

EUROPASS DIPLOMA SUPPLEMENT

DIPLOMA NAME

Diploma of Higher Education in Visual Arts and Model and Model-Making Design

DIPLOMA DESCRIPTION

The holder has acquired the general skills related to:

Creating three-dimensional models required in architecture as well as in the following similar fields: urban planning, interior design, set design and road engineering. This training programme aims to train professionals who are able to translate whatever ideas designers may need into volumetric and architectural models; they can also work in other, notably different but related fields (pre-mock-up, mock-up, prototype and model).

Under this framework, each PROFESSIONAL MODULE includes objectives that contribute to the following LEARNING OUTCOMES that the graduate acquires.

“Natural Drawing”

The holder:

- Develops observational skills through freehand drawing in order to facilitate quick and efficient communication during exchanges with professionals on specific projects.
- Is qualified to use the universal codes of graphic representation as supplementary training.
- Possesses the knowledge to use graphic and artistic language in his or her designs and ideas.
- Develops creativity and aesthetic sensitivity.
- Graphically represents and reproduces the objects in his or her environment using different visual and technical methods.

“History of Industrial Design”

The holder:

- Possesses cultural knowledge related primarily to the profession, through an historical journey through the world of objects, crafts, technology and the evolution of industrial and productive processes through modern times, as a way to situate themselves in the current context.
- Develops a visual and conceptual perception of the language of the art, with special focus on three-dimensional forms.
- Understands the origin and evolution of that language and appreciates its expressions in order to understand both contemporary ornamental practice and the artistic manifestations of the past.

“Technical Design”

The holder:

- Is qualified to use technical knowledge to render each and every one of the codes used into final technical drawings in order to be able to translate them into volumetric or three-dimensional models.
- Develops creativity and artistic sensibility.

“Ergonomics and Anthropometry”

The holder:

- Assimilates the concepts related to the direct interrelationships between the physiological characteristics of the human body, how it works and moves, proportion, rhythm, etc., and the objects and spaces it creates and involves.

“Design Theory and Science”

The holder:

- Knows the basic concepts that are considered to be a fundamental part of design process training, from a humanistic perspective, taught through both the evolution and behaviour of natural forms and through the principles that have been developed for designing objects, spaces, etc., and of how these have had an influence on shaping the world around us.

“Model and Model-Making Workshop”

The holder:

- Understands the industrial reality of all the trades in which pre-modelling, mock-ups, prototypes and models play a key role, following the entire process from the model to the systems that are required for their production.
- Knows the essential aspects of each of the trades that the model builder has to apply to the production of their mock-up or model, depending on the material used.

“Career Training and Guidance”

The holder:

- Knows the specialty's legal framework and the rights and obligations resulting from employment relationships.
- Understands that occupational health is a determinant of both quality of life and the quality of the work performed.
- Knows the different ways to access employment, as well as how to seek aid from national and local organisations and institutions dedicated to this purpose.
- Is qualified to perform associative tasks and participate in teamwork activities with a cooperative attitude.
- Possesses the foundations required to create a small- or medium-sized company as well as to

market his/her products, taking into account factors like production, distribution, commercial relationships and the legal, social and occupational aspects involved.

- Knows the speciality's legal tools.

CAREER OPPORTUNITIES

A graduate with a Higher Diploma in Visual Arts and Model and Model-Making Design can work in small independent companies, set up their own workshop, or join a large company that requires ongoing services of this type of professional, covering the broad and in-demand professional field that exists as a meeting point for the designer, the advertising industry and the market, etc., in order to verify and check a product before it is finally manufactured and launched. This professional answers the needs of sectors or professions that require a model builder (architecture, urban planning, decoration, aircraft and naval modelling, etc.). It is, therefore, a creative profession with a wide field of application.

OFFICIAL BASIS OF THE DIPLOMA

Institution that awards the diploma in the name of the King of Spain: The Ministry of Education, Culture and Sports or the autonomous communities within the scope of their authority. The diploma is valid for academic and professional purposes throughout the Spanish State.

Official duration of the title: 1,900 hours.

Level of qualification (national or international):

- NATIONAL: Non-university higher education
- INTERNATIONAL:
 - Level 5b of the International Standard Classification of Education (ISCED-5b).
 - Level 5 of the European Qualifications Framework (EQF5).

Access requirements: Secondary education diploma or certificate confirming that the student has passed the corresponding entrance exam and specific admissions test.

Access to further study or training: The graduate can access higher education artistic studies and any university-level programme.

Legal basis. Regulations on which the diploma is based:

- Minimum education established by the Spanish State: Royal Decree 1388/1995, of 4 August, which establishes the Higher Diploma in Visual Arts and Model and Model-Making Design, under the professional category of Industrial Design, and approves the corresponding minimum requirements.

Explanatory note: This document is designed to provide additional information about the specified diploma and does not have any legal status in itself. It may be accompanied by an Annex I that will be completed by the corresponding Autonomous Community.

COURSES REQUIRED FOR THE OFFICIAL DIPLOMA

MINIMUM PROGRAMME REQUIREMENTS	HOURS
Life Drawing	100
History of Industrial Design	50
Technical Drawing	150
Ergonomics and Anthropometry	50
Design Theory and Science	50
Model and Model-Making Workshop	500
Career Training and Guidance	50
Practical Training in Companies, Studios or Workshops	25
Final project	75
	TOTAL
OFFICIAL DURATION OF THE PROGRAMME	1900 HOURS

*The minimum requirements reflected in the above table constitute 55% of the total duration of the programme and are official and valid throughout the Spanish territory. The remaining 45% is specific to each Autonomous Community and may be reflected in **Annex I** of this supplement-

No ECTS credits are assigned to the diplomas of Higher Education in Visual Arts and Design under Organic Law 1/1990 (LOGSE). These diplomas are, for all intents and purposes, equivalent to the diploma of Higher Education in Visual Arts and Design published in Organic Law 2/2006 (LOE), which has been assigned **120 ECTS credits** and a duration of 2,000 hours.