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Diputació Tarragona

HIGHER VOCATIONAL TRAINING PROGRAM

AUDIOVISUAL GRAPHICS, SPECIALTY IN 3D INFOGRAPHICS

NEW CURRICULA

MODULES					FIRST YEAR				SECOND YEAR			
M1	**COMPUTER MEDIA**	99 hours	6 ects	P	UF1	Bitmap image processing	33 hours	2 ects				
					UF2	Vector image processing	33 hours	2 ects				
					UF3	Specialty-specific software	33 hours	2 ects				
M2	**TRAINING AND CAREER GUIDANCE**	99 hours	6 ects	T	UF1	Occupational risk prevention and environmental protection	33 hours	2 ects				
					UF2	The legal framework of the visual arts and design	33 hours	2 ects				
									UF3	ncorporation into work. Business and entrepreneurial initiative	33 hours	2 ects
M3	**HISTORY OF AUDIOVISUAL AND MULTIMEDIA IMAGE**	99 hours	6 ects	T					UF1	Analysis of the artistic work and design	33 hours	2 ects
									UF2	Evolution of art and design in relation to social changes, aesthetic ideas, and technology	33 hours	2 ects
									UF3	Overview of contemporary works and authors of the specialty	33 hours	2 ects
M4	**AUDIOVISUAL GRAPHICS PROJECTS**	231 hours	14 ects	P					UF1	Introduction to projects: objectives and basic requirements of the project	33 hours	2 ects
									UF2	Project methodology and planning	82,5 hours	5 ects
									UF3	Project execution	82,5	5 ects
									UF4	Project evaluation and presentation	33	2 ects
M5	**INTEGRATED PROJECT**	99 hours	10 ects	P					UF1	Integrated project	99 hours	10 ects
M6	**PROFESSIONAL PROJECT MANAGEMENT**	165 hours	12 ects	P					UF1	Professional Project Management	165 hours	12 ects
M7	**FUNDAMENTALS OF REPRESENTATION AND VISUAL EXPRESSION**	99 hours	6 ects	P	UF1	Plastic and visual elements. Morphology and dynamism of the composition	33 hours	2 ects				
					UF2	Light and color. Relationships. Symbolic values	33 hours	2 ects				
					UF3	Form and space. Analysis, representation, and creative interpretation	33 hours	2 ects				

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Diputació Tarragona

HIGHER VOCATIONAL TRAINING PROGRAM

AUDIOVISUAL GRAPHICS, SPECIALTY IN 3D INFOGRAPHICS

NEW CURRICULA

MODULES					FIRST YEAR				SECOND YEAR			
M8	THEORY OF IMAGE	66 hours	4 ects	T-P	UF1	Image and communication. The visual discourse	33 hours	2 ects				
					UF2	Definition and construction of the image	33 hours	2 ects				
M9	PHOTOGRAPHY	99 hours	6 ects	P	UF1	Photographic language	33 hours	2 ects				
					UF2	Photographic technique and digital image processing	33 hours	2 ects				
					UF3	Photography and audiovisual creation	33 hours	2 ects				
M10	GRAPHIC AND TYPOGRAPHIC RESOURCES	99 hours	6 ects	P					UF1	The typographic sign: the character	49,5 hours	3 ects
									UF2	Fundamentals of design with typography	49,5 hours	3 ects
M11	3D TECHNIQUES	132 hours	8 ects	P	UF1	3D Modeling and Environment Design	66 hours	4 ects				
					UF2	3D Animation Techniques	66 hours	4 ects				
M12	AUDIOVISUAL LANGUAGE AND TECHNOLOGY	198 hours	10 ects	P	UF1	Introduction to audiovisual media. Audiovisual communication and language: expressive resources	33 hours	2 ects				
					UF2	Techniques and technologies of audiovisual production and post-production	66 hours	3 ects				
					UF3	Audiovisual design	99 hours	5 ects				
M13	SCRIPT AND NARRATIVE STRUCTURE	99 hours	6 ects	P	UF1	Narrative structure and scriptwriting	49,5 hours	3 ects				
					UF2	Script development and application to the specialty	49,5 hours	3 ects				
M14	INTERNSHIP PHASE IN COMPANIES, STUDIOS, OR WORKSHOPS	284 hours	12 ects	P					UF1	Internship in a company	284 hours	12 ects
M15	MOTION GRAPHICS, INFOGRAPHICS, AND INFORMATION DESIGN	132 hours	8 ects	P					UF1	Information design and visualization, advanced composition techniques	33 hours	3 ects
									UF2	2D animation, digital tools, audiovisual design, and advanced effects	66 hours	3 ects
									UF3	2D and 3D environment in motion graphics	33 hours	2 ects

