

# Course Catalogue

Escuela de Arte de Murcia

Murcia School of Arts

Ciclos Formativos de Grado Superior

Advanced Vocational Studies

# Presentation

*Escuela de Arte* de Murcia (Murcia School of Arts), has been training highly qualified professionals for more than 80 years. Our Institution's hallmark has been to update the academic offer to present-day demands taking into account tradition and culture, together with technical, technological, artistic and creative perfection.

Our specialised facilities, motivating environment and highly qualified teaching staff, always committed with the goal of training good professionals in the different fields, make this School the right place to start making dreams come true.

The academic range at this School spans from craftsmanship to specific technology, both applied to the different fields of study. Bearing in mind the ever-present creativity as an emblem for future artists and professionals.

The *Erasmus+* mobility Program allows both students and staff to study and train in other European countries, with the formative, creative, cultural enrichment it implies.

After these two-year courses, students are qualified as Higher Technicians in Art and Design, level 5 within the European Qualification Framework, offering a wide range of prospects for their careers.

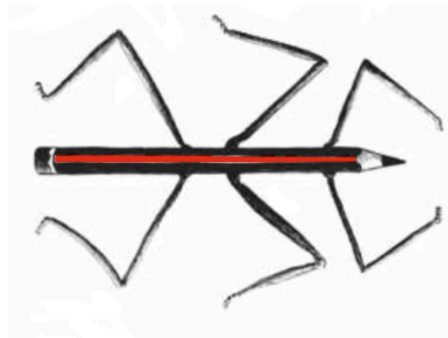


	Subject code	AUTUMN TERM	SPRING TERM	AUTUMN TERM	SPRING TERM	External or tutorial
<b>Advanced Vocational Studies of ARTISTIC PHOTOGRAPHY</b>	YEAR1	ECTS	ECTS	ECTS	ECTS	ECTS
<b>CFGs ARTISTIC PHOTOGRAPHY</b>	YEAR 2	(YEAR1)	(YEAR1)	(YEAR2)	(YEAR2)	
Representation and Visual Expression Foundations <i>Fundamentos de la representación y la expresión visual</i>	CA2	3	3	-	-	-
Image theory <i>Teoría de la Imagen</i>	CA4	2,5	2,5	-	-	-
Vocational Training and Career Counselling <i>Formación y Orientación Laboral</i>	CA1 CA11	1	1	1,5	1,5	-
English <i>Inglés</i>	CA3 CA13	1,5	1,5	0,5	0,5	-
Audio-visual Language and Technology <i>Lenguaje y tecnología audiovisual</i>	CB2 CB12	3	3	2,5	2,5	-
Computer Media. <i>Medios informáticos</i>	EF2 EF12	3,5	3,5	1,5	1,5	-
History of Photography <i>Historia de la fotografía</i>	EF1 EF11	2	2	1,5	1,5	-
Photography Theory <i>Teoría fotográfica</i>	EF5 EF15	2,5	2,5	3,5	3,5	-
Photography Technique. <i>Técnica fotográfica</i>	EF4 EF14	7	7	4	4	-
Photography Projects. <i>Proyectos de Fotografía</i>	EF3 EF13	4	4	7	7	-
Integrated Project. <i>Proyecto integrado</i>	FP1					10
Traineeship. <i>Prácticas en empresa</i>	FE1	-	-	-	-	6
<b>TOTAL</b>		<b>30</b>	<b>30</b>	<b>22</b>	<b>22</b>	<b>16</b>



By attending Advanced Vocational Studies in Photography (Short Cycle-Level 5 EQF) you will learn to develop an original and unique photographic work whether commissioned or as a personal project. We will also teach you how to define the technical, aesthetic and communicative aspects within your work, how to make a project and you will find the right methodology to convey your work according to the quality parameters in the labour market

