

## 25874 - Artistic Expression II

### Syllabus Information

**Academic year:** 2024/25

**Subject:** 25874 - Artistic Expression II

**Faculty / School:** 110 - Escuela de Ingeniería y Arquitectura

**Degree:** 558 - Bachelor's Degree in Industrial Design and Product Development Engineering

**ECTS:** 6.0

**Year:** 2

**Semester:** First semester

**Subject type:** Basic Education

**Module:**

### 1. General information

This subject studies in a practical and experimental way different artistic techniques and visual representation tools: The optimal generation of product sketches, the learning of digital sculptural procedures that allow modeling heterogeneous forms, the creation of more sustainable virtual models, the use of 3D mannequins to represent the human being as a user and, finally, the ability to exhibit the resulting artwork in real spaces recreated by computer.

### 2. Learning results

- Ability to make effective and professional presentation panels.
- Ability to make models, mock-ups and prototypes using workshop techniques.

### 3. Syllabus

- BLOCK 01: 2D/3D plastic media in the different stages of design. Techniques to create digital sketches.

Computer-assisted representation with markers and watercolors. Material and color. 3D Techniques for the creation of sketches with perspective and illumination. Plastic rendering.

- BLOCK 02: Basic techniques of digital sculpture. Pre-forming, modeling and detailing tools. Creation of bas-reliefs and sculptural surface effects. Optimal topological models.
- BLOCK 03: Representation of the human figure. Anatomical synthesis and mannequins. Motion and representation of kinematics. Emotional expressions and choreography of visual composition with human figures.
- BLOCK 04: Composition of visual projects of sketches and 3D models. Narrative tools with images.

Definition of virtual model. Synthetic rendering and finishing touches.

### 4. Academic activities

- Lectures 15 Hours The contents of the subject will be presented, with a practical orientation of the existing plastic tools and their application in cases of style or author.
- Laboratory practices: 45 hours. Various 2D/3D tools for drawing-painting, sculpture, manipulation of digital mannequins and recreation of exhibition environments, which covers the subject, will be exercised.
- Supervised work (homework): 70 hours. Assignments are a set of artistic activities oriented to a case chosen by the student within an established artistic style. The total time includes the preparation of the reports necessary for the accreditation of authorship and description of the method chosen to solve the task.
- Personal study. 15 hours
- Assessment tests. 5 hours

### 5. Assessment system

A/ For the first call, the evaluation will be carried out through the presentation of tutored work.

This work is broken down into two parts:

- Assignments to be done by the student during the course in a gradual way and to be presented on the date and time indicated. The contents covered in the course will be developed. It will be 80% of the final grade. A minimum grade of 4.0 must be obtained by the student. will be graded from 0 to 10. These works will be carried out by all students.
- Module Project. This is a project included in the supervised practice, as if it were another job. Its will be 20% of the final grade. It will be graded from 0 to 10 and the student must obtain a minimum grade of 4.0 at. This project will be

carried out by all the students who are part of the projects of module of the Design Workshop II. In case the student is not integrated in any module project, will carry out additional individual work.

B/ Global assessment (optional on first call/mandatory on second call)

Following the regulations of the University of Zaragoza in this regard, in the subjects that have continuous or gradual evaluation systems, a global assessment test will also be scheduled for those students who decide to opt for this second system.

In order to pass the subject, the student must obtain a final grade of no less than 5 points.

## **6. Sustainable Development Goals**

8 - Decent Work and Economic Growth

9 - Industry, Innovation and Infrastructure

12 - Responsible Production and Consumption