

IMPORTANT INFORMATION

Dear student or coordinator,

Welcome to EA Serra i Abella. We are very happy to receive you at our school.

Here you can see our degrees with the correspondant subjects. You will see that some courses are the same (i.e. Digital Media) but the content is specyfic for each of the degrees.

When selecting your courses you need to take into account several things:

1. **All of our courses are FULL YEAR** (except the Extra Courses), so if you are coming only for 1 semester, you will get half of the ECTS. **Calculate your ECTS** accordingly.
2. Below the courses you can see the units (content). As the courses are full-year, if there are 2 units, generally UF1 will be on the 1st Term and UF2 will be on the second term. If there are 3 units, then UF2 will be split between 1st and 2nd semester. That is not a problem for your final grades but we want you to be aware of the content you will learn during your time at our institution.
3. You **MUST** select courses only on **ONE degree** and you can take up to **6 extra ECTS** from the courses in the last tab (Extra Courses). You may select around **30 ECTS in total**. Once you arrive here, and taking into consideration the timetables, we will make our best to match your preferences.
4. Our **language of instruction is Catalan** and teachers will be able to help you in Spanish. Some of them will also be able to help you in English. We require you to have a real B1 in Spanish to be able to follow the lessons. We will also assign you with a Mentor student who will support you during your stay and if needed you will be able to join either a Catalan language course which will give you 3 ECTS.
5. **Projecte Integrat** is the final project. This course can only be taken if you come for a **full year** and you may have to go through a selection interview with the studies coordinator before acceptance.

ANIMATION - Afternoon Course

1st year ANIMATION				Hores	ECTS	2nd year ANIMATION				Hores	ECTS
CODE						CODE					
MIT_ANIM	1	COMPUTER MEDIA			6	FOLII_ANIM	2	TRAINING AND LABOUR ORIENTATION II			4
	UF1	Bitmap Image Processing					UF2	The Legal Framework of Plastic Arts and Design			
	UF2	Vector Image Processing					UF3	Entry into Employment: Company and Entrepreneurial Initiative			
	UF3	Specific Software				PRO_ANIM	4	ANIMATION PROJECTS			14
FOLI_ANIM	2	TRAINING AND LABOUR ORIENTATION			2		UF1	Introduction to Projects: Objectives and Basic Project Requirements			
	UF1	Occupational Safety and Health and Environmental Protection					UF2	Project Methodology and Planning			
HIS_ANIM	3	HISTORY OF ANIMATION			6		UF3	Project Execution			
	UF1	Analysis of Artistic Work and Design					UF4	Project Evaluation and Presentation			
	UF2	Evolution of Art and Design in Relation to Social Changes, Aesthetic Ideas and Technology				PI_ANIM	5	FINAL PROJECT			10
	UF3	Overview of Contemporary Works and Creators in the Discipline					UF1	Final Project			
FON_ANIM	7	FUNDAMENTALS OF REPRESENTATION AND VISUAL EXPRESSION			6	GPP_ANIM	6	PROFESSIONAL PROJECT MANAGEMENT			12
	UF1	Visual and Plastic Elements. Morphology and Dynamics of Composition					UF1	Professional Project Management			
	UF2	Light and Color. Relationships. Symbolic Values				TECII_ANIM	10	ANIMATION TECHNIQUES II			3
	UF3	Form and Space. Analysis, Representation, and Creative Interpretation					UF3	3D Traditional Animation Techniques			
TEO_ANIM	8	IMAGE THEORY			4	AVII_ANIM	12	AUDIOVISUAL LANGUAGE AND TECHNOLOGY II			3
	UF1	Image and Communication. Visual Discourse					UF3	Audiovisual Animation			
	UF2	Definition and Construction of the Image				TEC_ANIM	15	ART AND DIGITAL TECHNOLOGY			8
FOT_ANIM	9	PHOTOGRAPHY			6		UF1	Concept Art			
	UF1	Photographic Language					UF2	3D and new technologies			
	UF2	Photographic Technique and Photo Edition									
	UF3	Photography and Audiovisual Creation									
TECI_ANIM	10	ANIMATION TECHNIQUES I			6						
	UF1	Foundations and Techniques of Animation									
	UF2	2D Animation Techniques									
DIB_ANIM	11	DRAWING APPLIED TO ANIMATION			7						
	UF1	Analytical Descriptive Drawing: Construction, Structure, and Two-Dimensional Representation									
	UF2	Interpretive Drawing: Communicative and Expressive Dimension									
	UF3	Editing and Finishing Drawings with Digital Tools									
AVI_ANIM	12	AUDIOVISUAL LANGUAGE AND TECHNOLOGY I			5						
	UF1	Introduction to Audiovisual Media. Audiovisual Communication and Language: Expressive Resources									
	UF2	Audiovisual Production and Post-production Techniques and Technologies									
GUI_ANIM	13	SCRIPTWRITING AND NARRATIVE STRUCTURE			6						
	UF1	Narrative Structure and Scriptwriting									
	UF2	Script Development and Application in Animation									
Total					54	Total					54