ELECTIVE CREDITS

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HIGHER VOCATIONAL TRAINING PROGRAM

ANIMATION; PROFESSIONAL PROFILE VIDEO GAMES AND VIRTUAL ENVIRONMENTS

NEW CURRICULA

MODULES					FIRST YEAR				SECOND YEAR			
M1	COMPUTER MEDIA	99 hours	6 ects	P	UF1	Bitmap Image Processing	33 hours	2 ects				
					UF2	Vector Image Processing	33 hours	2 ects				
					UF3	Specialized Software of the Field	33 hours	2 ects				
M2	TRAINING AND CAREER GUIDANCE	99 hours	6 ects	T	UF1	Occupational Risk Prevention and Environmental Protection	33 hours	2 ects				
					UF2	The Legal Framework of Visual Arts and Design	33 hours	2 ects				
									UF3	Integration into the Workforce. Business and Entrepreneurial Initiative	33 hours	2 ects
M3	HISTORY OF ANIMATION	99 hours	6 ects	T					UF1	Analysis of Artistic Work and Design	33 hours	2 ects
									UF2	Evolution of Art and Design in Relation to Social Change, Aesthetic Ideas, and Technology	33 hours	2 ects
									UF3	Overview of Contemporary Works and Authors in the Field	33 hours	2 ects
M4	ANIMATION PROJECTS	231 hours	14 ects	P					UF1	Introduction to Projects: Objectives and Basic Requirements	33 hours	2 ects
									UF2	Project Methodology and Planning	66 hours	4 ects
									UF3	Project Execution	66	4 ects
									UF4	Project Evaluation and Presentation	33	2 ects
					UF5	3D Animation Projects Applied to Video Games	33	2 ects				
M5	INTEGRATED PROJECT	99 hours	10 ects	P					UF1	Integrated Project	99 hours	10 ects
M6	PROFESSIONAL PROJECT MANAGEMENT	165 hours	12 ects	P					UF1	Professional Project Management	165 hours	12 ects
M7	FUNDAMENTALS OF REPRESENTATION AND VISUAL EXPRESSION	99 hours	6 ects	P	UF1	Plastic and Visual Elements. Morphology and Dynamics of Composition	33 hours	2 ects				
					UF2	Light and Color. Relationships and Symbolic Values	33 hours	2 ects				
					UF3	Form and Space. Analysis, Representation, and Creative Interpretation	33 hours	2 ects				

M4 UF5, M10 UF4, M12 UF4 (3D TECHNIQUES MODULE)

ELECTIVE CREDITS

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HIGHER VOCATIONAL TRAINING PROGRAM

ANIMATION; PROFESSIONAL PROFILE VIDEO GAMES AND VIRTUAL ENVIRONMENTS

NEW CURRICULA

MODULES					FIRST YEAR				SECOND YEAR			
M8	THEORY OF IMAGE	66 hours	4 ects	T-P	UF1	Image and Communication: The Visual Discourse	33 hours	2 ects				
					UF2	Definition and Construction of the Image	33 hours	2 ects				
M9	PHOTOGRAPHY	99 hours	6 ects	P	UF1	Photographic Language	33 hours	2 ects				
					UF2	Photographic Technique and Digital Image Processing	33 hours	2 ects				
					UF3	Photography and Audiovisual Creation	33 hours	2 ects				
M10	ANIMATION TECHNIQUES	198 hours	9 ects	P	UF1	Fundamentals and Techniques of Animation	66 hours	3 ects				
									UF2	2D Animation Techniques	33 hours	2 ects
									UF3	3D Animation Techniques	33 hours	2 ects
					UF4	3D Modeling and Environment Design	66 hours	2 ects				
M11	DRAWING APPLIED TO ANIMATION	132 hours	7 ects	P	UF1	Descriptive-Analytical Drawing: Construction, Structure, and Two-Dimensional Representation	66 hours	3 ects				
									UF2	Interpretative Drawing: Communicative and Expressive Dimension	33 hours	2 ects
									UF3	Drawing Retouching and Finishing with Digital Tools	33 hours	2 ects
M12	AUDIOVISUAL LANGUAGE AND TECHNOLOGY	132 hours	8 ects	P					UF1	Introduction to Audiovisual Media Audiovisual Communication and Language: Expressive Resources	33 hours	2 ects
									UF2	Techniques and Technologies for Audiovisual Production and Post-Production	33 hours	2 ects
									UF3	Audiovisual Design	33 hours	2 ects
					UF4	Lights, Cameras, Renders, and 3D Special Effects	33 hours	2 ects				
M13	GUIÓ I ESTRUCTURA NARRATIVA	66 hours	6 ects	P	UF1	Narrative Structure and Scriptwriting	33 hours	3 ects				
					UF2	Script Development and Application to the Specialty	33 hours	3 ects				
M14	INTERNSHIP IN COMPANIES, STUDIOS OR WORKSHOPS	284 hours	12 ects	P					UF1	Internship in a Company	284 hours	12 ects
M15	PROGRAMMING LANGUAGE	132 hours	8 ects	P	UF1	Basic Concepts of Programming	33 hours	2 ects				
					UF2	Programming Language	33 hours	2 ects				
					UF3	File Organization. Game-Oriented Programming	66 hours	4 ects				