	Subject code	AUTUMN TERM	SPRING TERM	AUTUMN TERM	SPRING TERM	External or tutorial
<b>Advanced Vocational Studies of ILLUSTRATION</b> <b>CFGS ILUSTRACIÓN</b>	YEAR1 YEAR 2	ECTS (YEAR1)	ECTS (YEAR1)	ECTS (YEAR2)	ECTS (YEAR2)	ECTS
Representation and Visual Expression Foundations <i>Fundamentos de la representación y la expresión visual</i>	CA2	3	3	-	-	-
Image theory <i>Teoría de la Imagen</i>	CA4	2,5	2,5	-	-	-
Vocational Training and Career Counselling <i>Formación y Orientación Laboral</i>	CA1 CA11	1	1	1,5	1,5	-
English <i>Inglés</i>	CA3 CA13	1,5	1,5	0,5	0,5	-
Photography. <i>Fotografía</i>	CB11	-	-	2,5	2,5	-
Applied Spatial Representation <i>Representación espacial aplicada</i>	CB3	3,5	3,5	-	-	-
Computer Media. <i>Medios informáticos</i>	EF2 EF12	3,5	3,5	1,5	1,5	-
History of Illustration <i>Historia de la Ilustración</i>	EI2 EI12	2	2	1,5	1,5	-
Drawing Applied to Illustration <i>Dibujo aplicado a la ilustración</i>	EI1 EI11	3	3	3	3	-
Graphic Expression Techniques. <i>Técnicas de expresión gráfica</i>	EI6	7	7	-	-	-
Industrial Graphic Production <i>Producción gráfica industrial</i>	EI14	-	-	2,5	2,5	-
Traditional Graphic Techniques. <i>Técnicas gráficas tradicionales</i>	EI17	-	-	2	2	-
Illustration Projects. <i>Proyectos de ilustración</i>	EI5 EI15	4	4	6	6	-
Integrated Project. <i>Proyecto integrado</i>	IP1					10
Traineeship. <i>Prácticas en empresa</i>	IE1	-	-	-	-	6
<b>TOTAL</b>		<b>30</b>	<b>30</b>	<b>22</b>	<b>22</b>	<b>16</b>



The Advanced Vocational Studies in Illustration (Short Cycle-Level 5 EQF) train future professionals to handle the appropriate tools. Students are qualified in traditional illustration, as well as infographics, allowing them to suit the different practices within the field, adapt to any particular style and develop their own.

	Subject code	AUTUMN TERM	SPRING TERM	AUTUMN TERM	SPRING TERM	External or tutorial
<b>Advanced Vocational Studies of ANIMATION</b> <b>CFGS ANIMACIÓN</b>	YEAR1 YEAR 2	ECTS (YEAR1)	ECTS (YEAR1)	ECTS (YEAR2)	ECTS (YEAR2)	ECTS
Representation and Visual Expression Foundations <i>Fundamentos de la representación y la expresión visual</i>	CA2	3	3	-	-	-
Image theory <i>Teoría de la Imagen</i>	CA4	2,5	2,5	-	-	-
Vocational Training and Career Counselling <i>Formación y Orientación Laboral</i>	CA1 CA11	1	1	1,5	1,5	-
English <i>Inglés</i>	CA3 CA13	1,5	1,5	0,5	0,5	-
Photography. <i>Fotografía</i>	CB11	-	-	2,5	2,5	-
Audio-visual Language and Technology <i>Lenguaje y tecnología audiovisual</i>	CB2 CB12	3	3	2,5	2,5	-
Applied Spatial Representation <i>Representación espacial aplicada</i>	CB3	3,5	3,5	-	-	-
Computer Media. <i>Medios informáticos</i>	EA4 EA14	2	2	3	3	-
History of Animation <i>Historia de la Animación</i>	EA3 EA13	2	2	1,5	1,5	-
Drawing Applied to Animation <i>Dibujo aplicado a la Animación</i>	EA1. EA11	2,5	2,5	3	3	-
Animation Techniques. <i>Técnicas de animación</i>	EA6 EA16	5	5	2	2	-
Script and Narrative Structure. <i>Guión y estructura narrativa</i>	EA2	3	3	-	-	-
Animation Projects. <i>Proyectos de Animación</i>	EA5 EA15	2	2	8	8	-
Integrated Project. <i>Proyecto integrado</i>	AP1					10
Traineeship. <i>Prácticas en empresa</i>	AE1	-	-	-	-	6
<b>TOTAL</b>		<b>30</b>	<b>30</b>	<b>22</b>	<b>22</b>	<b>16</b>



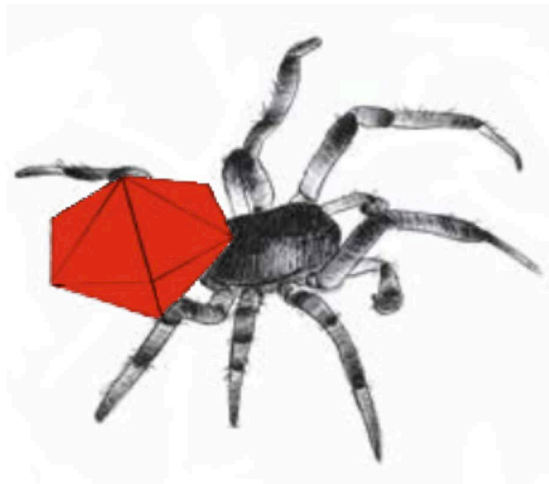
The Advanced Vocational Studies in Animation (Short Cycle-Level 5 EQF) are oriented towards training professionals to develop the different stages of preproduction, production and postproduction of audiovisual works. Students learn to handle traditional and/or digital techniques to satisfy the proposed needs.

