

Teaching guide

IDENTIFICATION DETAILS

Degree:	Design		
Field of Knowledge:	Arts and Humanities		
Faculty/School:	Communication Science		
Course:	PHOTOGRAPHIC EDITING AND PRODUCTION		
Type:	Optional	ECTS credits:	6
Year:	4	Code:	1571
Teaching period:	Seventh semester		
Area:	Audio-visual		
Module:	Areas of Creation		
Teaching type:	Classroom-based		
Language:	Spanish		
Total number of student study hours:	150		

SUBJECT DESCRIPTION

The course is designed as a means to provide students with sufficient knowledge with which to manipulate their own photographic creations. They are likewise given a detailed explanation of the different uses of Adobe Photoshop software for digital image processing. Once this block has been completed, students will be given an explanation of the use of 3D Studio Max software and its direct application in the process of creating and manipulating digital images. This is an essentially practical course that includes daily exercises applied to the theory presented in class. It will also seek to arouse artistic interest in creating such images and not simply a mastery of both programs. Students will require some degree of plasticity and use of the knowledge acquired in courses they have previously taken such as photography, colour, graphic design, etc.

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 instil in students the ability to work in a team, working independently while supporting a global project, defining responsibilities and cooperating with other professions and trades in the pursuit of a common goal.

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 the ability to find and assess alternative design solutions.

To solve problems, acquire design methods and design projects.

To master photographic editing and production.

To develop the capacity for independent work.

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

To raise and solve design problems.

DISTRIBUTION OF WORK TIME

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