composition, architectonic types, symbol, nature, technique, space and function.
C_PD_1_IE	2	2	English Inglés	30	70	2	Business English and specific Interior Design English vocabulary.
C_PD_1_M	3	2	Mathematics Matemáticas	60	40	2	Algebra, trigonometry, plane geometry, solid geometry and statistics.
C_PD_1_Pb1 C_PD_1_Pb2	15	10	Projects (block 1 / block 2) Proyectos (bloque 1 / bloque 2)	20	80	10 (5/5)	Development of building projects and their different phases: the commissioning, the programming, the idea, the form and function, the aesthetics of it, the organization and the final communication. Short exercises will be carried out at the beginning of the course in order to obtain different tools and resources to then be used to design a commercial space, such as a coffee shop or a retail space. (Block 1 and 2)
C_PD_1_TSC	6	4	Technology and Building Systems Tecnología y Sistemas Constructivos	80	20	4	Physicochemical properties and characteristics of materials. Structural typologies. Frames doors and windows. Wall and floor coverings.

EPHEMERAL ARCHITECTURE. Training cycle

1ST YEAR (1st and 2nd Semesters)

CODE	Total annual ECTS	ECTS per semester	NAME OF THE SUBJECT	% THEORY	% PRACTICE	HOURS / WEEK	DESCRIPTION
C_AE_1_AV	3	2	Audiovisuals Audiovisuales	40	60	2	Introduction to photography, new media and photographic documentation to earn the skills to document one's own pieces and works.
C_AE_1_DAO	3	2	Computer Aided Design Diseño asistido por ordenador	20	80	2	Introduction to 2D/3D modeling and image editing. Specific software for these studies, understanding the computer as a creative and technical tool.
C_AE_1_DC	3	2	Drawing and color Dibujo y color	25	75	2	Architectural and furniture drawing: composition, form and color.
C_AE_1_DT	6	4	Technical Drawing Dibujo técnico	50	50	4	Dihedral system, axonometric projection.
C_AE_1_EV	6	4	3D Design Expression Expresión volumétrica	20	80	4	Analysis and understanding of volume/3D forms in space, using the right visual communication tools. Introduction to layouts.
C_AE_1_FOL	3	2	Professional Training Formación y orientación laboral	80	20	2	Employment and self-employment. Creating a simulated company. Global intellectual property: records, commission contracts and IP rights. Industrial Property: Patents, Trademarks, Trade Names, Industrial Designs. Budgeting a project. Occupational Safety and Health Regulations
C_AE_1_HAE	3	2	History of Architecture Historia de la arquitectura	90	10	2	Overview of the most important manifestations of architecture in history and western urbanism. Analysis of sociocultural contexts, paying attention to the general theories of form as composition, architectonic types, symbol, nature, technique, space and function.
C_AE_1_IE	2	2	English Inglés	30	70	2	Business English and specific Interior Design English vocabulary.
C_AE_1_M	3	2	Mathematics Matemáticas	60	40	2	Introduction to mathematics and its basics specifically related to the ephemeral architecture studies.
C_AE_1_Pb1 C_AE_1_Pb2	15	10	Projects (block 1 / block 2) Proyectos (bloque 1 / bloque 2)	20	80	10 (5/5)	Focus on developing projects of ephemeral architecture with a social and cultural aspect (scenography, artistic installations, events, exhibitions design) and residential (prefabricated housing).
C_AE_1_TSC	6	4	Technology and Building Systems Tecnología y sistemas constructivos	80	20	4	Materials and construction processes related to the design of ephemeral architecture.