

CFGs YEAR 1 - COMMON CORE CURRICULUM

CGA0

Printed Graphic Design / Interactive Graphic Design / Animation / Illustration

1.070

CYCLE GRAPHIC AND AUDIOVISUAL COMMUNICATION

Tutor: Cristina Subirats

	Mòdul	Lect	ECTS	Unitat Formativa	Lect	ECTS	Unitat Programació	QD	
AA	M01		Fundamentals of visual representation & expression	UF1	Plastic and visual elements	33	2	E. Virgili/S. Requena	1
				UF2	Light and color	33	2	C. Subirats	
				UF3	Form and space	33	2	M. Balaguer	
AA	M02		Computer media	UF1	Introduction to computer media	16	1	A. Margalef	1
				UF2	Treatment of bitmap images	33	2	M. Casanellas	
				UF3	Treatment of vector images	50	3	UP1 A. Margalef 17 UP2 A. Gil 33	
AA	M03		Image Theory	UF1	Image Theory	66	3	UP1 S. Requena 33	1
								UP2 Ll. Sallés 33	2
AA	M04		Photography	UF1	Photographic Language	16	1	M. Casanellas	1
				UF2	Photographic tech. & image processing	33	2	M. Casanellas	
				UF3	Applied Photography (projects)	50	3	Peregrín/Casanellas	
AA	M05		Training and orientation to work	UF1	Legal framework - arts and design	33	1	P. Recasens	1
				UF2	Work Placements	16	1	J. González	2
				UF3	Business and Entrepreneurship	17	1	J. González	
AA	M06		History Animation	UF1	Visual communication. Graphic image	33	3	M. Hoyos	1
				UF2	<i>History of Animation</i>	66	3	<i>second year</i>	
AA	M10		Introduction to Audiovisual Media	UF1	Introduction to media	16	1	M. Urroz	2
				UF2	Communication & av. language	50	3	UP1 M. Hoyos 17 UP2 A. Gil 33	
				UF3	Techniques & technologies of realisation	33	4	A. Gil	
				UF4	<i>Postproduction techniques &amp; technologies</i>	99	4	<i>second year</i>	
AA	M11		Drawing applied to animation	UF1	Sketch: constructive and creative Elements	33	2	A. Margalef	1
				UF3	Human and animal figures: expression	33	2	M. Roldán	
				UF4	Space: natural and urban landscape	33	3	P. Borrat	
				UF2	<i>Static and moving figure</i>	66	3	<i>second year</i>	
AA	M13		Specific software module	UF1	Graphic Design	33	2	A. Bascu	2
				UF2	Animation of vector elements	33	2	C. Sánchez	
				UF3	Digital Resources	33	2	G. Guix/G.Vernet	
AA			Work Placements	UF1	Practical Training in the Workplace	80		A. Gil / C. Subirats	2
				UF2	<i>Practical Training in the Workplace</i>	200		<i>second year</i>	
MC	23		Key Concepts	UF1	Key Concepts	33	-	Ll. Sallés	2
IL	M12		Techniques of graphic expression	UF1	Media, tools and materials	50	3	UP1 M. Balaguer 33 UP2 A. Margalef 17	2
				UF2	Use & comm. & expressive application	49	3	A. Margalef	
GINT	M11		Graphic and typographic resources	UF1	Historical evolution of typography	16	2	C. Subirats	2
				UF2	Typographical sign	33	2	A. Regis	
				UF3	Typographical Application	50	3	UP1 S. Requena 33 UP2 C. Barón 17	

Mòdul		Lect	ECTS	Unitat Formativa	Lect	ECTS	Unitat Programació	QD				
AA	M06	<b>History of Animation</b>	99	6	UF1 <i>Visual communication. Graphic image</i>	33	3	<i>first year</i>				
					UF2 History of Animation	66	3	UP1 M. Hoyos	33	3	UP2 M. Hoyos	33
AA	M07	<b>Animation Projects</b>	280	20	UF1 Introduction to Animation projects	16	1	A. Tó		3		
					UF2 Development projects. Preproduction	66	3	UP1 A. Tó	17		UP2 A. Gil	16
					UF3 Development projects. Production	132	9	UP1 M. Urroz	33	UP2 C. Díaz	33	4
					UF4 Development projects. Post-production	33	5	UP1 M. Urroz	17	UP3 A. Rebollo	33	
					UF5 Analysis and presentation of projects	33	2	UP4 A. Gil	33	UP1 M. Urroz	17	
UF5 Analysis and presentation of projects	33	2	J. González		3							
MC	24	<b>Tutorials</b>			UF1 Individual Personalised Tutorial Prog.	33	-	M. Urroz		3		
AA	M08	<b>Integrated Project</b>	99	10	UF1 Integrated Project	99	10	M. Urroz/A. Rebollo		4		
AA	M09	<b>Animation techniques</b>	248	14	UF1 Traditional 2D Animation	66	3	UP1 X. Orenes	33	3		
					UF2 Digital 2D Animation	66	4	M. Urroz			33	
					UF3 Traditional 3D Animation	50	3	C. Díaz				
					UF4 Digital 3D Animation	66	4	UP1 A. Gil	17		UP2 M. Balaguer	33
AA	M10	<b>Introduction to Audiovisual Media</b>	198	12	UF1 <i>Introduction to media</i>	16	1	<i>first year</i>				
					UF2 <i>Communication &amp; language audiovisual</i>	50	3	<i>first year</i>				
					UF3 <i>Techniques &amp; technologies of realisation</i>	33	4	<i>first year</i>				
					UF4 Postproduction techniques & tech.	99	4	C. Sorribas	99	4		
AA	M11	<b>Drawing applied to animation/ illustration</b>	165	10	UF1 <i>Sketch: constructive &amp; creative Elements</i>	33	2	<i>first year</i>				
					UF3 <i>Human and animal figures: expression</i>	33	2	<i>first year</i>				
					UF4 <i>Space: natural and urban landscape</i>	33	3	<i>first year</i>				
					UF2 Static and moving figure	66	3	UP1 A. Margalef	33	3	UP2 Margalef/Subirats	33
AA	M12	<b>Script and narrative structure</b>	99	6	UF1 Principles of narrative	16	1	A. Gil			4	
					UF2 Narrative structure	33	2	A. Gil		3		
					UF3 Introduction to scriptwriting	50	3	UP1 A. Gil	17	4		
							UP2 M. Urroz	33				
AA		<b>Work Placements</b>	280	12	UF1 <i>Practical Training in the Workplace</i>	80		<i>first year</i>				
					UF2 <i>Practical Training in the Workplace</i>	200		A. Gil/C. Subirats		3-4		