M4 UF5, M10 UF4, M12 UF4 (3D TECHNIQUES MODULE)

ELECTIVE CREDITS

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HIGHER VOCATIONAL TRAINING PROGRAM

PROJECT AND DIRECTION OF DECORATION WORKS

NEW CURRICULA

MODULES				FIRST YEAR			SECOND YEAR		
M1	COMPUTER MEDIA	132 hours	P	UF1	Graphic Communication and Multimedia Presentations	33 hours			
				UF2	Graphic Communication and Multimedia Presentations II	33 hours			
							UF3	2D and 3D Modeling Techniques	33 hours
							UF4	Specialty-Specific Software	33 hours
M2	TRAINING AND CAREER GUIDANCE	99 hours	T	UF1	Occupational Risk Prevention and Environmental Protection	33 hours			
				UF2	The Legal Framework of the Visual Arts and Design	33 hours			
							UF3	Work Integration. Business and Entrepreneurial Initiative	33 hours
M3	HISTORY OF ARCHITECTURE AND ITS ENVIRONMENT	50 hours	T	UF1	Analysis of Art and Design	25 hours			
				UF2	Evolution of Art and Design in Relation to Social Changes, Aesthetic Ideas, and Technology	25 hours			
M4	HISTORY OF INTERIOR DESIGN	50 hours	T				UF1	Evolution of Interior Design	25 hours
							UF2	Overview of Contemporary Works and Authors in the Specialty	25 hours
M5	PROJECTS	200 hours	P	UF1	Introduction to Projects: Theory and Science of Design	33 hours			
				UF2	Project Methodology and Planning	167 hours			
M6	PROJECTS: PROJECTS AND DIRECTION OF WORKS	231 hours	P				UF1	Project Management and Execution	198 hours
							UF2	Project Evaluation and Presentation	33 hours
M7	FINAL PROJECT	99 hours	P				UF1	Final Project	99 hours
M8	PROFESSIONAL PROJECT MANAGEMENT	165 hours	P				UF1	Professional Project Management	165 hours

ELECTIVE CREDITS

UNITS THAT CANNOT BE VALIDATED 3X2

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HIGHER VOCATIONAL TRAINING PROGRAM

PROJECT AND DIRECTION OF DECORATION WORKS

MODULES				FIRST YEAR			SECOND YEAR		
M9	**ARTISTIC DRAWING**	99 hours	P	UF1	Descriptive-Analytical Drawing: Construction, Structure, and Two-Dimensional Representation	33 hours			
				UF2	Interpretative Drawing: Communicative and Expressive Dimension	33 hours			
							UF3	Drawing Retouching and Finishing with Digital Tools	33 hours
M10	**TECHNICAL DRAWING**	132 hours	P	UF1	Analysis, Structure, and Technical Representation of Form	33 hours			
				UF2	Basic Representation	33 hours			
				UF3	Computer-Aided Technical Representation	33 hours			
				UF4	Computer-Aided Technical Representation II	33 hours			
M11	**VOLUMETRIC EXPRESSION**	100 hours	P	UF1	Formal Analysis of Volumetric Elements: Form and Space, Materials, and Technique	33 hours			
				UF2	Expressive and Significant Resources of the Three-Dimensional Language	33 hours			
				UF3	3D Representation Configuration and Printing	34 hours			
M12	**TECHNOLOGY AND CONSTRUCTION SYSTEMS**	100 hours	P	UF1	Materials Science: Relationships Between Structure and Properties	50 hours			
				UF2	Materials Technology: Processing Techniques and Construction Systems	50 hours			
M13	**TECHNOLOGY AND CONSTRUCTION SYSTEMS: PROJECTS AND WORKS DIRECTION**	266 hours	P	UF1	Lighting Technology	66 hours			
							UF2	Installations, Structures, and Conditioning	66 hours
							UF3	Management and Direction of Decoration Works	68 hours
							UF4	Construction Systems	66 hours
M14	**INTERNSHIP PHASE IN COMPANIES, STUDIOS, OR WORKSHOPS**	227 hours	P				UF1	Pràctiques a empresa (En el 3x2 es convaliden -100 h de les pràctiques dels dos cicles)	227 hours

