



ESCUELA SUPERIOR
DE ARTE
DE ASTURIAS

Design

Course catalogue for Erasmus+ students

Graphic Design

Year 1. First semester.

| Code | Course title | Description | ECTS |
|-----------|-----------------------------------|--|------|
| 1G_LYC | Visual language and communication | Study of visual language and communication in design space, art and global advertising. Analysis of psychology and communication concepts. | 4 |
| 1G_DIB1 | Drawing I | Perception and representation of reality by freehand drawing. Development of formal categories, emphasizing the structuring of the forms, the study of light as shaping element volume and the principles governing the organization of visual forms on the two-dimensional support. | 4 |
| 1G_HISD1 | History of design I | Introduction to the concept of design and main areas: product, graphic, interior and fashion design. | 3 |
| 1G_HDR1 | Computer graphics I | Introduction to the use of computer tools for project representation. Bitmap features and vector images: manipulation with professional software. | 4 |
| 1G_SISPG1 | Print production I | Managing color, printed products, workflow from design to printed product, print tests and electronic publishing. | 3 |
| 1G_INNO | Innovation | Behavior of creative thinking. Introduction to creative techniques (brainstorming, lateral thinking...), definition of future trends, leading to innovation in design projects. | 4 |
| 1G_FUNDG | Fundamentals of graphic design | Graphic design and communication. Parts of graphic design projects. Elements of graphic design and visual language. Techniques to stimulate creative thinking. | 5 |
| 1G_TIPO1 | Typography I | The evolution of typography and typefaces. Anatomy of letterforms. Type classifications. Typometry. Text layout. | 3 |

Year 1. Second semester.

| Código | Course title | Description | ECTS |
|-----------|----------------------|--|------|
| 1G_METP | Project methodology | Methodological guide for the implementation of projects. Teamwork, development of presentations and organization of project documents. | 3 |
| 1G_EXGR | Graphic expression | Development of skills for sketching based on the knowing of the fundamentals of plane geometry, representation systems and color theory. Application to design projects. | 5 |
| 1G_DIB2 | Drawing II | Elementary processes of drawing as an essential tool in the process of ideation. Perception and configuration of space and the human figure and its representation and interpretation by freehand drawing. | 4 |
| 1G_HDR2 | Computer graphics II | Introduction to the use of computer tools for project representation. Bitmap features and vector images: manipulation with professional software. | 6 |
| 1G_HISD2 | History of design II | Trends and icons of the history of design from Arts and Crafts up to now. | 3 |
| 1G_TIPO2 | Typography II | Text layout. Grid systems. Hierarchy. Legibility. Orthography and orthotypography. | 5 |
| 1G_SISPG2 | Print production II | Managing color, printed products, workflow from design to printed product, print tests and electronic publishing. | 4 |

Year 2. First semester.

| Código | Course title | Description | ECTS |
|---------------|-----------------------------|---|-------------|
| 2G_CIAP | Science applied to design | Scientific concepts applied to design. Mathematics for computer aided design. Statistics. Physical basis of light and color. The design process and the scientific method. Ecoefficiency and sustainable development. | 4 |
| 2G_MARKP | Marketing and persuasion | Introduction to marketing parameters. Structure and organization of the market. Consumer behaviour. The 4P's. Marketing mix. | 3 |
| 2G_DISIC | Corporate identity design | Image and corporate identity. Brand typology. Building a brand. Corporate identity manual. | 7 |
| 2G_HDPE | Desktop publishing software | Use of professional layout software for editorial design projects. | 6 |
| 2G_HISDG | History of graphic design | History of graphic design from the origins up to now, covering designs from around the world. | 4 |
| 2G_DIBEX1 | Expressive drawing I | Development of technical fundamentals of drawing and expression for an effective graphic communication. | 6 |

Year 2. Second semester.