	Subject code	AUTUMN TERM	SPRING TERM	AUTUMN TERM	SPRING TERM	External or tutorial
<b>Advanced Vocational Studies of INTERACTIVE GRAPHIC DESIGN CFGS DISEÑO GRÁFICO INTERACTIVO</b>	YEAR 1 YEAR 2	ECTS (YEAR1)	ECTS (YEAR1)	ECTS (YEAR2)	ECTS (YEAR2)	ECTS
Representation and Visual Expression Foundations <i>Fundamentos de la representación y la expresión visual</i>	CA2	3	3	-	-	-
Image theory <i>Teoría de la Imagen</i>	CA4	2,5	2,5	-	-	-
Vocational Training and Career Counselling <i>Formación y Orientación Laboral</i>	CA1 CA11	1	1	1,5	1,5	-
English <i>Inglés</i>	CA3 CA13	1,5	1,5	0,5	0,5	-
Photography. <i>Fotografía</i>	CB11	-	-	2,5	2,5	-
Audio-visual Language and Technology <i>Lenguaje y tecnología audiovisual</i>	CB2 CB12	3,5	3,5	2	2	-
Computer Media. <i>Medios informáticos</i>	EG2 EG12	3	3	2	2	-
History of Audio-Visual and Multimedia Image <i>Historia de la imagen audiovisual y multimedia</i>	EG1 EG11	2	2	1,5	1,5	-
Graphic Design Foundations. <i>Fundamentos del diseño gráfico.</i>	EG4	3	3	-	-	-
Graphic and Typographic Resources. <i>Recursos gráficos y tipográficos</i>	EG3	3	3	-	-	-
Programing Languages. <i>Lenguajes de programación</i>	EG5 EG15	2	2	2,5	2,5	-
Graphical User Interface.(GUI) <i>Interfaz gráfica de usuario</i>	EG6 EG16	1,5	1,5	2	2	-
Experimental Interaction. <i>Interacción experimental</i>	EG19	-	-	1,5	1,5	-
Interactive Graphic Projects <i>Proyectos de Gráfica Interactiva</i>	EG7 EG17	4	4	6	6	-
Integrated Project. <i>Proyecto integrado</i>	GP1					10
Traineeship. <i>Prácticas en empresa</i>	GE1	-	-	-	-	6
<b>TOTAL</b>		<b>30</b>	<b>30</b>	<b>22</b>	<b>22</b>	<b>16</b>



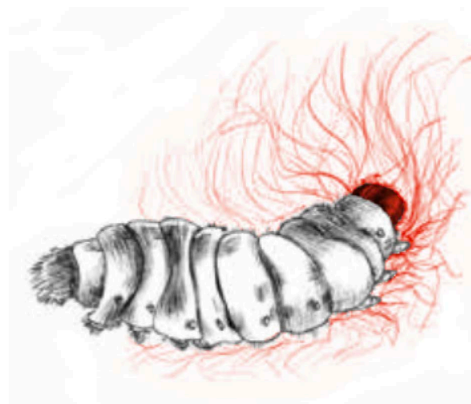
The Advanced Vocational Studies in Interactive Design (Short Cycle-Level 5 EQF) are oriented to train professionals in planning and creating high quality technical, artistic and communicative multimedia work. According to the communicative objectives commissioned, students will be able to make projects of interactive products, integrating and developing concepts such as, interfaces usability, information architecture, accessibility, digital graphics, video, sound, etc.

