

EUROPASS SUPPLEMENT TO THE DIPLOMA OF TÉCNICO SUPERIOR DE ARTES PLÁSTICAS Y DISEÑO (HIGHER EDUCATION IN PLASTIC ARTS AND DESIGN)

TÉCNICO SUPERIOR DE ARTES PLÁSTICAS Y DISEÑO EN CÓMIC
(DIPLOMA OF HIGHER EDUCATION IN PLASTIC ARTS AND DESIGN IN COMICS)

DIPLOMA DESCRIPTION

The holder has acquired General Skills relating to:

Creating an original comic work that has formal and functional quality, from either one's own project or a specific professional assignment. Planning the execution of the project by defining the most appropriate expressive, formal, functional, aesthetic and technical resources. Developing the different phases of the project and the corresponding quality controls in order to obtain an end product that meets the graphic, communicative and expressive objectives that are expected in the professional world.

Within this framework, each PROFESSIONAL MODULE includes objectives leading to the following LEARNING RESULTS that the holder acquires:

“Fundamentos de la representación y la expresión visual” (fundamentals of visual representation and expression)

The title holder:

- Analyses the elements that make up the representation of space in a two-dimensional medium and the interrelationships that are established between them.
- Correctly uses elements and techniques of plastic and visual language to represent images graphically.
- Adapts the graphic representation to the communicational objectives of the message.
- Understands the fundamentals and the theory of colour, its importance in artistic-plastic creative processes and uses them in a creative way to represent images graphically.
- Analyses the colour and other elements of plastic and visual language found in different two- and three-dimensional images.
- Exercises the capacity to invent, devise and develop aesthetic and creative sensitivity.

“Teoría de la imagen” (the theory of image)

The title holder:

- Identifies, evaluates and interprets images applying different analysis models.
- Understands the theoretical principles of visual perception.
- Interprets the meaningful codes of an image.
- Identifies and evaluates the expressive function of an image in its context.

- Identifies and analyses communication strategies in an image.
- Understands the different production areas and scenarios of fixed and moving images.

“Medios informáticos” (IT media)

The title holder:

- Analyses the evolution of IT media in today's society and the presence of new technologies for capturing and editing comics.
- Understands IT fundamentals, the relationship between hardware and software and their characteristics and functions.
- Understands and applies the fundamental concepts of digital vectorial images and bitmap images, the treatment of digital typography, colour systems and the right formats for each requirement.
- Digitalizes images, stores them and converts them to appropriate formats.
- Understands and uses applications found in specific IT design programmes.
- Uses IT media as instruments for devising, managing and communicating his or her own work.

“Fotografía” (photography)

The title holder:

- Understands and masters photographic technique and technology.
- Understands photographic language, its dimensions and particularities.
- Uses photography in comic projects.
- Knows how to handle photographic images suitable for projects involving comics.

“Historia del cómic” (the history of the comic)

The title holder:

- Understands the language and the distinctive features of comics and other visual and graphic communication media.
- Understands the different manifestations of graphic and comic communication in relation to the aesthetic concepts of the historic-artistic context.
- Knows the historic, technical and formal evolution of the comic and identifies the main tendencies, authors and works.
- Analyses and evaluates comic works in their technical, artistic, communicative and expressive dimensions.
- Issues a documented evaluation, based on knowledge and his or her own criteria and sensitivity, of contemporary comic work.

“Dibujo aplicado al cómic” (drawing applied to the comic)

The title holder:

- Uses the methodology and the different materials and drawing techniques as the basic tools with which to analyse shapes, the search for and the formal definition of images and the graphic

communication of ideas.

- Graphically represents shapes and ideas in his or her surroundings.
- Graphically represents and interprets human and animal figures and the expressiveness of their faces and bodies.
- Resolves by means of a drawing, questions and concepts of shape, volume, space, light and movement in reference to case studies within the field of comics.
- Understands and applies the principles of composition that are specific to the graphic narrative when resolving proposals related to comics.
- Develops memory capacity and visual retention.
- Applies the knowledge when graphically resolving shape and space in the narrative.
- Analyses and appreciates the expressive capacity of brush strokes in drawing as applied to comics and incorporates them into his or her own work.
- Develops his or her own style.
- Proposes and executes creative graphic solutions with which to undertake case studies within the field of comics.

“Representación espacial aplicada” (applied spatial representation)

The title holder:

- Uses the methods, procedures, conventions and graphic techniques that are specific to technical drawing when searching for and when formally defining illustrations and in the graphic communication of ideas.
- Solves problems inherent in the spatial representation of images both from their surroundings and of their own invention, using the appropriate system of representation.
- Resolves freehand problems of spatial representation in case studies within the field of comics.
- Knows the technical drawing resources that are used in comic imagery and analyses them in relation to artistic-plastic language.
- Assesses two-dimensional space as a dynamic and expressive element in graphic representation.
- Assesses technical drawing as a basic tool in the formal and structural study of sensitive reality, in transmitting information and in devising and creating images.

