

Higher Education Courses

CFGS Animation

Senior Technician in Animation
1st year: 61 ECTS / 2nd year: 72 ECTS

Create, design, organise, manage and supervise animation projects. Model and represent characters, objects, scenarios and backgrounds (2D and 3D). Animate, illuminate and place virtual cameras. Analyse proposals and carry out documentary and graphic research in different fields.

CFGS Interactive Graphics

Senior Technician in Interactive Graphics
1st year: 61 ECTS / 2nd year: 72 ECTS

Design, organise, manage, supervise and analyse interactive graphic projects applied to different fields. Web design and development, production of interactive content: accessibility, usability and interfaces design.

CFGS Printed Graphics

Senior Technician in Printed Graphics
1st year: 61 ECTS / 2nd year: 74 ECTS

Design, organise, develop, and supervise the production of printed graphic projects. Practice creative and artistic direction of brands, products, services and companies. Analyse, create and propose graphic products applied to different fields. Choose the use of graphic, typographic or photographic resources for different applications and prepare the final artwork for printing.

CFGS Illustration

Senior Technician in Illustration
1st year: 61 ECTS / 2nd year: 74 ECTS

Realize original illustrations for a variety of purposes: science, technology, architecture, interior design, fashion, publicity, product, editorial, and press. Master traditional and digital techniques and apply them to interactive, printed and/or foldable media.



Our specific and vocational courses aim to train the students to carry out a professional activity in the field of Graphic and Audiovisual Communication, either through narration, design or the graphic and audiovisual processing of information. Fixed, interactive or moving images are used, with a final printed and/or audiovisual result.

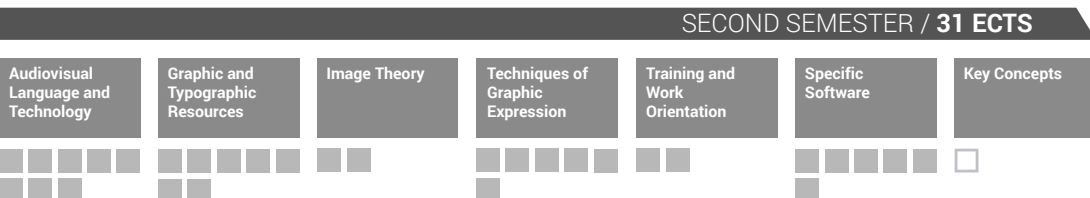
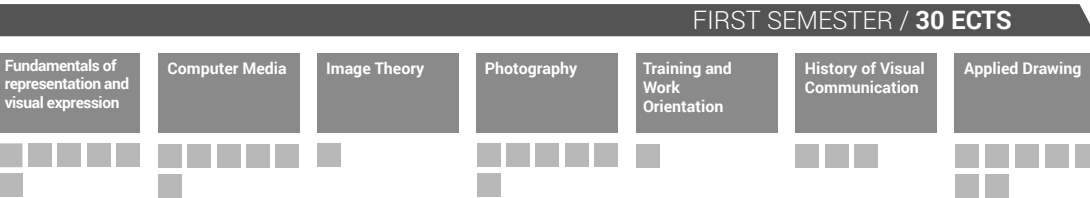
One of the pedagogical aims of the school is to train students as creative professionals capable of self-management and of delving into their own knowledge and skills so they can adapt the training acquired to their interests and respond to the changing conditions of the current labour market.

For this reason, the EAD offers different itineraries, all authorized by the Department of Education – among the Higher Education Courses – which allow students to obtain two certificates in three academic years (2x3) by extending the curriculum with the modules of the center and the tutorial monitoring of the Integrated Project.

In order to make this curricular design possible, the EAD starts the Higher Education course with a first introductory year to the family of Graphic and Audiovisual Communication. The second year is specialized and it also includes the Integrated Project and the Practical Working Training (internship) in work centers. The course finishes with a third year of another specialization where students can take their last semester abroad with an Erasmus program for either studies or internships.



1st CFGS



Fundamentals of representation and visual expression - 6 ECTS

Study the relationships between plastic and visual elements in composition. Expressive possibilities of light, colour, space and shape. Semiotic analysis and assessment of the role played by graphics in our current society.