PHOTOGRAPHY - Morning Course

CODE		1st year PHOTOGRAPHY	Hores	ECTS
MIT_FOTO	1	COMPUTER MEDIA		6
	UF1	Bitmap Image Processing		
	UF2	Vector Image Processing		
	UF3	Specific Software		
FOLI_FOTO	2	TRAINING AND LABOUR ORIENTATION		2
	UF1	Occupational Safety and Health and Environmental Protection		
HIS_FOTO	3	HISTORY OF PHOTOGRAPHY		6
	UF1	Analysis of Artistic Work and Design		
	UF2	Evolution of Art and Design in Relation to Social Changes, Aesthetic Ideas and Technology		
	UF3	Overview of Contemporary Works and Creators in the Discipline		
FON_FOTO	7	FUNDAMENTALS OF REPRESENTATION AND VISUAL EXPRESSION		6
	UF1	Visual and Plastic Elements. Morphology and Dynamics of Composition		
	UF2	Light and Color. Relationships. Symbolic Values		
	UF3	Form and Space. Analysis, Representation, and Creative Interpretation		
TEO_FOTO	8	IMAGE THEORY		4
	UF1	Image and Communication. Visual Discourse		
	UF2	Definition and Construction of the Image		
TECI_FOTO	9	PHOTOGRAPHIC TECHNIQUE I		10
	UF1	Photographic equipment and materials		
	UF2	Photographic technique: phases and image processing		
FOT_FOTO	10	PHOTOGRAPHIC THEORY		12
	UF1	Representation in Photography: uses and functions		
	UF2	Technical and Expressive Resources in Photographic: aesthetical and functional criteria		
	UF3	El fet fotogràfic: de la teoria a la pràctica fotogràfica		
INT_FOTO	13	INTRODUCTION TO PHOTOGRAPHIC PROJECTS		8
	UF1	Introduction to Photographic Projects		
Total				54

CODE		2nd year PHOTOGRAPHY	Hores	ECTS
FOLII_FOTO	2	TRAINING AND LABOUR ORIENTATION II		4
	UF2	The Legal Framework of Plastic Arts and Design		
	UF3	Entry into Employment: Company and Entrepreneurial Initiative		
PROJ_FOTO	4	PHOTOGRAPHY PROJECTS		13
	UF1	Introduction to Projects: Objectives and Basic Project Requirements		
	UF2	Project Methodology and Planning		
	UF3	Project Execution		
	UF4	Project Evaluation and Presentation		
PI_FOTO	5	FINAL PROJECT		10
	UF1	Final Project		
GPP_FOTO	6	PROFESSIONAL PROJECT MANAGEMENT		12
	UF1	Professional Project Management		
TECII_FOTO	9	PHOTOGRAPHIC TECHNIQUE II		3
	UF3	Applied Photography: Photo-design		
AV_FOTO	11	AUDIOVISUAL LANGUAGE AND TECHNOLOGY I		12
	UF1	Introduction to Audiovisual Media. Audiovisual Communication and Language: Expressive Resources		
	UF2	Audiovisual Production and Post-production Techniques and Technologies		
	UF3	Audiovisual Design		
	UF4	Narrative and Scripting		
Total				54