	Subject code	AUTUMN TERM	SPRING TERM	AUTUMN TERM	SPRING TERM	External or tutorial
<b>Advanced Vocational Studies of ARTISTIC JEWELLERY</b>	YEAR 1	ECTS	ECTS	ECTS	ECTS	ECTS
<b>CFGS JOYERÍA ARTÍSTICA</b>	YEAR 2	(YEAR1)	(YEAR1)	(YEAR2)	(YEAR2)	
<i>Dibujo Artístico y Color.</i> <i>Artistic Drawing and Colour</i>	J12	2,5	2,5	-	-	-
<i>Modelado y Maquetismo.</i> <i>Model Making</i>	J13 J23	1,5	1,5	1,5	1,5	-
<i>Dibujo Técnico.</i> <i>Technical Drawing</i>	J14	3	3	-	-	-
<i>Historia de la Orfebrería, Joyería y Bisutería</i> <i>History of Goldsmithing, Jewellery and Fashion Jewellery</i>	J11 J21	1,5	1,5	1.5	1.5	-
<i>Vocational Training and Career Counselling</i> <i>Formación y Orientación Laboral</i>	J1B	1,5	1,5	1,5	1,5	
<i>English</i> <i>Inglés</i>	J18	1,5	1,5	1,5	1,5	-
<i>Computer Aided Design.</i> <i>Diseño asistido por ordenador</i>	J15	-	-	3	3	-
<i>Materiales y Tecnología: Orfebrería y Joyería</i> <i>Materials and Technology: Goldsmithing and Jewellery</i>	J16 J26	2	2	2	2	-
<i>Audiovisual</i> <i>Audiovisuales</i>	J17	3	3	-	-	-
<i>Proyectos de Joyería.</i> <i>Jewellery Projects</i>	J19 J29	6	6	11	11	-
<i>Taller de Joyería</i> <i>Jewellery Workshop</i>	J1A J2A	7,5	7,5	5	5	-
<i>Proyecto Final (Curso 3º)</i> <i>Final Project (3<sup>rd</sup> year)</i>						-
<i>Traineeship.</i> <i>Prácticas en empresa</i>	J3R	-	-	-	-	6
<b>TOTAL</b>		<b>30</b>	<b>30</b>	<b>27</b>	<b>27</b>	<b>6</b>



The Advanced Vocational Studies in Artistic Jewellery (Level 5 EQF) are aimed at providing students with a high quality artistic training and help them develop their creative skills. Students are granted professional qualification to create jewellery pieces with a personal language. These studies will help trainees to solve any artistic and technical problems that may arise during the elaboration process. Students will also be encouraged to follow trends and innovations regarding functional and aesthetic aspects.

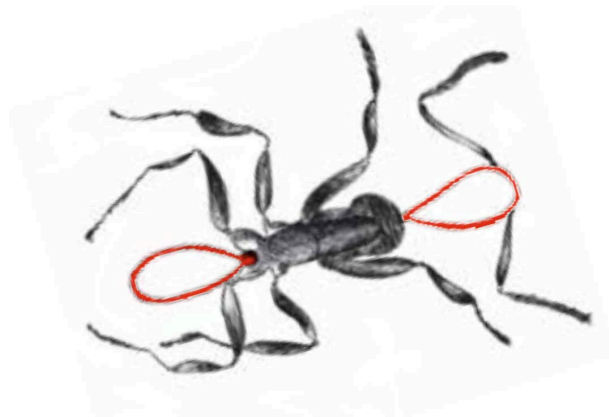
	Subject code	AUTUMN TERM	SPRING TERM	AUTUMN TERM	SPRING TERM	External or tutorial
<b>Advanced Vocational Studies of MODEL MAKING</b>	<b>YEAR 1</b>	<b>ECTS</b>	<b>ECTS</b>	<b>ECTS</b>	<b>ECTS</b>	
<b>CFGS MODELISMO Y MAQUETISMO</b>	<b>YEAR 2</b>	<b>(YEAR1)</b>	<b>(YEAR1)</b>	<b>(YEAR2)</b>	<b>(YEAR2)</b>	<b>ECTS</b>
Dibujo artístico y color <i>Artistic Drawing and Colour</i>	<b>c M1</b> <b>M21</b>	2,5	2,5	1,5	1,5	-
Historia del diseño industrial. <i>History of Industrial Design</i>	<b>M2</b> <b>M22</b>	1,5	1,5	1,5	1,5	-
Dibujo Técnico. <i>Technical Drawing</i>	<b>M3</b> <b>M23</b>	4	4	2	2	-
Vocational Training and Career Counselling <i>Formación y Orientación Laboral</i>	<b>M11</b>	1,5	1,5	1,5	1,5	
English <i>Inglés</i>	<b>M8</b>	1,5	1,5	1,5	1,5	-
Computer Aided Design. <i>Diseño asistido por ordenador</i>	<b>M4</b>	2	2	-	-	-
Materiales y tecnología: Modelismo y Maquetismo <i>Materials and Technology: Model Making</i>	<b>M5</b>	2	2	-	-	-
Ergonomía y antropometría <i>Ergonomics and Anthropometrics</i>	<b>M26</b>	-	-	4	4	-
Audiovisual <i>Audiovisuales</i>	<b>M29</b>	0,5	0,5	3	3	-
Teoría y ciencia del diseño <i>Theory and Science of Design</i>	<b>M7</b> <b>M27</b>	2	2	2	2	-
Taller de modelismo y maquetismo <i>Model Making Workshop</i>	<b>M10</b> <b>M30</b>	12,5	12,5	10	10	-
Proyecto Final (Curso 3º) <i>Final Project (3<sup>rd</sup> year)</i>		-	-	-	-	-
Traineeship. <i>Prácticas en empresa</i>	<b>M3R</b>	-	-	-	-	6
<b>TOTAL</b>		<b>30</b>	<b>30</b>	<b>27</b>	<b>27</b>	<b>6</b>