Computer Media - 6 ECTS

Use of software to treat graphics in bitmap and vector formats. Text processing, have a good command of colour systems, resolution, formats, composition and desktop publishing in graphic and multimedia applications.

Image Theory - 3 ECTS

Analyse images using different methods based on the theoretical principles of visual perception. Define the morphology and syntax of the image, interpret its codes, functions and communicative strategies.

Photography - 6 ECTS

Introduction to the technical functioning of the equipment, the materials and the retouching programs which take part in digital photography. Capture, transmission and manipulation of the image. Analyse the formal and functional characteristics of photography.

Training and Work Orientation - 3 ECTS

Study the access routes to the labour market and to permanent training. Interpret the legal framework of work, the rights and obligations of both the employee and the employer. Recognize the different contractual modalities and their guarantees. Assess the work made in a company, entity or body and the work made for one self (self-employment). Describe copyright and intellectual property. Acquire notions of marketing and business planning.

History of Visual Communication - 3 ECTS

Introduction to the field of visual communication by studying the function, origin and meanings of images. Analyse the language and specific characteristics of visual communication. Recognize the different fields of graphic visual communication: graphic design, illustration, comics, photography and audiovisual languages. Study the connection between the evolution of the technique of graphic and visual communication media with the different technological advances.

Applied Drawing - 7 ECTS

Drawing as a tool of thought and personal expression. Construction of shapes, volumes and spaces. Composition, sketch and outline: the line and the stain. Observation, memory and fantasy. Life sketching, human figure and landscapes. Light and shadows.

Audiovisual Language and Technology - 8 ECTS

Introduction to audiovisual media based on a historical perspective of the moving image. Analysis and interpretation of the characteristics of the medium, its expressive and communicative functions and study of the techniques of realization in audiovisual products of each specialty.

Graphic and Typographic Resources - 7 ECTS

Acquire knowledge about calligraphy and classical writing, and the formal elements of the typographical sign: anatomy, styles, families and classification. Typographic application: composition, hierarchy and graphic architecture. Creative possibilities of the analog and digital typographic elements. Symbolism and unconscious aspects. Readability and communication.

Techniques of Graphic Expression - 6 ECTS

Work on the expressivity of lines, strokes, textures and stains. Dry techniques: coloured pencils, pastels and waxes. Wet techniques: watercolor, tempera and acrylic. Application to illustration and graphic works.

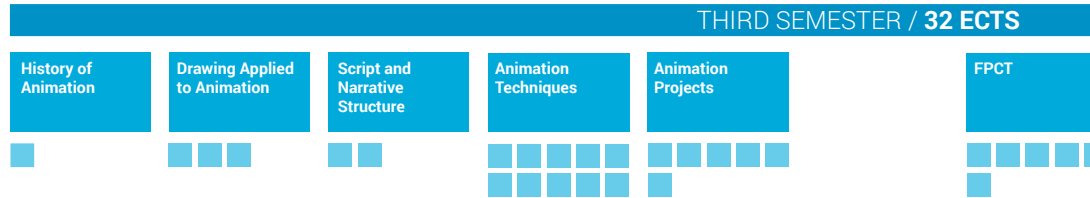
Specific Software - 6 ECTS

Introduction to the specific software related to design and composition in printed, editorial and interactive design products, and also in animation of vector and illustration elements.

Key Concepts - 0 ECTS

Presentation of key concepts in contemporary history that define the bases of today's society. Use of the tools of critical analysis and reflection to study the main historical and cultural events and understand them in their context.

2nd CFGS Animation



History of Animation - 3 ECTS

Learn about the historical evolution, technique and aesthetics of animation. Study animation in relation to the sociocultural context. Analyse the influence of the current artistic tendencies, new technologies and the media on formal, expressive and communicative aspects of animation.

Drawing Applied to Animation - 3 ECTS

Drawing applied to human figure, objective and subjective representation of models. Observation and photographic memory. Drawing in motion. The face: resemblance, passage of time and deformation. Expression and muscular drawing. Caricature. Creation and study of two-dimensional and three-dimensional characters.

