



Information about the subject

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

Faculty: Faculty of Legal, Economic and Social Sciences

Code: 2051102 **Name:** Fundamentals of Drawing and Graphic Expression

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

Module: GRAPHIC EXPRESSION AND DRAWING

Subject Matter: ARTISTIC EXPRESSION **Type:** Basic Formation

Field of knowledge: Artes y Humanidades

Department: -

Type of learning: Classroom-based learning

Languages in which it is taught: Spanish

Lecturer/-s:

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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

Basic levels of drawing.
Basic levels of anatomy.
Illustration techniques.

Prerequisites

Es necesario haber superado las asignaturas de Fundamentos del dibujo y la expresión gráfica, así como Dibujo anatómico para cursar la asignatura de Concept Artist.



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 To elaborate a creative development work in the creation of drawings and artistic works.
- R2 To use drawing for the creation and development of existing realities.
- R3 To represent graphically by means of drawing the human figure.
- R4 To represent graphically by means of drawing the human expression.
- R5 To show graphically by means of anatomical drawing the human figure.
- R6 To show graphically by means of anatomical drawing the human expression.
- R7 To illustrate graphically by means of conceptual art the human figure and its expression.
- R8 To sketch stories by means of drawing.
- R9 To design characters by means of anatomic drawing.
- R10 To plan stories by means of drawing.
- R11 To design characters in the stories in which they are involved by means of conceptual art.



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
G2	To collaborate in teams that adopt interdisciplinary roles in the elaboration of animation and videogames projects.			X	
G3	To identify new trends in the field of animation and videogames and to incorporate them in their work.			X	

SPECIFIC		Weighting			
		1	2	3	4
E1	To gather information from cultural sources (art, history, cinema, literature, ...) that can be used as inspiration and contextualization in animation and videogames.			X	
E5	To use specific concepts of conceptual art in the projects of animation and videogames.				X
E9	To use drawing as a basic tool for the representation of actual or imaginary realities.				X



E10 To graphically represent human figure and its expression in a way that can serve as reference material for the design of characters os animation and videogames.

x

E11 To sketch characters and the stories they are involved in.

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
	70,00%	Practical tests
	30,00%	Elaboration of projects

Observations

Attendance and participation will have a percentage of 10% of the final grade. Each lack of attendance will subtract 1% from the final grade, up to a maximum of 10% in the subject. The practical content will have a percentage of 60% of the final grade. The final exam will have a percentage of 30% of the final grade.

A minimum passing grade (50% of the grade in said test) must be obtained in the final exam of the 1st and 2nd call to compute and average the grades of the practices and assistance obtained during the course. This final test will consist of a theoretical part and a practical part, being mandatory to pass the theoretical part to add the practice. The suspense of the theoretical part will suppose the complete suspense of the exam. Answers to the theoretical part that contain misspellings will not be graded.

If the exam is not passed, the call will be suspended, and the note obtained in the exam will appear in the reflected record, a rule that will be applied both in the first and second calls.

The student's presence in the classroom at the beginning of the exam will lead to its evaluation, without the possibility of being able to claim as not presented, even if the student is absent as soon as the exam begins.

Once the first call has been approved, it will not be possible to present papers to raise the grade obtained in this, nor leave said call as suspended to be able to appear in the second in case of request by the student.

In any of the cases, if the first call has not been approved, the student must take and pass the second call exam to pass the subject.

The notes for attendance and practices can only be obtained in the first call and will be saved for the second call exam to average with it in case of not passing the first call.

In order to take the first call exam, it will be mandatory to present and pass the personal final project with 50% of its grade on the date and time established on the platform.

The note for attendance will be obtained at the beginning of the class at the time of roll call, if a student is not present at that time it will be considered unjustified absence, unless

You have previously warned the teacher that you are going to be late for tutorials, work or another justified reason. It is the student's responsibility to indicate that she is in class at the time she is



called in order to mark her attendance.

In case of suspending the first call, a work may be submitted for the second call at the discretion of the professor, which will replace one not delivered or with a low grade from the first call; the qualification of the first work would be annulled and will be replaced by the one obtained in this new work.

The delivery of practices outside the date and time established on the platform for each one will not be allowed. The delivery of practices can only be done through the platform.

The format of the delivered practices will be determined in each statement of the same. The delivery in a format different from the one specified will suppose the suspense of the practice without possible qualification.

The falsification of designs or works extracted from the internet, another medium or a colleague will suppose the immediate suspension of all the practices of the subject without the possibility of presenting extra work both in the first and second calls.

By virtue of the regulations governing the evaluation and qualification of UCV subjects, in its article 8.1, it is established that the student who has not attended at least 50% of the classes of this subject will not be able to take the exam in First call. Both excused and unexcused absences will be considered non-attendance.

Excluded from this regulation will be those students who, previously and after informing the teacher of their personal situation, receive permission from the teacher to take the exam on the first call if the teacher considers the absence to be justified, whether for work reasons, coincidences of subjects, second tuition, serious illness, etc. In order to take advantage of this exemption, it is absolutely essential to have discussed it with the professor at the beginning of the course and to have accepted the evaluation procedure that the professor deems most appropriate. In no case may appeal by default or at the end of the subject to these situations to break the rule.

On the other hand, the teacher can establish as non-attendance criteria the repeated delay, the lack of attention in the classroom (use of mobile phones without authorization, lack of participation, etc.) being able to add to the general calculation of non-attendance and consequently contributing to exceed the limit that prevents examination as well as affect the percentage established in the teaching guide for attendance and participation.

This standard is complementary to the evaluation percentages

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
- M3 Cooperative learning
- M4 Problem solving activities
- M6 Project-based learning



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. M4, M6	R1, R2, R4, R6	10,00	0,40
Use of the learnt theory in simulated or real circumstances. M4, M6	R1, R2, R4, R8	50,00	2,00
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, ... M4, M6	R1, R2, R4, R6	60,00	2,40
Use of the learnt theory in simulated or real circumstances. M2, M4, M6	R1, R2, R4, R9, R11	30,00	1,20
TOTAL		90,00	3,60



Description of the contents

Description of the necessary contents to acquire the learning outcomes.

Theoretical contents:

Content block	Contents
Graphic Expression 1	<ol style="list-style-type: none">1. Introduction to graphic expression.2. Outline and sketch.
Graphic Expression II	<ol style="list-style-type: none">1. Anatomy exercises. Human body and face.2. Shading, chiaroscuro and depth.3. Synthesis of forms.
Graphic Expression III	<ol style="list-style-type: none">1. Own creation, different styles.2. Different artistic techniques.3. Digital techniques for graphic expression.

Temporary organization of learning:

Block of content	Number of sessions	Hours
Graphic Expression 1	10,00	20,00
Graphic Expression II	10,00	20,00
Graphic Expression III	10,00	20,00



References

- Dondis, D.A.: La sintaxis de la imagen. Barcelona: Gustavo Gili, 1990.
- VV.AA.: Diccionario visual de términos de arte. Madrid: Catedra, 2015.
- Wong, W.: Fundamentos del diseño bi-tridimensional. Gustavo Gili, Barcelona, 1991.
- Magnus, G. H.: Manual para dibujantes e ilustradores. Barcelona: Gustavo Gili, 1991.
- Pignatti, Terisio: El dibujo. De altamira a Picasso. Madrid: Cátedra, 1981.



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:

☒ 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:

☒

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:

☒

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: