Guía Docente

Information about the course

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: EXPRESIÓN GRÁFICA Y DIBUJO.

Subject Matter: EXPRESIÓN ARTÍSTICA. **Type:** Formación Básica

Branch of knowledge:

Department: Multimedia and Digital Arts

Type of learning: Classroom-based learning

Language/-s in which it is given: Spanish

Teachers:

2051A	José Ruiz De La Torre **(Profesor responsable)**	jose.rdelatorre@ucv.es

Module organization

EXPRESIÓN GRÁFICA Y DIBUJO.

Subject Matter	ECTS	Subject	ECTS	Year/semester
EXPRESIÓN ARTÍSTICA.	18	Anatomical Drawing	6	1/2
		Concept Artist	6	2/1
		Fundamentals of Drawing and Graphic Expression	6	1/1
IMAGEN DIGITAL.	18	Digital image processing	6	1/1
		Digital Painting. Matte Painting	6	2/1
		Graphic user interface design GFX	6	1/2

Recommended knowledge

Although some basic drawing skills may be useful, "Fundamentals of Drawing and Graphic Expression" is an introductory course, so no prior knowledge is necessary.

Other types of requirements

Es recomendable 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 demonstrate having acquired the following learning outcomes:

R1 - Use drawing to create and develop existing realities. 9.1 / 12.6

Learning outcomes of the specified title

Type of AR: Habilidades o Destrezas

- Illustrate and generate specific animation and video game projects using traditional procedures and digital techniques

Type of AR: Competencias

- Develop original and innovative ideas and proposals in the area of animation and video game design and storytelling, in the work required for a project, combining conceptual and technical aspects.

R2 - Represent the human figure graphically through drawing. 12.7

Learning outcomes of the specified title

Type of AR: Habilidades o Destrezas

- Illustrate and generate specific animation and video game projects using traditional procedures and digital techniques

R3 - To represent human expression graphically through drawing. 12.8

Learning outcomes of the specified title

Type of AR: Habilidades o Destrezas

- Illustrate and generate specific animation and video game projects using traditional procedures and digital techniques

R4 - Develop creative work in the creation of drawings and artistic works. 2.1

Learning outcomes of the specified title

Type of AR: Competencias

- Correctly apply their knowledge to their work or vocation in a professional manner and be able to develop and defend arguments and solve problems within their area of study.

R5 - Plan stories through drawing, taking into account the sincere search for the whole truth and the integration of all dimensions of the human being in the face of life's big questions, applying the principles derived from the concept of integral ecology and respecting and putting into practice the ethical principles and proposals for action derived from the sustainable development goals. RA12.9 / RA6.5 / RA7.5 / RA8.7

Learning outcomes of the specified title

Type of AR: Habilidades o Destrezas

- Illustrate and generate specific animation and video game projects using traditional procedures and digital techniques

Type of AR: Competencias

- Apply the principles derived from the concept of integral ecology to their proposals or actions, regardless of their scope, area of knowledge, and the contexts in which they are presented.

- Develop theoretical and practical responses based on the sincere search for the full truth and the integration of all dimensions of the human being in response to life's major questions.

- Respect and implement the ethical principles and action proposals derived from the Sustainable Development Goals, applying them to all academic and professional activities.

Assessment system

In-person modality

Assessed learning outcomes	Granted percentage	Assessment tool
R1, R2, R3, R5	40,00%	SE6 – Practical exams.
R1, R2, R3, R4, R5	60,00%	SE8 – Project development.

Observations

A minimum grade of 50% must be obtained in the final project in order to count and average the grades from the weekly assignments.

If the first exam session has not been passed, the student must take and pass the second session in order to pass the course.

EXAMS, ASSIGNMENTS, AND SECOND SUMMON.

The student's presence in the classroom at the beginning of the exam implies participation in the evaluation, with no possibility of claiming "not presented," even if the student leaves immediately after the exam begins. Once the first session has been passed, it will not be possible to submit additional work to raise the grade obtained, nor to request leaving the first session as failed in order to take the second one.

Assignments may not be submitted after the date and time established on the platform for each one. Submissions must be made exclusively through the platform. The format required for each assignment will be specified in its instructions. Submitting in a different format than indicated will result in automatic failure of the assignment with no possible grade.

In any case where the student fails the first round of exams, they must attend the second summon under the following criteria, depending on the grades obtained, the tests passed or not passed,

and the instructor's discretion:

If the student fails the final project, they must make it up by submitting a project with similar or different characteristics to the original, at the instructor's discretion (even so, the student may still take the final exam in the first session).

Additionally, if the student has failed too many practical assignments, one or several substitute projects must be submitted for the second session, at the instructor's discretion. These will replace one or more missing or low-graded assignments from the first session; the original grade will be void and replaced by the new one.

Lastly, if the exam has been failed, the student may retake it on the official dates for the second session.

All work must be submitted on the dates set by the instructor for the second session.

PLAGIARISM AND USE OF AIs.

Copying or falsifying designs or work taken from the internet, any other source, or a classmate will be considered a serious offense and will result in the annulment of all grades obtained throughout the course and the final project, in both the first and second sessions, with no possibility of submitting extra work. In other words, plagiarism will result in failure without the option for recovery. If a student is uncertain whether their work could be considered plagiarism, copying, or falsification, it is their obligation to consult the instructor about the originality or use of references. Without such consultation, the student is fully responsible for any potential infraction.

The use of image-generation tools based on artificial intelligence for the completion of assignments is strictly prohibited. Doing so will result in the failure of all exercises and assignments completed by the student, under the same conditions as plagiarism. The goal is for students to develop their own drawing skills, so all graphic material submitted must be the student's original work.

SINGLE EVALUATION

According to Article 9 of the General Regulations on Evaluation and Grading of Official Degrees and UCV's Own Degrees, single evaluation is linked to the inability of a student enrolled in an on-site program to attend classes. It is, therefore, an extraordinary and exceptional evaluation system available to students who, for justified and documented reasons, cannot participate in continuous assessment. Such students must request single evaluation from the instructor

responsible for the course, who will explicitly decide whether to accept or deny the request and communicate the decision to the student.

Regarding the course *Fundamentals of Drawing and Graphic Expression*, the minimum required attendance percentage is 80%. This serves as the threshold for potential single evaluation requests. If granted, this evaluation will be structured as an adaptation and extension of both the weekly assignments and the final project, along with the requirement that the student maintain regular and meaningful communication with the instructor regarding the progress of their work (failure to do so may result in the annulment of grades). This adaptation will apply to both the first and second sessions.

MENTION OF DISTINCTION:

The mention of "Honors" may be awarded to students who have obtained a grade equal to or greater than 9.0. Their number may not exceed five percent of the students enrolled in a group in the corresponding academic year, unless the number of students enrolled is lower.

Training activities

The methodologies to be used so that the students reach the expected learning outcomes will be the following:

M2   MD2: Interactive lecture

M3   MD3: Cooperative learning

M4   MD4: Problem-solving exercises

M6   MD6: Project-based learning

IN-CLASS TRAINING ACTIVITIES

ACTVITY	RELATIONSHIP WITH THE COURSE LEARNING OUTCOMES	METHODOLOGY	HOURS	ECTS
AF2 – Active listening, elaboration and formulation of questions, summaries, concept maps and/or notes that organize the information received, and related work.	R2, R3, R4, R5	MD2: Interactive lecture	18,00	0,72

AF3 – Completion of tasks — in small groups — with a common goal, involving both individual and collective responsibility, learning with and from others.	R1, R4, R5	MD3: Cooperative learning	2,00	0,08
AF4 – Application of the theory learned in real or simulated situations.	R1, R2, R3, R4, R5	MD4: Problem-solving exercises	40,00	1,60
TOTAL			**60,00**	**2,40**

TRAINING ACTIVITIES OF AUTONOMOUS WORK

ACTVITY	RELATIONSHIP WITH THE COURSE LEARNING OUTCOMES	METHODOLOGY	HOURS	ECTS
AF8 – Independent work. Study, memorization, exam preparation, practice of practical skills, preparation of assignments, essays, reflections, metacognitive activities, portfolio development, etc.	R1, R2, R3	MD4: Problem-solving exercises MD6: Project-based learning	10,00	0,40
AF3 – Completion of tasks — in small groups — with a common goal, involving both individual and collective responsibility, learning with and from others.	R1, R2, R3, R4, R5	MD3: Cooperative learning MD4: Problem-solving exercises	20,00	0,80
AF4 – Application of the theory learned in real or simulated situations.	R1, R4	MD6: Project-based learning	60,00	2,40
TOTAL			**90,00**	**3,60**

Description of contents

Description of content necessary for the acquisition of learning outcomes.

Theoretical content:

Block of content	Contents
Module 1: Introduction to Graphic Expression	First contact with drawing. We work on line quality, observation, and the proper use of drawing tools.
Module 2: Form, Proportion, and Construction	We learn to break down complex objects into basic geometric shapes and to fit objects together using proportion and measurement, allowing for solid and accurate representation of any figure or object.
Module 3: Volume, Light, and Chiaroscuro	An introduction to three-dimensionality through the study of light. We explore cast and core shadows, gradations, and value scales, applied first to simple forms and later to more complex objects.
Module 4: Perspective and Space	Understanding space and its representation on a two-dimensional plane. We study perspective systems with one, two, and three vanishing points, as well as foreshortening and its practical application to everyday objects and various subjects.
Module 5: Synthesis and Stylization	We move from representing reality as we see it to visual interpretation. We learn to simplify, synthesize, and transform objects and figures into stylized versions, exploring cartooning, exaggeration, and visual storytelling.
Module 6: Introduction to Digital Drawing	We discover the digital art workflow using Photoshop and a graphics tablet, applying the skills learned in traditional drawing to the digital environment.

Temporary organization of learning:

Block of content	Sessions	Hours
Module 1: Introduction to Graphic Expression	4	8,00
Module 2: Form, Proportion, and Construction	5	10,00
Module 3: Volume, Light, and Chiaroscuro	5	10,00
Module 4: Perspective and Space	4	8,00
Module 5: Synthesis and Stylization	4	8,00
Module 6: Introduction to Digital Drawing	8	16,00

References

Edwards, B. *The New Drawing on the Right Side of the Brain*