Script and Narrative Structure - 6 ECTS

Introduction to narrative language and techniques. Study of space and time in narration, plot, discourse, characters and actions. Organisation and development of a story. Produce a literary and technical script within sequential and audiovisual language.

Animation Techniques - 14 ECTS

Introduction to and learning of key concepts of animation: keyframes, storyboards, character design, rigging, ... Acquire knowledge about necessary tools to use the most commonly used animation techniques: 2D, 3D and stop-motion..

Animation Projects - 20 ECTS

Administer and manage an animation team project. Development process and realization. Pre-production of the project: documentation, characters design, background and other planning stages: storyline, synopsis, script, storyboard, layouts, concept art and bible. Production: characters and setting creation, mockups, background, illumination, set design, audio capture, filming notification letter, animation, insertion. Post-production: video editing, image, effects, transitions, audio processing, credits creation. Quality control and viability of different processes as well as the final product's.

Audiovisual Language and Technology - 4 ECTS

Specialise on techniques and technologies of post-production of audiovisual pieces. Use specific terminology and technical concepts. Command of basic processes, including: planning of realization stages, use of equipment and typical techniques of audiovisual post-production, and file exporting. Creative exploring of expressive and communicative techniques of the media in order to create audiovisual messages.

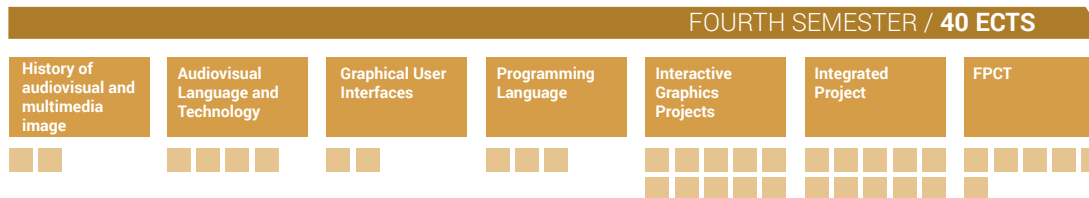
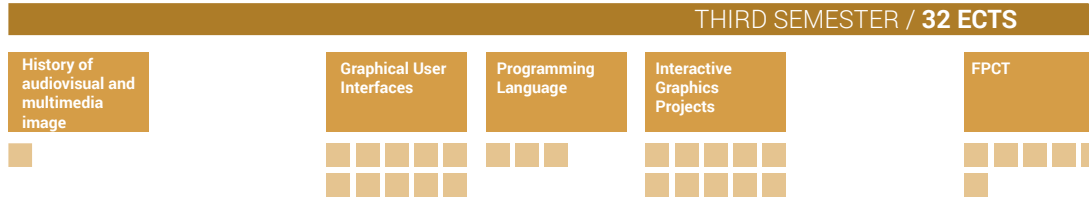
Integrated Project (IP) - 10 ECTS

Plan and create an original and specific project, developing all the stages, and applying the methodological and procedural aspect most fitting in order to guarantee a final product of artistic and technical quality. Communication, presentation and public defense. Includes tutorial monitoring by the expert teacher.

Formación Práctica en Centros de Trabajo (FPCT) - 12 ECTS

Learn the current knowledge and technologies used in a real work environment of a company or institution. Acquire new professional knowledge developing, in the work context, the previously learned curricular knowledges. Understand the productive process and / or service tasks, participate in this process and acquire habits of human relationships within a company.

2nd CFGS Interactive Graphics



History of audiovisual and multimedia image - 3 ECTS

Learn about the historical evolution, technique and aesthetics of animation. Study animation in relation to the sociocultural context. Analyse the influence of the current artistic tendencies, new technologies and the media on formal, expressive and communicative aspects of animation.

Graphical User Interfaces - 12 ECTS

Work on the design and implementation of graphical user interfaces within the context of specialization by applying concepts of usability, accessibility and graphic design, in order to meet the required necessities.

Programming Language - 6 ECTS

Work with the basics of the main types of programming languages, know their different uses, application areas, and their purpose within different platforms and devices. Acquire basic knowledge about the syntax and methodology to develop some of the current and most representative programming languages.

