



Information about the subject

Degree: Degree in Design and Narration in Animation and Video games

Faculty: Faculty of Legal, Economic and Social Sciences

Code: 2050108 **Name:** Graphic user interface design GFX

Credits: 6,00 **ECTS Year:** 1 **Semester:** 2

Module: GRAPHIC EXPRESSION AND DRAWING

Subject Matter: DIGITAL IMAGE **Type:** Compulsory

Department: -

Type of learning: Classroom-based learning

Languages in which it is taught: Spanish

Lecturer/-s:



Module organization

GRAPHIC EXPRESSION AND DRAWING

Subject Matter	ECTS	Subject	ECTS	Year/semester
ARTISTIC EXPRESSION	18,00	Anatomical Drawing	6,00	1/2
		Concept Artist	6,00	2/1
		Fundamentals of Drawing and Graphic Expression	6,00	1/1
DIGITAL IMAGE	18,00	Digital image processing	6,00	1/1
		Digital Painting. Matte Painting	6,00	2/1
		Graphic user interface design GFX	6,00	1/2

Recommended knowledge

Adobe Photoshop.Fundamentals of graphic expression.Mastery of illustration techniques.

Prerequisites

It is necessary to have passed the subject Drawing and graphic expression foundations to be able to take this subject.



Learning outcomes

At the end of the course, the student must be able to prove that he/she has acquired the following learning outcomes:

- R1 The student shows a creative development work in the digital treatment of images.
- R2 The student shows the creative development acquired in the subject in the design of graphic interfaces.
- R3 The student identifies new trends in the field of animation and videogames and incorporates them in the works of graphic interface.
- R4 The student acquires and uses specific vocabulary related to the subject.
- R5 The student illustrates and gives animation to graphics and the elements related to the user (covers and interfaces).
- R6 The student creates or retouches digital images for the creation of the design of the graphic interface.
- R7 The student uses drawing along with digital painting in the creation and development of imaginary realities.



Competencies

Depending on the learning outcomes, the competencies to which the subject contributes are (please score from 1 to 4, being 4 the highest score):

BASIC		Weighting			
		1	2	3	4
B2	Students to apply their knowledge to their job or vocation in a professional manner and to possess competences that are usually shown through the elaboration and defence of arguments and problem-solving within their area of study.				X

GENERAL		Weighting			
		1	2	3	4
G1	To develop original and innovative ideas and proposals in the area of design and narrative of animation and videogames in the required work in a project, combining conceptual and technical aspects.				X
G3	To identify new trends in the field of animation and videogames and to incorporate them in their work.			X	
G5	To use a specific and inclusive vocabulary in the area of expertise of the degree.			X	

SPECIFIC		Weighting			
		1	2	3	4
E9	To use drawing as a basic tool for the representation of actual or imaginary realities.			X	
E14	To create basic animations in 2D that allow the development of headings and animations of a bidimensional videogame.				X
E16	To design the visual graphic and the elements related to the user (covers and interfaces).				X
E18	To create or retouch digital images.				X



Assessment system for the acquisition of competencies and grading system

Assessed learning outcomes	Granted percentage	Assessment method
R1, R2, R5, R6, R7	70,00%	Practical tests
R1, R2, R3, R4, R5, R6, R7	30,00%	Elaboration of projects

Observations

MENTION OF DISTINCTION:

According to Article 22 of the Regulations governing the Evaluation and Qualification of UCV Courses, the mention of "Distinction of Honor" may be awarded by the professor responsible for the course to students who have obtained, at least, the qualification of 9 over 10 ("Sobresaliente"). The number of "Distinction of Honor" mentions that may be awarded may not exceed five percent of the number of students included in the same official record, unless this number is lower than 20, in which case only one "Distinction of Honor" may be awarded.

Learning activities

The following methodologies will be used so that the students can achieve the learning outcomes of the subject:

- M2 Participatory master class
- M4 Problem solving activities



IN-CLASS LEARNING ACTIVITIES

	LEARNING OUTCOMES	HOURS	ECTS
Active listening, summaries, concept maps and/or notes organizing the information and work in small groups (Kagan structures) to process the received information. M2, M4	R1, R2, R3, R4, R5, R7	30,00	1,20
Use of the learnt theory in simulated or real circumstances. M2, M4	R1, R2, R4, R5, R6, R7	30,00	1,20
TOTAL		60,00	2,40

LEARNING ACTIVITIES OF AUTONOMOUS WORK

	LEARNING OUTCOMES	HOURS	ECTS
Autonomous work. Study, memorization, test preparation, practical abilities drilling, elaboration of works, essays, reflections, metacognitions, portfolios elaboration, ... M2, M4	R1, R2, R3, R4, R5, R7	16,00	0,64
Use of the learnt theory in simulated or real circumstances. M2, M4	R1, R2, R3, R4, R5, R7	74,00	2,96
TOTAL		90,00	3,60



Description of the contents

Description of the necessary contents to acquire the learning outcomes.

Theoretical contents:

Content block	Contents
GFX GUI DESIGN I	<ol style="list-style-type: none">1. Introduction to Illustrator.2. Work tables.3. Tools and panels.4. Hidden tools and workspace.5. Keyboard shortcuts, scroll and zoom.6. Rulers, guides and grid.
GFX II GUI DESIGN	<ol style="list-style-type: none">1. Preferences.2. Create objects.3. Select transform and group objects, delete, duplicate and clone.3. Text tool.4. Bezier Curves: Pen Tool and Pathfinder Panel
GFX III GRAPHICAL INTERFACE DESIGN	<ol style="list-style-type: none">1. Object fill and stroke.2. Color, edition and organization of samples.3. Motifs, brushes, symbols4. Layers, filters and effects.5. Save and export.



Temporary organization of learning:

Block of content	Number of sessions	Hours
GFX GUI DESIGN I	10,00	20,00
GFX II GUI DESIGN	10,00	20,00
GFX III GRAPHICAL INTERFACE DESIGN	10,00	20,00



References

Digital image. Adobe Illustrator Tutorials. Recovered from
<http://gusgsm.com/book>

Mr. Cup, graphic design blog. Recovered from
<https://www.mr-cup.com/blog.html>

Guillot Designs. Recovered from
<https://www.youtube.com/watch?v=sekxanyTmGM>

David Martinar. Illustrator tutorial. Recovered from
<https://www.youtube.com/watch?v=R3EBECl0GJE>

RGB school. Recovered from
<https://www.youtube.com/c/RBGEescuela/videos>

graphic station. Illustrator Tutorials. Recovered from
<https://www.youtube.com/c/laestaciongrafica>

graphic station. Illustrator Tutorials. Recovered from
<https://www.youtube.com/c/laestaciongrafica>

101 Amazing Illustrator Tutorials. Recovered from
<https://design.tutsplus.com/tutorials/101-adobe-illustrator-tutorials--cms-29782>

170 Illustrator ideas. Recovered from
<https://www.pinterest.es/miriammr/illustrator-tutorial/>
<https://www.youtube.com/watch?v=-9OucziA3VE>