escola Art Disseny reus

Diputació Tarragona

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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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