Interactive Graphics Projects - 25 ECTS

Theoretical and practical study of the sector's different fields: planning, design and production of interactive documents with diverse purposes (web, app, interactive books, mapping, interactive videos and other multimedia products). Use and experiment with new digital tools: mobile phones, graphic tablets, electronic books and other interactive platforms. Work with sound and video technologies in order to create interactive documents, as well as with programming language and image animation techniques and processes. Based on a work methodology typical of design, where students work about branding, identity, communication, marketing and publicity in order to achieve a good resolution and communication of the projects.

Audiovisual Language and Technology - 4 ECTS

Specialise on techniques and technologies of post-production of audiovisual pieces. Use specific terminology and technical concepts. Command of basic processes, including: planning of realization stages, use of equipment and typical techniques of audiovisual post-production, and file exporting. Creative exploring of expressive and communicative techniques of the media in order to create audiovisual messages.

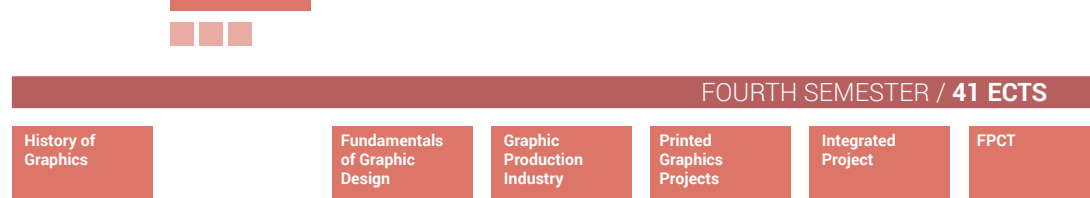
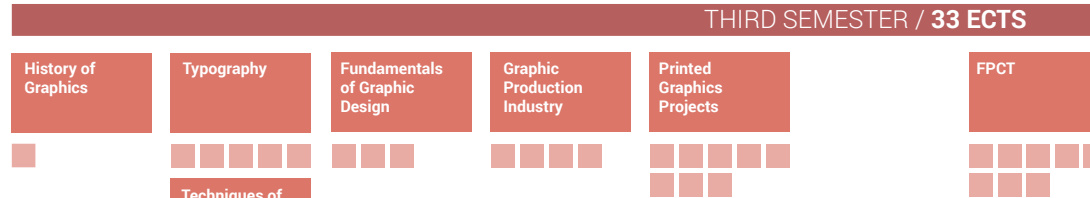
Integrated Project (IP) - 10 ECTS

Plan and create an original and specific project, developing all the stages, and applying the methodological and procedural aspect most fitting in order to guarantee a final product of artistic and technical quality. Communication, presentation and public defense. Includes tutorial monitoring by the expert teacher.

Practical Working Training (internship) - 12 ECTS

Learn the current knowledge and technologies used in a real work environment of a company or institution. Acquire new professional knowledge developing, in the work context, the previously learned curricular knowledges. Understand the productive process and / or service tasks, participate in this process and acquire habits of human relationships within a company.

2nd CFGS Printed Graphics



History of Graphics - 3 ECTS

Learn about the historical evolution, technique and aesthetics of printed image. Study the graphic product in relation to the sociocultural context. Analyse the influence of the current artistic tendencies, new technologies and the media on formal, expressive and communicative aspects of printed graphics.

Typography - 5 ECTS

Create a complete alphabet paying attention to technical, artistic and communicative quality. Hand drawing, digital drawing and production of the font. Analyse the formal characteristics of typography. Consolidation of the basic foundations of the typographic sign and of the management of typography within the different fields of graphic design. Conditions of readability and ergonomics, disposition and aesthetic, technical, semantic and functional aspects.

Techniques of Graphic Expression - 3 ECTS

Technical deepening and research of personal works defined as graphic products. Descriptive drawing: digitalization, manipulation and application of digital techniques. Building of three-dimensional elements: photography and digital retouch.

Fundamentals of Graphic Design - 6 ECTS

Analyse visual communication and graphic design from a semiotic and semantic point of view. Delve into the reading of images found in graphic products from different natures, taking into account their formal and expressive characteristics. Study the different areas and typologies of graphic design.

