

Subjects Summary

Degree in Art and Design

First Year

Semester	ECTS	Subject
1	6	Anthropology This theoretical-practical subject introduces students to the topic of social, cultural and visual anthropology. The theoretical content is complemented by fieldwork.
	6	Basic Drawing I This practical subject introduces graphic design thinking. Analysis of flat and volumetric shapes at different levels of representation and conceptualisation. A study of the morphological, expressive and significant elements that shape artistic expression. Knowledge and experimentation with tools, techniques and processes, traditional and contemporary materials.
	6	History of Art and Design in the 19th Century A theoretical subject on the origins of contemporary society. Study of the Industrial Revolution and its new forms of production, the appearance of new social classes such as the business bourgeoisie and the proletariat, scientific positivism and changes in how art and artists are considered.
	6	ICT This practical subject is an introduction to the use and knowledge of basic ICT tools to develop creative processes in art and design.
	6	Morphology The main objective of this theoretical-practical subject is to introduce students to morphological thinking. It examines the morphological, expressive and significant elements that shape artistic expression.

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2	6	<p>Basic Drawing II</p> <p>This practical subject consolidates knowledge and technical tools acquired in Basic Drawing I and expands them through the study of different levels of representation and conceptualisation, developing processes for expression and personal language.</p>
	6	<p>Aesthetics</p> <p>This theoretical subject is an introduction to aesthetics. It includes Illustration, Romanticism, and Post-Romanticism, Aesthetic Realism and the social function of art. Formalist and structuralist aesthetics. Aesthetics and psychoanalysis.</p>
	6	<p>History of the 20th Century Avant-Garde</p> <p>This theoretical subject focuses on the historical Avant-garde of the beginning of the 20th century and the interwar period or era of ideologies.</p>
	6	<p>Representation Systems</p> <p>This theoretical-practical subject develops knowledge of graphical and rational language through the study and practice of representation systems: dihedral, axonometric and conical. The application techniques for conceptual content are diversified and adapted to exercises and specific projects, using material, visual and virtual resources.</p>
	6	<p>Introduction to Project Culture</p> <p>This theoretical-practical subject is an introduction to project practice in the field of art, design and artistic professions by means of analysing the different creative processes, studying the relationship and interaction between theory and practice, and formalising work by mastering technical and material resources.</p>