ELECTIVE CREDITS

UNITS THAT CANNOT BE VALIDATED 3X2

HIGHER VOCATIONAL TRAINING PROGRAM

EPHEMERAL ARCHITECTURE

NEW CURRICULA

MODULES				FIRST YEAR			SECOND YEAR		
M1	COMPUTER MEDIA	132 hours	P	UF1	Graphic Communication and Multimedia Presentations I	33 hours			
				UF2	Graphic Communication and Multimedia Presentations II	33 hours			
							UF3	2D and 3D Modeling Techniques	33 hours
							UF4	Specialized Software for the Field	33 hours
M2	TRAINING AND CAREER GUIDANCE	99 hours	T	UF1	Occupational Risk Prevention and Environmental Protection	33 hours			
				UF2	The Legal Framework of the Visual Arts and Design	33 hours			
							UF3	Work Integration. Business and Entrepreneurial Initiative	33 hours
M3	HISTORY OF ARCHITECTURE AND ITS ENVIRONMENT	50 hours	T	UF1	Analysis of Art and Design	25 hours			
				UF2	Evolution of Art and Design in Relation to Social Changes, Aesthetic Ideas, and Technology	25 hours			
M4	HISTORY OF EPHEMERAL ARCHITECTURE	50 hours	T				UF1	Evolution of the Design, Construction, and Assembly of Ephemeral Spaces	25 hours
							UF2	New Trends in Ephemeral Architecture: Overview of Contemporary Works and Authors in the Specialty	25 hours
M5	PROJECTS	200 hours	P	UF1	Introduction to Projects: Theory and Science of Design	33 hours			
				UF2	Project Methodology and Planning	167 hours			
M6	PROJECTS: EPHEMERAL ARCHITECTURE	231 hours	P				UF1	Project Management and Execution	198 hours
							UF2	Project Evaluation and Presentation	33 hours
M7	FINAL PROJECT	99 hours	P				UF1	Final Project	99 hours
M8	PROFESSIONAL PROJECT MANAGEMENT	165 hours	P				UF1	Professional Project Management	165 hours

ELECTIVE CREDITS

UNITS THAT CANNOT BE VALIDATED 3X2

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HIGHER VOCATIONAL TRAINING PROGRAM

EPHEMERAL ARCHITECTURE

MODULES				FIRST YEAR			SECOND YEAR		
M9	**ARTISTIC DRAWING**	99 hours	P	UF1	Descriptive-Analytical Drawing: Construction, Structure, and Two-Dimensional Representation	33 hours			
				UF2	Interpretative Drawing: Communicative and Expressive Dimension	33 hours			
							UF3	Drawing Retouching and Finishing with Digital Tools	33 hours
M10	**TECHNICAL DRAWING**	132 hours	P	UF1	Analysis, Structure, and Technical Representation of Form	33 hours			
				UF2	Basic Representation	33 hours			
				UF3	Computer-Aided Technical Representation	33 hours			
				UF4	Computer-Aided Technical Representation II	33 hours			
M11	**VOLUMETRIC EXPRESSION**	100 hours	P	UF1	Formal Analysis of Volumetric Elements: Form and Space, Materials, and Technique	33 hours			
				UF2	Expressive and Significant Resources of the Three-Dimensional Language	33 hours			
				UF3	3D Representation Configuration and Printing	34 hours			
M12	**TECHNOLOGY AND CONSTRUCTION SYSTEMS**	100 hours	P	UF1	Materials Science: Relationships Between Structure and Properties	50 hours			
				UF2	Materials Technology: Processing Techniques and Construction Systems	50 hours			
M13	**TECHNOLOGY AND CONSTRUCTION SYSTEMS: EPHEMERAL ARCHITECTURE**	266 hours	P	UF1	Lighting Technology	66 hours			
							UF2	Ephemeral Architecture: Materials, Installations, Structures, and Final Finishes	66 hours
							UF3	Management and Direction of Ephemeral Architecture Projects	68 hours
							UF4	Construction Systems	66 hours
M14	**INTERNSHIP PHASE IN COMPANIES, STUDIOS, OR WORKSHOPS**	227 hours	P				UF1	Internship in a Company (In the 3x2 program, 100 hours of the internships from both cycles are validated)	227 hours