AUDIOVISUAL GRAPHICS - Morning Course

CODE		1st year AUDIOVISUAL GRAPHICS	Hores	ECTS
MIT_AV	1	COMPUTER MEDIA		6
	UF1	Bitmap Image Processing		
	UF2	Vector Image Processing		
	UF3	Specific Software		
FOLI_AV	2	TRAINING AND LABOUR ORIENTATION		2
	UF1	Occupational Safety and Health and Environmental Protection		
FON_AV	7	FUNDAMENTALS OF REPRESENTATION AND VISUAL EXPRESSION		6
	UF1	Visual and Plastic Elements. Morphology and Dynamics of Composition		
	UF2	Light and Color. Relationships. Symbolic Values		
	UF3	Form and Space. Analysis, Representation, and Creative Interpretation		
TEO_AV	8	IMAGE THEORY		4
	UF1	Image and Communication. Visual Discourse		
	UF2	Definition and Construction of the Image		
FOT_AV	9	PHOTOGRAPHY		6
	UF1	Photographic Language		
	UF2	Photographic Technique and Photo Edition		
	UF3	Photography and Audiovisual Creation		
TIP_AV	10	GRAPHIC AND TYPOGRAPHIC RESOURCES		6
	UF1	The Typographic Sign: The Character		
	UF2	Fundamentals of Design with Typography		
T3DI_AV	11	3D ANIMATION TECHNIQUES I		4
	UF1	3D Modeling and Setting		
AVI_AV	12	AUDIOVISUAL LANGUAGE AND TECHNOLOGY I		5
	UF1	Introduction to Audiovisual Media. Audiovisual Communication and Language: Expressive Resources		
	UF2	Audiovisual Production and Post-production Techniques and Technologies		
GUI_AV	13	SCRIPTWRITING AND NARRATIVE STRUCTURE		6
	UF1	Narrative Structure and Scriptwriting		
	UF2	Script Development and Application in Audiovisual Graphics		
A2DI_AV	14	2D GRAPHICS ANIMATION I		5
	UF1	2D Graphics Animation I		
Total				50

CODE		2nd year AUDIOVISUAL GRAPHICS	Hores	ECTS
FOLI_AV	2	TRAINING AND LABOUR ORIENTATION II		4
	UF2	The Legal Framework of Plastic Arts and Design		
	UF3	Entry into Employment: Company and Entrepreneurial Initiative		
HIS_AV	3	HISTORY OF AUDIOVISUAL AND MULTIMEDIA IMAGERY		6
	UF1	Analysis of Artistic Work and Design		
	UF2	Evolution of Art and Design in Relation to Social Changes, Aesthetic Ideas and Technology		
	UF3	Overview of Contemporary Works and Creators in the Discipline		
PRO_AV	4	AUDIOVISUAL GRAPHIC PROJECTS		14
	UF1	Introduction to Projects: Objectives and Basic Project Requirements		
	UF2	Project Methodology and Planning		
	UF3	Project Execution		
	UF4	Project Evaluation and Presentation		
PI_AV	5	FINAL PROJECT		10
	UF1	Final Project		
GPP_AV	6	PROFESSIONAL PROJECT MANAGEMENT		12
	UF1	Professional Project Management		
T3DII_AV	11	3D ANIMATION TECHNIQUES		2
	UF3	3D Applied to Audiovisual Design		
AVII_AV	12	AUDIOVISUAL LANGUAGE AND TECHNOLOGY II		5
	UF3	Audiovisual Design		
A2DII_AV	15	2D GRAPHICS ANIMATION II		2
	UF2	2D Graphics Animation II		
Total				55



