



Universitat de Lleida

DEGREE CURRICULUM
GRAPHIC EXPRESSION

Coordination: LEGA LLADOS, FERRAN

Academic year 2020-21

Subject's general information

Subject name	GRAPHIC EXPRESSION			
Code	102170			
Semester	1st Q(SEMESTER) CONTINUED EVALUATION			
Typology	Degree	Course	Character	Modality
	Bachelor's Degree in Design and Creative Tecnologies	1	COMMON	Attendance-based
Course number of credits (ECTS)	6			
Type of activity, credits, and groups	Activity type	PRAULA		TEORIA
	Number of credits	3		3
	Number of groups	2		1
Coordination	LEGA LLADOS, FERRAN			
Department	COMPUTER SCIENCE AND INDUSTRIAL ENGINEERING			
Teaching load distribution between lectures and independent student work	60H teaching hours. 120H autonomus work.			
Important information on data processing	Consult this link for more information.			
Language	Catalan, Spanish.			
Distribution of credits	3 Theorical credits 3 Practical Credits			

Teaching staff	E-mail addresses	Credits taught by teacher	Office and hour of attention
LEGA LLADOS, FERRAN	ferran.lega@udl.cat	6	
SALAS URREA, EVA	eva.salas@udl.cat	3	

Learning objectives

ACADEMIC GOALS OF THE SUBJECT

In the Graphic Expression course, the student is expected to achieve the following objectives.

- To acquire sufficient knowledge to master geometrical surfaces.
- To differentiate and correctly use the dihedral, axonometric and conical representation systems.
- To understand and use the perspective correctly.
- To understand drawing processes at a higher level.
- To acquire skills in sketching and drawing.
- To work the chiaroscuro correctly.
- To relate and represent the artistic concept of the body, the face and the identity of the individual.
- To introduce digital drawing.

Competences

SIGNIFICANT COMPETENCES

Basic Competences (CB).

* To demonstrate knowledge in their area of study that starts from the base of general secondary education, and is usually found at a level that, although supported by advanced textbooks, also includes some aspects that imply knowledge coming from the forefront of his field of study.

Specific Competences (CE).

* To address the process of creating and modeling a 3D design of a video game in all phases of its life cycle.

* To know how to visualize and visually communicate the information by mastering the techniques of 2D and 3D graphic expression, knowing how to present the results according to aesthetic canons.

* To acquire aesthetic and artistic sensitivity to make decisions during the creative process, demonstrating ability with the use of the techniques and procedures specific to digital art.

Transversal Competences (CT).

* To acquire essential notions of scientific thought.

Strategic Competences of the University (CEU).

* Correct oral and written expression.

* Mastering of ICT.

* Knowledge and mastery of English as a foreign language.

* Respect and development of human rights and democratic principles, principles of equality between men and women, and the values of a culture of peace with universal democratic values (RD 1393/2007, of October 29).

Subject contents

FUNDAMENTAL CONTENTS OF THE SUBJECT

PART 1. GRAPHIC EXPRESSION.

Topic 1. The graphic representation of space.

1. Graphical representation, geometry and perspective in art.
2. Techniques, instruments and materials.
3. Introduction to flat geometry.
4. Graphic representation.

Topic 2. Spatial Representation.

1. The perspective.
2. Representations of the plans.
3. Axonometry. Military Perspectives, Knight and Isometric.
4. Descriptive Geometry. The dihedral.
5. Conical perspective.

PART 2. ARTISTIC DRAWING.

Topic 3. Drawing and representation.

1. Introduction to artistic drawing.
2. Instruments and materials techniques.
3. The sketch.
4. Spatial representation, notes and sketches in perspective of space.

Theme 4. Drawing the nature.

1. Anatomy and representation of the human body.

2. Body, Face and Identity.

3. Digital Drawing.

Methodology

The methodology of teaching and learning is linked to the following organizational modalities:

- The course is organized in classes where the technical contents of the subject are presented. In these sessions, the techniques and methods that are applied in the creation processes are announced. In addition, practical exercises are carried out with the objective of assimilating and verifying the knowledge applicable to graphic and artistic expression;
- Theoretical presentation through audiovisual support and work proposals according to thematic blocks to be developed.
- Projection and discussion of drawings and / or images as a conceptual reinforcement of the syllabus.
- Debates and reflections on the analytical observation of the human body.
- Theoretical analysis and practical application of morphological concepts to understand the representation of the human body.
- The representation: notes, sequencing of notes, small format and medium drawings.
- Notes of the natural.
- Discussions about the application of the different techniques to obtain expressive and creative results in order to promote the understanding of creation processes.
- Regular delivery of works related to each block of finished content.
- Discuss about work done in a group and / or teacher-student with regard to the adequacy of the objectives.
- Continuous follow-up in group or individually in the field of work or tutorial spaces.
- Assistance control in the classroom, as well as in the delivery of chronologically scheduled work.

Development plan

Development Plan.

