

Teaching guide

IDENTIFICATION DETAILS

Degree:	Design		
Field of Knowledge:	Arts and Humanities		
Faculty/School:	Communication Science		
Course:	DRAWING II		
Type:	Compulsory	ECTS credits:	6
Year:	2	Code:	1522
Teaching period:	Third semester		
Area:	Additional Tools		
Module:	Design Tools		
Teaching type:	Classroom-based		
Language:	Spanish		
Total number of student study hours:	150		

SUBJECT DESCRIPTION

The course mainly proposes the development of visual perception through the techniques previously acquired and their subsequent development. It also involves more intensive work on aspects of drawing associated with Design, as well as spatial, anatomical and ergonomic themes. All this work will be linked to the carrying-out of specific degree projects.

SKILLS

Basic Skills

Students must have demonstrated knowledge and understanding in an area of study that is founded on general secondary education. Moreover, the area of study is typically at a level that includes certain aspects implying knowledge at the forefront of its field of study, albeit supported by advanced textbooks

Students must be able to apply their knowledge to their work or vocation in a professional manner and possess skills that can typically be demonstrated by coming up with and sustaining arguments and solving problems within their field of study

Students must have the ability to gather and interpret relevant data (usually within their field of study) in order to make judgments that include reflections on pertinent social, scientific or ethical issues

Students must be able to convey information, ideas, problems and solutions to both an expert and non-expert audience

Students must have developed the learning skills needed to undertake further study with a high degree of independence

General Skills

To develop students' creative capacity based on firm theoretical and practical foundations allowing them to raise, solve and present design problems in a unique, original manner.

To form designers capable of working in the experimental field, using basic aesthetic tools, such as drawing and colour treatment, along with the latest technological tools applied to graphic design, audio-visual design, space design and other techniques specific to this field.

To provide students with a broad overview of the world of design through a familiarity with all its different disciplines, thereby taking full advantage of the synergies and creative resources shared by various professionals in this field.

To train students to work as independent, self-sufficient professionals on design projects.

To nurture and develop an intellectually curious professional capable of avoiding plain thought and aspiring to improve modern culture by conveying values founded on the search for the truth, good and beauty.

Specific skills

To acquire illustration techniques.

To acquire a proficient ability at free-hand drawing.

To acquire an ability for analytical (self-)reflection and (self-)criticism in creative work.

To adopt an attitude of curiosity above and beyond practical first perceptions.

To acquire the ability to communicate effectively.

To develop the capacity for independent work.

To have the ability to work well in a team.

To have learned to be determined yet patient at work.

To develop the ability for personal initiative and self-motivation.

To develop an ability to cooperate in conjunction with other design disciplines.

To develop interpersonal skills and awareness of one's own resources and capabilities.

To acquire aesthetic taste.

To gain basic physiological knowledge of visual perception and its implications for visual communication.

DISTRIBUTION OF WORK TIME

CLASSROOM-BASED ACTIVITY	INDEPENDENT STUDY/OUT-OF-CLASSROOM ACTIVITY
60 hours	90 hours