ILLUSTRATION - Morning Course

1st year ILLUSTRATION			
CODE		Hores	ECTS
MIT_ILL	1	COMPUTER MEDIA	6
	UF1	Bitmap Image Processing	
	UF2	Vector Image Processing	
	UF3	Specific Software	
FOLI_ILL	2	TRAINING AND LABOUR ORIENTATION	2
	UF1	Occupational Safety and Health and Environmental Protection	
HIS_ILL	3	HISTORY OF ILLUSTRATION	6
	UF1	Analysis of Artistic Work and Design	
	UF2	Evolution of Art and Design in Relation to Social Changes, Aesthetic Ideas and Technology	
	UF3	Overview of Contemporary Works and Creators in the Discipline	
FON_ILL	7	FUNDAMENTALS OF REPRESENTATION AND VISUAL EXPRESSION	6
	UF1	Visual and Plastic Elements. Morphology and Dynamics of Composition	
	UF2	Light and Color. Relationships. Symbolic Values	
	UF3	Form and Space. Analysis, Representation, and Creative Interpretation	
TEO_ILL	8	IMAGE THEORY	4
	UF1	Image and Communication. Visual Discourse	
	UF2	Definition and Construction of the Image	
FOT_ILL	9	PHOTOGRAPHY	6
	UF1	Photographic Language	
	UF2	Photographic Technique and Photo Edition	
	UF3	Photography and Audiovisual Creation	
TEG_ILL	10	GRAPHIC EXPRESSION TECHNIQUES	6
	UF1	Surfaces, Tools, and Materials for Graphic Expression	
	UF2	Communicative and Expressive Use and Application of Drawing and Color	
	UF3	Creativity Strategies	
DIB_ILL	11	DRAWING APPLIED TO ANIMATION	7
	UF1	Analytical Descriptive Drawing: Construction, Structure, and Two-Dimensional Representation	
	UF2	Interpretive Drawing: Communicative and Expressive Dimension	
	UF3	Editing and Finishing Drawings with Digital Tools	
REP_ILL	12	APPLIED SPATIOAL REPRESENTATION	6
	UF1	Analysis, Structure, and Technical Representation of Form	
	UF2	Basic Representation: Geometry and Representation	
	UF3	Computer-Aided Technical Representation	
APLI_ILL	16	APPLIED ILLUSTRATION	4
	UF1	Drawing and Narrative I	
	UF2	Drawing and Narrative II	
Total			53

2nd year ILLUSTRATION			
CODE		Hores	ECTS
FOLII_ILL	2	TRAINING AND LABOUR ORIENTATION II	4
	UF2	The Legal Framework of Plastic Arts and Design	
	UF3	Entry into Employment: Company and Entrepreneurial Initiative	
PRO_ILL	4	ILLUSTRATION PROJECTS	15
	UF1	Introduction to Projects: Objectives and Basic Project Requirements	
	UF2	Project Methodology and Planning	
	UF3	Project Execution	
	UF4	Project Evaluation and Presentation	
PI_ILL	5	FINAL PROJECT	10
	UF1	Final Project	
GPP_ILL	6	PROFESSIONAL PROJECT MANAGEMENT	12
	UF1	Professional Project Management	
TGT_ILL	13	TRADITIONAL GRAPHIC TECHNIQUES	6
	UF1	Traditional printing techniques, tools, materials, and resources. Safety measures and environmental protection	
	UF2	Expressive resources of applied traditional graphic techniques	
PII_ILL	14	INDUSTRIAL GRAPHIC PRODUCTION	4
	UF1	Materials, Media and Printing Systems. Sustainability and Environmental Protection	
	UF2	Analysis and Preparation of Files for Graphic Production. Post-printing and Finishing	
APLI_ILL	16	APPLIED ILLUSTRATION II	4
	UF3	Digital and analogical tools	
	UF4	Moving Images Workshop	
Total			0 55

