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:

2051A	Luis Estivalis Torrent **(Responsible Lecturer)**	LUIS.ESTIVALIS@UCV.ES

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	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	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	1. Object fill and stroke.
	2. Color, edition and organization of samples.
	3. Motifs, brushes, symbols
	4. 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=R3EBeCI0GJE

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

Addendum to the Course Guide of the Subject

Due to the exceptional situation caused by the health crisis of the COVID-19 and taking into account the security measures related to the development of the educational activity in the Higher Education Institution teaching area, the following changes have been made in the guide of the subject to ensure that Students achieve their learning outcomes of the Subject.

Situation 1: Teaching without limited capacity (when the number of enrolled students is lower than the allowed capacity in classroom, according to the security measures taken).

In this case, no changes are made in the guide of the subject.

Situation 2: Teaching with limited capacity (when the number of enrolled students is higher than the allowed capacity in classroom, according to the security measures taken).

In this case, the following changes are made:

1. Educational Activities of Onsite Work:

All the foreseen activities to be developed in the classroom as indicated in this field of the guide of the subject will be made through a simultaneous teaching method combining onsite teaching in the classroom and synchronous online teaching. Students will be able to attend classes onsite or to attend them online through the telematic tools provided by the university (videoconferences). In any case, students who attend classes onsite and who attend them by videoconference will rotate periodically.

In the particular case of this subject, these videoconferences will be made through:

X	Microsoft Teams
	Kaltura

Situation 3: Confinement due to a new State of Alarm.

In this case, the following changes are made:

1. Educational Activities of Onsite Work:

All the foreseen activities to be developed in the classroom as indicated in this field of the guide of the subject, as well as the group and personalized tutoring, will be done with the telematic tools provided by the University, through:

| X | Microsoft Teams |

| | Kaltura |

Explanation about the practical sessions:

2. System for Assessing the Acquisition of the competences and Assessment System

ONSITE WORK

Regarding the Assessment Tools:

| X | The Assessment Tools will not be modified. If onsite assessment is not possible, it will be done online through the UCVnet Campus. |

| | The following changes will be made to adapt the subject's assessment to the online teaching. |

Course guide		Adaptation	
Assessment tool	Allocated percentage	Description of the suggested changes	Platform to be used

The other Assessment Tools will not be modified with regards to what is indicated in the Course Guide.

Comments to the Assessment System: