

[GDJ303] ARTISTIC EXPRESSION II

GENERAL INFORMATION

Studies	DEGREE IN INDUSTRIAL DESIGN AND PRODUCT DEVELOPMENT ENGINEERING		Subject	?	
Semester	1	Course	3	Mention / Field of specialisation	
Character	COMPULSORY				
Plan	2022	Modality	Face-to-face	Language	CASTELLANO/EUSKARA
Credits	4,5	Hours/week	3.56	Total hours	64 class hours + 48.5 non-class hours = 112.5 total hours

PROFESSORS

AZPI-IRIARTE, DANEL

REQUIRED PREVIOUS KNOWLEDGE

Subjects	Knowledge
(No specific previous subjects required)	(No previous knowledge required)

LEARNING RESULTS

LEARNING RESULTS	KC	SK	AB	ECTS
GDR310 - To represent the added value of products using specific software			x	3,78
G-RTR1 - To develop interdisciplinary projects specific to their specialty and of gradual complexity, - becoming aware of respect for human rights and fundamental rights, and analyzing and assessing the impact of the proposed solutions on the SDGs - to acquire and/or apply basic, advanced and /or avant-garde, demonstrating the ability to work in multidisciplinary teams and/or undertake further studies with a high degree of autonomy		x		0,4
G-RTR2 - To express information, ideas and the arguments that support them in an orderly, clear and coherent manner, orally and in writing, based on quality information, self-made or obtained from different sources, using inclusive and non-discriminatory language		x		0,32
Total:				4,5

KC: Knowledge or Content / SK: Skills / AB: Abilities

ENAE LEARNING RESULTS

ENAE LEARNING RESULTS	ECTS
ENAE02 - Knowledge and understanding: A systematic understanding of the key aspects and concepts of their branch of engineering.	0,72
ENAE06 - Analysis in engineering: Ability to apply their knowledge and understanding in analysing product, process and method engineering.	0,48
ENAE08 - Engineering projects: Ability to apply their knowledge in the development and completion of projects which meet specific requirements.	1,4
ENAE13 - Practical application of engineering: Ability to select and use suitable equipment, tools and methods.	0,88
ENAE15 - Practical application of engineering: Understanding of applicable methods and techniques and their limitations.	0,8
ENAE19 - Transversal competences: Demonstrate that they are aware of the responsibility implied in the practical application of engineering, the social and environmental impact, and show commitment with professional ethics, responsibility and regulations of the practical application of engineering.	0,22
Total:	4,5

CONTENTS

Defining the aesthetic aspect of the product using design methodology for that purpose. Spatial vision capability and knowledge of graphical representation through metric and descriptive geometry, either through traditional methods or through digital methods and various software applications. This is aimed at addressing aspects of industrial design and product development. Appropriately representing the aesthetics of products by effectively utilizing the required computer programs for that purpose.

LEARNING RESOURCES AND BIBLIOGRAPHY

Learning resources	Bibliography
Programmes	"Digital Lighting and Rendering" - Jeremy Birn ISBN 10: 1562059548 ISBN 13: 9781562059545 Editorial: New Riders Publishing, 2000
Subject notes	"How to Render: The fundamentals of light, shadow and reflectivity" - Scott Robertson ISBN 10: 193349283X ISBN 13: 9781933492834 Editorial: Design Studio Press, 2017
Computer practical training	"How to Draw: Drawing and Sketching objects and environments from your imagination" - Scott Robertson ISBN 10: 1933492759 ISBN 13: 9781933492759 Editorial: Design Studio Press, 2013
	"Light for Visual Artists: Understanding & Using Light in Art & Design" - Richard Yot ISBN 10: 185669660X ISBN 13: 9781856696609