Graphic Production Industry - 8 ECTS

Delve into the processes and factors which take part in the different stages of the graphic production industry, since the beginning of the product until its materialization. Analyse projects and prepare files for printing. Materials, supports and printing systems. Finish touches, post-printing and quality control. Explore new supports and formats.

Printed Graphics Projects - 27 ECTS

Theoretical and practical study of the sector's different fields: branding and identity, communication, marketing and publicity, packaging and editorial design. Work methodology based on briefing and debriefing (research, selection, organization and use of the information sources and intangible concepts). Use specific technologies in order to conceive and develop each project. Create graphic products with a technical, artistic and communicative quality. Learn about validation methods of results in order to issue critical judgments and be able to argue them regarding the own project.

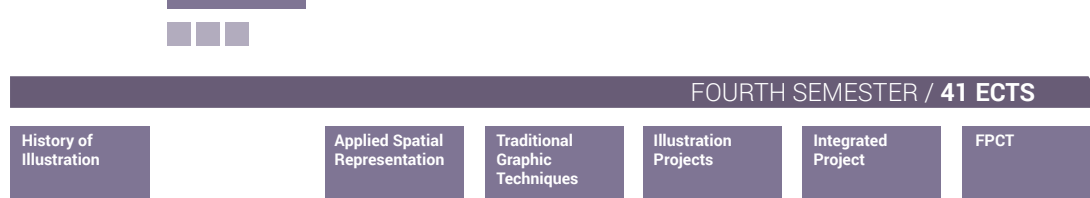
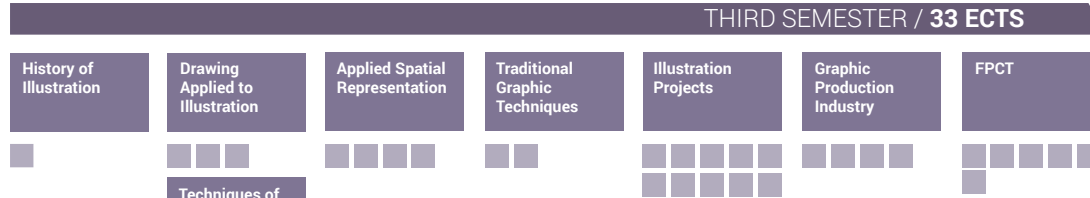
Integrated Project (IP) - 10 ECTS

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Practical Working Training (internship) - 12 ECTS

Learn the current knowledge and technologies used in a real work environment of a company or institution. Acquire new professional knowledge developing, in the work context, the previously learned curricular knowledges. Understand the productive process and / or service tasks, participate in this process and acquire habits of human relationships within a company.

2n CFGS Illustration



History of Illustration - 3 ECTS

Learn about the historical evolution, technique and aesthetics of illustration. Study graphic art in relation to the sociocultural context. Analyse the influence of the current artistic tendencies, new technologies and the media on formal, expressive and communicative aspects of illustration.

Drawing Applied to Illustration - 3 ECTS

Drawing applied to human figure, objective and subjective representation of models. Observation and photographic memory. Drawing in motion. The face: resemblance, passage of time and deformation. Expression and muscular drawing. Caricature. Creation and study of two-dimensional and three-dimensional characters.

Techniques of Graphic Expression - 3 ECTS

Technical deepening and research of personal works defined as graphic products. Descriptive drawing: digitalization, manipulation and application of digital techniques. Building of three-dimensional elements: photography and digital retouch.

Applied Spatial Representation - 8 ECTS

Work the basics, the concepts and the procedures of different systems of spatial representation: dihedral system, axonometric and conical, assessing their expressive resources in order to be able to apply them to any illustration project.

Traditional Graphic Techniques - 6 ECTS

Introduction to traditional printing techniques in relief, in a vacuum and in flat surfaces, along with their expressive graphic characteristics, and the tools and materials related to them. Applying of traditional printing techniques into the creation of illustrations. Assess the supports for printing. Work on the artist's book and a serie of engravings. Organise and keep a studio, paying attention to procedures which are not toxic, as well as to prevent work accidents and to protect the environment.

Graphic Production Industry - 4 ECTS

Delve into the processes and factors which take part in the different stages of the graphic production industry, since the beginning of the product until its materialization. Analyse projects and prepare files for printing. Materials, supports and printing systems. Finish touches, post-printing and quality control.