In Model Making our purpose is to train professionals to expertise present-day mechanization processes and techniques (Prototyping Technologies and 3D Object making) with three main goals: firstly, to create and make their own design; secondly, to transform other professionals' ideas within the fields of Architecture, Urbanism, Advertising, Interior Design, product Design, Engineering, "fallas" (papier-maché figures for Valencia Festivities), etc. into prototypes and models which will help them materialise their idea. Eventually, to develop dummy advertising items and props in drama or film scenes.



	Subject code	AUTUMN TERM	SPRING TERM	AUTUMN TERM	SPRING TERM	External or tutorial
<b>Advanced Vocational Studies of SCULPTURE TECHNIQUES</b>	<b>YEAR 1</b>	<b>ECTS</b>	<b>ECTS</b>	<b>ECTS</b>	<b>ECTS</b>	<b>ECTS</b>
<b>CFGS TÉCNICAS ESCULTÓRICAS</b>	<b>YEAR 2</b>	<b>(YEAR1)</b>	<b>(YEAR1)</b>	<b>(YEAR2)</b>	<b>(YEAR2)</b>	
<i>Dibujo Artístico</i> <i>Artistic Drawing</i>	ET1 ET11	2,5	2,5	1,5	1,5	-
<i>Dibujo Técnico.</i> <i>Technical Drawing</i>	ET2	2,5	2,5	-	-	-
<i>Volumen</i> <i>Volume</i>	ET10. ET20	3	3	2,5	2,5	-
<i>Historia de la escultura</i> <i>History of Sculpture</i>	ET3 ET13	2	2	1,5	1,5	
<i>Vocational Training and Career Counselling</i> <i>Formación y Orientación Laboral</i>	CA1 CA11	1	1	1,5	1,5	
<i>English</i> <i>Inglés</i>	CA3 CA13	1,5	1,5	1	1	-
<i>Aplicaciones informáticas</i> <i>Computer Applications</i>	ET21	-	-	2,5	2,5	-
<i>Materiales y tecnología de la escultura</i> <i>Materials and Technology of Sculpture</i>	ET4	2,5	2,5	-	-	-
<i>Audiovisuales Audiovisual</i>	ET22	-	-	1	1	-
<i>Proyectos escultóricos.</i> <i>Sculpting Projects</i>	ET5 ET15	5	5	3	3	-
<i>Taller de vaciado y moldeado</i> <i>Casting and Modelling Workshop</i>	ET9 ET19	3	3	1,5	1,5	-
<i>Taller de piedra</i> <i>Stone Workshop</i>	ET8. ET18	2	2	1,5	1,5	-
<i>Taller de madera</i> <i>Wood Workshop</i>	ET6 ET16	2	2	1,5	1,5	-
<i>Taller de metal</i> <i>Metal Workshop</i>	ET7 ET17	3	3	1,5	1,5	-
<i>Integrated Project.</i> <i>Proyecto integrado</i>	TEP1	-	-	-	-	14
<i>Traineeship</i>	TEE1	-	-	-	-	5
<b>TOTAL</b>		<b>30</b>	<b>30</b>	<b>21</b>	<b>21</b>	<b>19</b>



The Advanced Vocational Studies in Sculpture (Short Cycle-Level 5 EQF) at Escuela de Arte de Murcia acknowledge present day training requirements for Higher Technicians in Sculpture. Instruction is based on training students to face quality standards from the different sectors in the field, by means of providing precise knowledge about materials, techniques, and new technologies combined with developing cultural and artistic sensitivity.