ELECTIVE CREDITS

UNITS THAT CANNOT BE VALIDATED 3X2

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Diputació Tarragona

HIGHER VOCATIONAL TRAINING PROGRAM

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NEW CURRICULA

MODULES				FIRST YEAR			SECOND YEAR		
M1	COMPUTER MEDIA	132 hours	P	UF1	Graphic Communication and Multimedia Presentations	33 hours			
				UF2	Graphic Communication and Multimedia Presentations II	33 hours			
							UF3	2D and 3D Modeling Techniques	33 hours
							UF4	Specialty-Specific Software	33 hours
M2	TRAINING AND CAREER GUIDANCE	99 hours	T	UF1	Occupational Risk Prevention and Environmental Protection	33 hours			
				UF2	The Legal Framework of the Visual Arts and Design	33 hours			
							UF3	Work Integration. Business and Entrepreneurial Initiative	33 hours
M3	HISTORY OF ARCHITECTURE AND ITS ENVIRONMENT	50 hours	T	UF1	Analysis of Art and Design	25 hours			
				UF2	Evolution of Art and Design in Relation to Social Changes, Aesthetic Ideas, and Technology	25 hours			
M4	HISTORY OF INTERIOR DESIGN	50 hours	T				UF1	Evolution of Interior Design	25 hours
							UF2	Overview of Contemporary Works and Authors in the Specialty	25 hours
M5	PROJECTS	200 hours	P	UF1	Introduction to Projects: Theory and Science of Design	33 hours			
				UF2	Project Methodology and Planning	167 hours			
M6	PROJECTS: PROJECTS AND DIRECTION OF WORKS	231 hours	P				UF1	Project Management and Execution	198 hours
							UF2	Project Evaluation and Presentation	33 hours
M7	FINAL PROJECT	99 hours	P				UF1	Final Project	99 hours
M8	PROFESSIONAL PROJECT MANAGEMENT	165 hours	P				UF1	Professional Project Management	165 hours

UNITS THAT CAN BE VALIDATED

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Diputació Tarragona

MODULES				FIRST YEAR			SECOND YEAR		
M9	ARTISTIC DRAWING	99 hours	P	UF1	Descriptive-Analytical Drawing: Construction, Structure, and Two-Dimensional Representation	33 hours			
				UF2	Interpretative Drawing: Communicative and Expressive Dimension	33 hours			
							UF3	Drawing Retouching and Finishing with Digital Tools	33 hours
M10	TECHNICAL DRAWING	132 hours	P	UF1	Analysis, Structure, and Technical Representation of Form	33 hours			
				UF2	Basic Representation	33 hours			
				UF3	Computer-Aided Technical Representation	33 hours			
				UF4	Computer-Aided Technical Representation II	33 hours			
M11	VOLUMETRIC EXPRESSION	100 hours	P	UF1	Formal Analysis of Volumetric Elements: Form and Space, Materials, and Technique	33 hours			
				UF2	Expressive and Significant Resources of the Three-Dimensional Language	33 hours			
				UF3	3D Representation Configuration and Printing	34 hours			
M12	TECHNOLOGY AND CONSTRUCTION SYSTEMS	100 hours	P	UF1	Materials Science: Relationships Between Structure and Properties	50 hours			
				UF2	Materials Technology: Processing Techniques and Construction Systems	50 hours			
M13	TECHNOLOGY AND CONSTRUCTION SYSTEMS: PROJECTS AND WORKS DIRECTION	266 hours	P	UF1	Lighting Technology	66 hours			
							UF2	Installations, Structures, and Conditioning	66 hours
							UF3	Management and Direction of Decoration Works	68 hours
							UF4	Construction Systems	66 hours
M14	INTERNSHIP PHASE IN COMPANIES, STUDIOS, OR WORKSHOPS	227 hours	P				UF1	Pràctiques a empresa (En el 3x2 es convaliden -100 h de les pràctiques dels dos cicles)	227 hours