Illustration Projects - 25 ECTS

Theoretical and practical study of the sector's different fields: illustrations for the press, series of illustrations for books, cartoon format and graphic novel, advertising illustration and their application to graphic and infographic means. Essay and work techniques on different supports (mural painting, objects, paper architecture or pop-up), practice with different formats (graphic work, sketching, portfolio, ...). Every project is based on information research, students study the viability of their proposals, carry out final projects and apply them to models or mockups. Marketing study is included in order to achieve a good communication of the projects

Integrated Project (IP) - 10 ECTS

Plan and create an original and specific project, developing all the stages, and applying the methodological and procedural aspect most fitting in order to guarantee a final product of artistic and technical quality. Communication, presentation and public defense. Includes tutorial monitoring by the expert teacher.

Practical Working Training (internship) - 12 ECTS

Learn the current knowledge and technologies used in a real work environment of a company or institution. Acquire new professional knowledge developing, in the work context, the previously learned curricular knowledges. Understand the productive process and / or service tasks, participate in this process and acquire habits of human relationships within a company.

EAD Sant Cugat



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PATRONAT MUNICIPAL
D'EDUCACIÓ



The School of Art and Design of Sant Cugat (**EAD Sant Cugat**) is a public school closely linked to its city, with a vocation for public service that promotes specialized training in official studies of Plastic Arts and Design in the field of Graphic and Audiovisual Communication. We offer a Vocational Education and Training course (CFGM in Catalan and Spanish) with specialization in Support to the Printed Graph Product, and Higher Education courses (CFGS in Catalan and Spanish) specialized in Animation, Illustration, Printed Graphics and Interactive Graphics.

The pedagogical and organizational autonomy of the EAD Sant Cugat and the teamwork of the teaching staff allow for the development of flexible measures that can meet the demands of the students.

Our studies facilitate continuous training with an international projection, connecting the Vocational Education and Training course to the Higher Education courses, and thus offering the possibility of obtaining two degrees in three years while supporting international mobility with the Erasmus+ program.

The DNA of the school is formed by its dynamic, close and inclusive character and the Educational Project, which is based on quality and transversal education, and which aims to train professionals who are creative, critical and committed to the present surrounding them.

The school is next to Barcelona, located in a unique space: on the site of a modernist tower called Casa Monaco. The EAD is in a quiet and green environment, close to the Collserola Natural Park, and five minutes from the center of Sant Cugat. It is well communicated for both public and road transport and it is in a dynamic university environment that offers all the services students may need.



2x3 and Erasmus+ Program

The EAD Sant Cugat offers different itineraries among the Higher Education courses, and all of them are authorized by the Department of Education. This allows students to obtain two qualifications in three academic years (2x3) with a total of 180 ECTS credits. In the third year students can take their last semester abroad with an Erasmus program for either studies or internships.

The ECTS (European Credit Transfer System) is a mechanism conceived by the European Higher Education Area to measure the work done by students in order to acquire the knowledge and skills necessary to pass the subjects of their syllabus. The study activity (25 hours per credit) includes the time devoted to teaching classes, hours of study, tutorials, seminars, internships or projects, as well as those hours required for the preparation and carrying out of exams and evaluations. The aim of this system is to facilitate the mobility of the students in the Erasmus+ program and the recognition of qualification and partial programs of university degrees through the use of a system of credits common throughout the whole European Union.

In 2014, the EAD was awarded the ECHE (Erasmus Charter for Higher Education) until 2020, and the EQ5 training code within the EQF (European Qualifications Framework) which place us in an elevated step of higher education.

The types of mobility which can be requested annually by the EAD in the Spanish Service for the Internationalization of Education are:

- Students mobility: SMS (studies) and SMT (training)
- Teaching staff and PAS (Administration and Services Staff) mobility: STT (learning) and STA (teaching).

The aim of the Erasmus+ program is to improve the students' performance, their career prospects, and to enhance their motivation and initiative. It is also to increase autonomy and self-esteem, to improve their foreign language skills, and to achieve greater intercultural awareness. With this program we also aim to train our teaching staff, and thus, place the school at an international level and promote exchanges and cooperation between partner institutions.