| Code | Course title | Description | ECTS |
|-------------|---|---|-------------|
| 2G_FOTO | Photographic technique | Fundamentals of photography. Camera equipment. Digital processing of photographic images. | 3 |
| 2G_TEOCD | Communication and design theory | Analysis of the design as an instrument of the nonverbal communication. The evolution of the communication theory through the study of the historic context, going into detail about aesthetic, composition, technique classic tools and new technological resources. | 6 |
| 2G_DIBEX2 | Expressive drawing II | Practical course on the expressive language of visual communication and drawing: research, innovation, creativity, insight and responsibility. | 3 |
| 2G_DISED | Design for publishing | Anatomy of a page. Grids. Brochures, catalogues, newspapers, magazines, books. Design for digital production- | 6 |
| 2G_MATPG | Materials and finishes for print production | Materials for printing. Finishing processes. Print workflow. Data sheet for printing. Evaluation of costs. | 2 |
| 2G_ILUS | Illustration | Practical course on the skills and technical, artistic and expressive components of visual representation, expanding them to the communication needs of illustrators. | 6 |
| 2G_INFOGR | 3D computer graphics | Image and video production using professional 3D computer graphics programs | 4 |

Year 3. First semester.

| Code | Course title | Description | ECTS |
|-------------|----------------------------|--|-------------|
| 3G_DISUS | User-centered design | Principles of user-centered design. Analysis of user's profiles and context related to the product use. Proposal of solutions based in these determinants and ergonomic rules. | 3 |
| 3G_PRMM | Multimedia project | Fixed image vs image motion. Narrative storytelling. Scripts and storyboards. Multimedia projects. Graphic elements in motion pictures. Interactive design. | 4 |
| 3G_PRAV | Audio and video production | Production of audiovisual clips: editing audio and video and effects in postproduction. Video production oriented to media projects and audiovisual graphic design projects. | 4 |
| 3G_WEB | Web design and layout | Websites: design and layouts. Standard web design technologies. Usability criteria. | 6 |
| 3G_IMFOT | Photographic image | Photographic images in graphic design projects. Editing and organization of image files. | 5 |
| 3G_DPUBL | Advertising design | Overview of advertising activity, its specific process of communication and work methodology. "Above the line" and "below the line" advertising design projects. | 8 |

Year 3. Second semester.

| Code | Course title | Description | ECTS |
|-------------|------------------------------|---|-------------|
| 3G_SOCUL | Society and culture | The concept of art and society from the historical avant-garde to the present day, relating to culture, history and society. | 5 |
| 3G_INTER | Interactive development | Computer basics for developing interactive contents, interactive platforms, development technologies and the publication and distribution of contents. | 6 |
| 3G_DGESP | Environmental graphic design | Development of fundamental skills related to graphic design applied to space. Projects in areas such as signage and wayfinding, exhibition graphics, supergraphics or ephemeral design. | 5 |
| 3G_ANIM | Motion graphics | Motion graphics clips. Digital animations oriented to media projects. Integration in graphic design projects. | 4 |
| 3G_PACK | Packaging | Product and packaging. Types of packagings. Packaging and marketing. Materials, manufacturing processes and print production. Graphic design applied to packaging. Normative. | 5 |
| | Optional courses | | 5 |

Year 4. First semester.

| Code | Course title | Description | ECTS |
|-------------|-----------------------------|---|-------------|
| 4G_CPRD | Design professional context | Development of a business project. Legal basis for business. | 3 |
| 4G_GABDG | Graphic design studio | Creating a company. Legal forms. Marketing plan. Intellectual property. Brand management. | 6 |
| 4G_PRGLO | Global project | Graphic design in relation with other areas of design. Project documentation. Project presentation. | 6 |
| | Optional courses | | 15 |

Year 4. Second semester.

| Code | Course title | ECTS |
|-------------|---------------------|-------------|
| 4G_PRAEX | External training | 6 |
| 4G_TRFIN | Degree thesis | 24 |

These subjects are not eligible for Erasmus+ exchanges

Product Design

Year 1. First semester.