ESDAPC OPTIONAL SUBJECTS: DO NOT SELECT MORE THAN 6 ECTS						
CA03	Art and Design History I	4	Optional	Design	Autumn	Afternoon
CC01	Design and society	4	Optional	Design	Autumn	Afternoon
CC03	Research methodology	4	Optional	Design	Autumn	Afternoon
CF02	Anthropometry and ergonomics	4	Optional	Design	Autumn	Afternoon
CL03	Drawing I	3	Optional	Design	Autumn	Afternoon
CL08	Typography and composition	4	Optional	Design	Autumn	Afternoon
CL09	Digital photography and images	3	Optional	Design	Autumn	Afternoon
CL11	Systems of visual representation I	6	Optional	Design	Autumn	Afternoon
CL13	Languages and applications of Design I	6	Optional	Design	Autumn	Afternoon
CS01	Introduction to material science	4	Optional	Design	Autumn	Afternoon
G02	Photography and Digital Imaging II	4	Optional	Graphic Design	Autumn	Afternoon
G04	Technology of Information Networks	6	Optional	Graphic Design	Autumn	Afternoon
G05	Audiovisual Technology and Animation I	3	Optional	Graphic Design	Autumn	Afternoon
G07	History of Graphic Design	4	Optional	Graphic Design	Autumn	Afternoon
G14	Graphic Communication Theory. Semiotics	6	Optional	Graphic Design	Autumn	Afternoon
G15	Digital Tools for Graphic Design I	4	Optional	Graphic Design	Autumn	Afternoon
G17	Traditional Graphic Techniques	6	Optional	Graphic Design	Autumn	Afternoon
G19	Management of Graphic Design	6	Optional	Graphic Design	Autumn	Afternoon
G25	Experimental Typography	6	Optional	Graphic Design	Autumn	Afternoon
O07	Calligraphy	3	Optional	Graphic Design	Autumn	Afternoon
O09	Photo Documentary	3	Optional	Graphic Design	Autumn	Afternoon
OM02	Scenic Arts	6	Optional	Graphic Design	Autumn	Afternoon
OM04	Ephemeral assemblies Design	6	Optional	Graphic Design	Autumn	Afternoon
OT07	The Designer as a Social Change Agent	4	Optional	Graphic Design	Autumn	Afternoon
OT08	Design Theory and Criticism	6	Optional	Graphic Design	Autumn	Afternoon
CA04	Art and Design History II	4	Optional	Design	Spring	Afternoon
CA05	Art and Design History III	4	Optional	Design	Spring	Afternoon
CC02	Design and thought	6	Optional	Design	Spring	Afternoon
CL04	Drawing II	3	Optional	Design	Spring	Afternoon
CL10	Audiovisual media	3	Optional	Design	Spring	Afternoon
CL12	Systems of visual representation II	6	Optional	Design	Spring	Afternoon

CL14	Languages and applications of Design II	6	Optional	Design	Spring	Afternoon
CM01	Professional and economic setting for Design	6	Optional	Design	Spring	Afternoon
G01	Typographic Design	6	Optional	Graphic Design	Spring	Afternoon
CS02	Eco-efficiency and sustainability	4	Optional	Design	Spring	Afternoon
G03	Reproduction and Printing Materials and Systems	4	Optional	Graphic Design	Spring	Afternoon
G06	Audiovisual Technology and Animation II	3	Optional	Graphic Design	Spring	Afternoon
G13	Interdisciplinary Projects	6	Optional	Graphic Design	Spring	Afternoon
G16	Digital Tools for Graphic Design II	4	Optional	Graphic Design	Spring	Afternoon
O08	Video documentary	3	Optional	Graphic Design	Spring	Afternoon
O04	Illustration and Graphic Narrative	3	Optional	Graphic Design	Spring	Afternoon