The classes have a very practical orientation and although there is always a theoretical framework, there will be activities outside the classroom, debates and exhibitions of the works, all focused to carry out practices in order to achieve the necessary competencies to fulfill the objectives of the subject.

The subject is divided into 2 blocks.

1. GRAPHIC EXPRESSION

2. THE ARTISTIC DRAWING.

DATE	WEEK	DESCRIPTION	ACTIVITIES
24 i 25 September	1	No Class	No Class

1-2 October	2 Ferran	Technical drawing. Flat geometry and dimensions.	<p>1st session. (Three hours). PRACTICES G1. Practices in the classroom on flat geometry, dimensions and technical drawing.</p> <p>1st session. (Three hours). PRACTICES G2. Practices in the classroom on flat geometry, dimensions and technical drawing.</p>
5-8-9 October	3 Ferran	The perspective in art.	<p>1st Session (3 Hours). WHOLE GROUP THEORY. Theoretical framework on the use of the perspective in art history. Technology and perspective.</p> <p>2nd session. (Three hours). PRACTICES G1. Practices in the classroom about perspective.</p> <p>2nd session. (Three hours). PRACTICES G2. Practices in the classroom about perspective.</p>
19-22-23 October	5 Ferran	Introduction to dihedral and axonometry.	<p>1st Session (3 Hours). WHOLE GROUP THEORY. Theoretical framework.</p> <p>2nd session. (Three hours). PRACTICES G1. Practices in the classroom.</p> <p>2nd session. (Three hours). PRACTICES G2. Practices in the classroom.</p>
26-29-30 October	6 Ferran	Axonometry. Isometric, Knight and Military perspective applied.	<p>1st Session (3 Hours). WHOLE GROUP THEORY. Theoretical framework.</p> <p>2nd session. (Three hours). PRACTICES G1. Practices in the classroom.</p> <p>2nd session. (Three hours). PRACTICES G2. Practices in the classroom.</p>
9-12-13 November	8 Eva	The Frontal and oblique conical perspective.	<p>1st Session (3 Hours). WHOLE GROUP THEORY. Theoretical framework.</p> <p>2nd session. (Three hours). PRACTICES G1. Practices in the classroom.</p> <p>2nd session. (Three hours). PRACTICES G2. Practices in the classroom.</p>
16-20 November	9 Ferran / Eva	PARTIAL EXAMS	
30-3-4 November December	11 Eva	Graphic techniques.	<p>1st Session (3 Hours). WHOLE GROUP THEORY. Dry techniques: graphite, charcoal, sanguine, colored pencil, markers. Identification of the materials, types of support and technique used.</p> <p>2nd session. (Three hours). PRACTICES G1. Practices in the classroom.</p> <p>2nd session. (Three hours). PRACTICES G2. Practices in the classroom.</p>

10-11 December	12 Eva	Lace in drawing.	<p>2nd session. (Three hours). PRACTICES G1.</p> <p>Lace: experimentation of rules and compositional factors in the plane.</p> <p>Theoretical-practical explanation of the fitting process: basic lines, simplification of shapes, geometry, symmetry, proportions.</p> <p>From global to concrete. Lace practices.</p> <p>2nd session. (Three hours). PRACTICES G2.</p> <p>Lace: experimentation of rules and compositional factors in the plane.</p> <p>Theoretical-practical explanation of the fitting process: basic lines, simplification of shapes, geometry, symmetry, proportions.</p> <p>From global to concrete. Lace practices.</p>
21 December 7-8 January	14 Ferran	Natural Drawing; Body, face and identity.	<p>1st Session (3H). THEORY. WHOLE GROUP. The proportions of the face, the identity of the portrait and the human figure.</p> <p>2nd session. (3h). PRACTICES G1. Classroom practices in format 50X70 cm.</p> <p>2nd session. (3h). PRACTICES G2. Classroom practices in format 50X70 cm.</p>
18-29 January	Ferran / Eva	FINAL EXAM	
1-5 February	Ferran / Eva	TUTORSHIP	
8-12 February	Ferran / Eva	RECOVERY EXAM	

Evaluation

Acr.	Evaluation activities.	Ponderation.	Minimum Note	In Group	Obligatory.	Recoverable
P1	First Parcial Exam.	15%	NOT	NOT	YES	NOT
PRA 1	First Practice.	30%	NOT	NOT	YES	YES
P2Seconf	Parcial Exam.	15%	NOT	NOT	YES	NOT
PRA 2.	Second Practice.	30%	NOT	NOT	YES	YES

Forum 10% note. Participation in the forum will be awarded according to the quality and quantity of entries up to 1 point on the final grade.

FINAL NOTE = maxium (15% P1 + 15% P2, = 30%) + 30% PRA1 + 30% PRA2 + 10% Forum.

To pass the subject the FINAL_NOTE must be equal or greather than 5.

If the student dont pass the course, they can do a recovery exam. In this case the final Note will be:

Recovery_note: Recovery examn note. FINAL_NOTEL = 70% N_REC + 30% PRA

Bibliography

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