| Code | Course title | Description | ECTS |
|-----------|-----------------------------------|--|------|
| 1P_LYC | Visual language and communication | Study of visual language and communication in design space, art and global advertising. Analysis of psychology and communication concepts. | 4 |
| 1P_DIB1 | Drawing I | Perception and representation of reality by freehand drawing. Development of formal categories, emphasizing the structuring of the forms, the study of light as shaping element volume and the principles governing the organization of visual forms on the two-dimensional support. | 4 |
| 1P_HISD1 | History of design I | Introduction to the concept of design and main areas: product, graphic, interior and fashion design. | 3 |
| 1P_HDR1 | Computer graphics I | Introduction to the use of computer tools for project representation. Bitmap features and vector images: manipulation with professional software. | 4 |
| 1P_INNO | Innovation | Behavior of creative thinking. Introduction to creative techniques (brainstorming, lateral thinking...), definition of future trends, leading to innovation in design projects. | 4 |
| 1P_PRODP1 | Product design problems I | Definition and specification of the new foundations that are unique to industrial design, leaving behind old views and approaches. Recognition, identification and solution of basic design problems. | 4 |
| 1P_GEOES1 | Spatial geometry I | Representation of space with the support of Euclidean geometry. | 3 |
| 1P_DPAO1 | Parametric 3D CAD I | Production of 3D digital prototypes with 3D mechanical and parametric solid modelling design software. | 4 |

Year 1. Second semester.

| Code | Course title | Description | ECTS |
|----------|-------------------------|--|------|
| 1P_METP | Project methodology | Methodological guide for the implementation of projects. Teamwork, development of presentations and organization of project documents. | 3 |
| 1P_EXGR | Graphic expression | Development of skills for sketching based on the knowing of the fundamentals of plane geometry, representation systems and color theory. Application to design projects. | 5 |
| 1P_DIB2 | Drawing II | Elementary processes of drawing as an essential tool in the process of ideation design professional. Perception and configuration of space and the human figure and its representation and interpretation by freehand drawing. | 4 |
| 1P_HDR2 | Computer graphics II | Introduction to the use of computer tools for project representation. Bitmap features and vector images: manipulation with professional software. | 6 |
| 1P_HISD2 | History of design II | Trends and icons of the history of design from Arts and Crafts up to now. | 3 |
| 1P_DISP1 | Design for production I | Development of creative thinking skills to find design solutions from some simple premises of production (use of raw materials, amount of handling, weight, simplicity,...) | 4 |
| 1P_DPAO2 | Parametric 3D CAD II | Design, control and management of assemblies and generation of related documentation with 3D mechanical and parametric solid modelling design software. | 5 |

Year 2. First semester.

| Code | Course title | Description | ECTS |
|-------------|---------------------------------------|--|-------------|
| 2P_CIAP | Science applied to design | Scientific concepts applied to design. Mathematics for computer aided design. Statistics. Physical basis of light and color. The design process and the scientific method. Eco-efficiency and sustainable development. | 4 |
| 2P_MARKP | Marketing and persuasion | Introduction to marketing parameters. Structure and organization of the market. Consumer behavior, the 4P's. Marketing mix. | 3 |
| 2P_PRODP2 | Product design problems II | Development of skills to solve design problems. Analysis of the origins, causes and different levels of problems. | 6 |
| 2P_MATPF | Materials and manufacturing processes | Materials science: structure and properties. Manufacturing processes: conventional and non-conventional. Materials and manufacturing process selection in product design. | 5 |
| 2P_NORM1 | Standardization I | Technical drawings of simple products according to Spanish standards. | 3 |
| 2P_VOL | Volume | Volume concepts in product design. Study of shapes applied to the object. Materials, works and functionality. | 5 |
| 2P_HISDP | History of product design | History of product design from the origins up to now, covering designs from around the world. | 4 |

Year 2. Second semester.