For the EAD Sant Cugat, the Erasmus+ project is a gateway to the improvement of educational offer, the birth of new projects and cultural exchange.

VOCATIONAL EDUCATION AND TRAINING COURSE

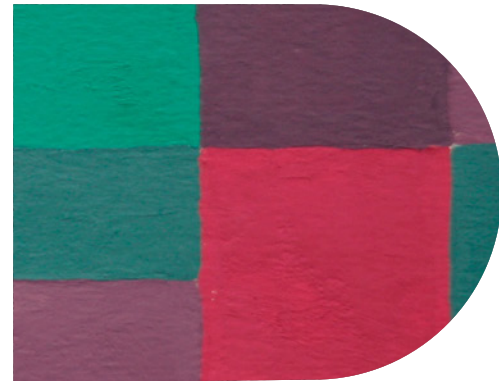
CFGM SUPPORT TO THE PRINTED GRAPH PRODUCT

The Vocational Education and Training course aims to introduce students to the field of Graphic Communication and Design and offers contents of basic subjects such as volume, artistic drawing, technical drawing and audiovisual culture. The Educational Project of the center widens the curriculum in the field of English, technology, creativity, and the monitoring of a Final Project with the goal of drawing up an itinerary towards a Higher Education course. In order to combine and normalize the use of English in professional situations, teaching and learning activities are designed to incorporate its use.

Technician in layout and editing programs.
Carry out and correct the computer processing of preparation and composition of texts and images aimed for printing. Interpret the instructions given by a designer working in a project of graphic communication (advertising, graphic design, marketing, editorial design,...) and materialize its graphic elements.

Degree:
CFGM APGI
Technician of Plastic Arts and Design with specialization in Support to the Printed Graph Product
Duration: 1,766 hours (2 academic years)
Official modules: 1,600 hours
Centre's modules: 166 hours
Practical Training in work centers: 200 hours
Shift: Mornings

OFFICIAL MODULES	Technical English	Artistic drawing	Technical drawing	Foundations of Graphic Design
	Acknowledge the technical vocabulary of the field of graphic design and printed production in English. The students are also prepared for the English test necessary to access Higher Education courses.	Work on different artistic and sketching techniques for the graphic representation of ideas and models in a two-dimensional plane.	Interpret the requirements of a technical drawing. Analyse, structure and represent flat and descriptive geometry.	Analyse the formal and functional characteristics of graphic products (composition, typography, colour and image), and identify the communicative and expressive resources of graphic design.
	Working training and guidance	History of Graphic Design	Computer media	Typography
	Introduction to the systems of access to the labour market and permanent training to know its legal framework and strategies.	Learn about the historical, formal and aesthetic evolution of art and graphic design, paying attention to the historical and cultural context.	Use of software to treat graphics in bitmap and vector formats. Text processing, command of colour systems, resolution, formats, composition and desktop publishing.	Introduction to typography starting with its historical evolution. Formal characteristics, practice typographical and calligraphic styles, basic rules of legibility, composition and the different uses.
CENTRE'S MODULES	Volume	Projects	Final Project	Auto-editing
	Understand the three-dimensional elements and develop a projective attitude that allows students to carry out coherent plastic proposals within the framework of the specialty.	Introduction to the different stages of the process of producing a project in the field of printed graphics using specific tools and procedures.	Carry out a simple project in the field of graphic communication, under tutoring, which integrates the knowledge, abilities and specific skills learned during the course.	Work on the different processes and stages of a printed graphic project. Processes of design, layout and arrangement of the graphic work and prepare the originals for printing.
	Production and printing	Practical Working Training (internship)		
	Analyse and identify different types of originals, interpret the specifications of the graphic projects, select a suitable printing system and prepare files for production.	Training period in companies, studies or workshops to get to know first hand the professional field.		
CENTRE'S MODULES	Audiovisual Culture	Printing techniques	English	
	Introduction to the history, technique and language of audiovisual culture starting with the study of fixed and moving images in art and cinema.	Introduction to an engraving workshop and the dimension of traditional art and techniques in graphic arts.	Basic English lessons during the first year. The aim of these lessons is to train the students for the subject of Technical English (second year).	



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