UNITS THAT CAN BE VALIDATED

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Diputació Tarragona

HIGHER VOCATIONAL TRAINING PROGRAM

EPHEMERAL ARCHITECTURE

NEW CURRICULA

MODULES				FIRST YEAR			SECOND YEAR		
M1	COMPUTER MEDIA	132 hours	P	UF1	Graphic Communication and Multimedia Presentations I	33 hours			
				UF2	Graphic Communication and Multimedia Presentations II	33 hours			
							UF3	2D and 3D Modeling Techniques	33 hours
							UF4	Specialized Software for the Field	33 hours
M2	TRAINING AND CAREER GUIDANCE	99 hours	T	UF1	Occupational Risk Prevention and Environmental Protection	33 hours			
				UF2	The Legal Framework of the Visual Arts and Design	33 hours			
							UF3	Work Integration. Business and Entrepreneurial Initiative	33 hours
M3	HISTORY OF ARCHITECTURE AND ITS ENVIRONMENT	50 hours	T	UF1	Analysis of Art and Design	25 hours			
				UF2	Evolution of Art and Design in Relation to Social Changes, Aesthetic Ideas, and Technology	25 hours			
M4	HISTORY OF EPHEMERAL ARCHITECTURE	50 hours	T				UF1	Evolution of the Design, Construction, and Assembly of Ephemeral Spaces	25 hours
							UF2	New Trends in Ephemeral Architecture: Overview of Contemporary Works and Authors in the Specialty	25 hours
M5	PROJECTS	200 hours	P	UF1	Introduction to Projects: Theory and Science of Design	33 hours			
				UF2	Project Methodology and Planning	167 hours			
M6	PROJECTS: EPHEMERAL ARCHITECTURE	231 hours	P				UF1	Project Management and Execution	198 hours
							UF2	Project Evaluation and Presentation	33 hours
M7	FINAL PROJECT	99 hours	P				UF1	Final Project	99 hours
M8	PROFESSIONAL PROJECT MANAGEMENT	165 hours	P				UF1	Professional Project Management	165 hours

UNITS THAT CAN BE VALIDATED

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Diputació Tarragona

MODULES				FIRST YEAR			SECOND YEAR		
M9	ARTISTIC DRAWING	99 hours	P	UF1	Descriptive-Analytical Drawing: Construction, Structure, and Two-Dimensional Representation	33 hours			
				UF2	Interpretative Drawing: Communicative and Expressive Dimension	33 hours			
							UF3	Drawing Retouching and Finishing with Digital Tools	33 hours
M10	TECHNICAL DRAWING	132 hours	P	UF1	Analysis, Structure, and Technical Representation of Form	33 hours			
				UF2	Basic Representation	33 hours			
				UF3	Computer-Aided Technical Representation	33 hours			
				UF4	Computer-Aided Technical Representation II	33 hours			
M11	VOLUMETRIC EXPRESSION	100 hours	P	UF1	Formal Analysis of Volumetric Elements: Form and Space, Materials, and Technique	33 hours			
				UF2	Expressive and Significant Resources of the Three-Dimensional Language	33 hours			
				UF3	3D Representation Configuration and Printing	34 hours			
M12	TECHNOLOGY AND CONSTRUCTION SYSTEMS	100 hours	P	UF1	Materials Science: Relationships Between Structure and Properties	50 hours			
				UF2	Materials Technology: Processing Techniques and Construction Systems	50 hours			
M13	TECHNOLOGY AND CONSTRUCTION SYSTEMS: EPHEMERAL ARCHITECTURE	266 hours	P	UF1	Lighting Technology	66 hours			
							UF2	Ephemeral Architecture: Materials, Installations, Structures, and Final Finishes	66 hours
							UF3	Management and Direction of Ephemeral Architecture Projects	68 hours
							UF4	Construction Systems	66 hours
M14	INTERNSHIP PHASE IN COMPANIES, STUDIOS, OR WORKSHOPS	227 hours	P				UF1	Internship in a Company (In the 3x2 program, 100 hours of the internships from both cycles are validated)	227 hours

UNITS THAT CAN BE VALIDATED