| Code | Course title | Description | ECTS |
|-------------|---------------------------------|--|-------------|
| 2P_FOTO | Photographic technique | Fundamentals of photography. Camera equipment. Digital processing of photographic images. | 3 |
| 2P_TEOCD | Communication and design theory | Analysis of the design as an instrument of the nonverbal communication. The evolution of the communication theory through the study of the historic context go into detail about aesthetic, composition, technique and classic tools besides the evolution of the new technological resources. | 6 |
| 2P_GEOES2 | Spatial geometry II | Problem solving and ideation in 3D Euclidean space using CAD programs and intuitive methods. | 4 |
| 2P_PROYDP1 | Product design projects I | Development of product design projects. Planning of the targets, tools and basic activities. Generation of technical documentation. | 6 |
| 2P_DIBA | Product design sketching | Applying drawing tools to the design process. Elaboration of the project visualizing idea. Interfacing with other professionals in the design process. | 4 |
| 2P_FISAD | Physics applied to design | Metrology. Mechanics (kinematics, dynamics, statics). Electricity and electronics. Light sources and lamps. Energy: forms and sources, applied thermodynamics. | 3 |
| 2P_MAQ | Prototypes | Modeling of accurate scale prototypes with basic resources available in prototyping workshops. Prototypes for the development of functional products, as presentation models or as concept design models. | 4 |

Year 3. First semester.

| Code | Course title | Description | ECTS |
|----------|--|---|------|
| 3P_DISUS | User-centered design | Principles of user-centered design. Analysis of user's profiles and context related to the product use. Proposal of solutions based in these determinants and ergonomic rules. | 3 |
| 3P_DISP2 | Design for production II | Development of complex products taking advantage of the close relationship between the constraints of production systems and the initial stages of concept design. Projects are manufactured at mechanical workshops both at the school and at external installations. | 7 |
| 3P_NORM2 | Standardization II | Finding, interpreting and applying spanish standards in product design. | 4 |
| 3P_SMEC | Mechanical and structural systems | Mechanisms and mechanical devices: analysis and design. Structures and structural concepts. Structural typologies. Pneumatics and hydraulics. | 4 |
| 3P_DPEE | Packaging design and projects | Relevance of the packaging both to products and to users and consumers. Functions of packaging: transportation, protection and communication of the product. Environmental conditions in relation to the production process and recycling, making the best use possible of materials and resources. | 6 |
| 3P_MOD3D | 3D computer modelling and rendering software | Realistic 3D images to communicate or analyze the product, on the basis of the information generated by parametric modeling software. | 6 |

Year 3. Second semester.

| Code | Course title | Description | ECTS |
|-----------|-----------------------------------|---|------|
| 3P_SOCUL | Society and culture | The concept of art and society from the historical avant-garde to the present day, relating to culture, history and society. | 5 |
| 3P_PRODP3 | Product design problems III | Specific design problems concerning innovation, eco-efficiency, sustainability, new trends, new materials, new technologies, new concepts of use, cultural and social trends. | 5 |
| 3P_FABR | Manufacturing | Manufacturing systems. Manufacturing process management: process planning, resource planning, computer aided manufacturing, inspection and quality management. | 4 |
| 3P_RESMAT | Strength of materials | Types of loadings. Stress and strain. Materials response to loadings. Fatigue of materials. The Finite Element Method in the analysis of strength and behavior of materials and structures. | 4 |
| 3P_REPOB | Advanced product design sketching | Representation of formal, functional and creative objects that occur in the exercise of professional activity, relating design products with usage environment and users aspects. | 4 |
| 3P_ECOLEG | Economics and law | Analysis of the economic context of the industrial sector, obtaining knowledge in the viability and control of the production process, with the purpose of achieving excellence and quality in the professional activity. | 3 |
| | Optional courses | | 5 |

Year 4. First semester.

| Code | Course title | Description | ECTS |
|------------|-----------------------------|--|------|
| 4P_CPRD | Design professional context | Development of a business project. Legal basis for business. | 3 |
| 4P_PROYDP2 | Product design projects II | Projects of Product Design based on innovation and new concepts. Proposal of new solutions to new problems caused by the evolution of users needs. | 6 |
| 4P_PROYEM | Design business project | Creating a company. Legal forms. Marketing plan. Intellectual property. Brand management. | 6 |
| | Optional courses | | 15 |

Year 4. Second semester.

| Code | Course title | ECTS |
|-------------|---------------------|-------------|
| 4G_PRAEX | External training | 6 |
| 4G_TRFIN | Degree thesis | 24 |

These subjects are not eligible for Erasmus+ exchanges