“Técnicas de expresión gráfica” (techniques of graphic expression)

The title holder:

- Differentiates the procedures and knows how to use the principal techniques of graphic expression and their tools, instruments and materials.
- Selects and knows how to apply techniques that best suit different situations in graphical narrative, paying attention to the thematic, stylistic and communicative particularities of the assignment.
- Experiments with the expressive possibilities of the different techniques in accordance with

their stylistic and artistic preferences and incorporates them into their own personal style.

- Analyses and appreciates the techniques and styles of important comic illustrators from different eras and evaluates how they might be applied to their own creative style.
- Develops his or her own graphic communication capacity, creativity and eloquence.
- Assesses how relevant it is for the professional, competitive drawer to be continually updating and training him- or herself, and how important the quality of the utensils and materials is in the professional world, together with their preservation and maintenance, and the organisation of the workplace.

“Producción gráfica industrial” (industrial graphic production)

The title holder:

- Analyses and differentiates between different types of originals taking into account the processes and factors that intervene in the reproduction.
- Correctly sets up press-ready files.
- Understands and evaluates the variables of a print run.
- Defines and differentiates between the different types of industrial printing and their idiosyncrasies.
- Interprets the characteristics of graphic projects, chooses the most suitable printing system and prepares originals and files for subsequent reproduction.
- Knows how to choose the ideal graphic media for a specific project.
- Optimizes the elements that intervene in the reproduction phase of a graphic project.
- Evaluates the presence of new technologies in industrial graphic production.

“Guión y estructura narrativa” (script and narrative structure)

The title holder:

- Knows and uses the lexicon and codes of graphic narrative.
- Masters the language, structure and use of script in graphic narrative.
- Identifies the narrative structure of a story and proposes various solutions involving graphic organisation.
- Creates proposals for graphic narratives based on his or her own or third-party stories.
- Knows how to develop a narrative script.

“Proyectos de cómic” (comic projects)

The title holder:

- Proposes and carries out comic projects in different formats that are relevant to the theme and the specifications of the assignment or to his or her own artistic and professional motivations and interests.
- Adapts a literary text or script to the language and the different formats of graphic narrative.
- Masters the language and the technical processes of graphic narrative and applies them in a creative manner in comic projects in different formats.

- Searches for, chooses and uses the graphic information and documentation that they require to create characters and settings.
- Uses the resources of the script and the narrative structure to develop their own comic projects.
- Uses the most appropriate typographical or calligraphic elements to express a message in accordance with the corresponding stylistic and communicative objectives.
- Knows and carries out the phases of the design and production of a comic until an end product of professional quality is obtained.
- Applies the regulations regarding the presentation of original comics for their subsequent reproduction.
- Masters the techniques and technologies that are needed to undertake comic projects of artistic and communicative quality.
- Knows the specific regulations that apply to comic.

“Proyecto integrado” (integrated project)

The title holder:

- Proposes and carries out an animation project, whether his or her own or commissioned, of technical, artistic and communicational quality.
- Undertakes the animation project carrying out all the stages and the corresponding quality controls.
- Develops, by projecting and carrying out an original comic project, the professional skills.

“Formación y Orientación Laboral” (training and career guidance)

The title holder:

- Analyses and interprets the legal working framework and knows the rights and obligations that derive from labour relations.
- Understands the legal requirements and conditioning factors for organizing and running a small or medium-size company, taking into account production, legal, mercantile and social - occupational factors.
- Identifies the different ways by which to enter the labour market and lifelong training, and knows the institutional bodies, both national and community, that are dedicated to this end.
- Understands and applies occupational health and safety standards and becomes aware of the need to protect the environment, as factors that determine the quality of life.

“Prácticas en empresas, estudios o talleres” (practical training in companies, studios or workshops)

The title holder:

- Knows the day-to-day working routines of a graphic communication company, a publishing house or a studio.

- Carries out the professional tasks that correspond to his or her level of training.
- Enters into contact with the working world and the company's social, working and technical systems.
- Contrasts the knowledge, training and skills acquired in the educational centre with the industry's corporate and working reality.
- Incorporates into their training knowledge relating to the work environment in the field of comics, the market situation and market relationships, artistic and cultural tendencies, how work is organised and coordinated, corporate management, social - occupational relationships within the company, etc., all of which is needed when setting out on a career.
- Acquires technical knowledge of specialized tools, instruments, materials and machinery.
- Actively participates in the comic production and editing phases under the guidance of the corresponding tutor or coordinator.
- Applies the knowledge, skills and abilities acquired during the theoretical and practical training period provided by the educational centre.

THIS DIPLOMA OPENS DOORS TO THE FOLLOWING JOBS

The Holder of a Diploma of Higher Education in Plastic Arts and Design in Comics carries out his or her activity as a self-employed professional who creates narrative images that express ideas of concepts and that are intended for publication. He or she works professionally as a cartoonist, a scriptwriter or a specialist within a company or an institution. He or she collaborates with other professionals in conceiving, interpreting and creating graphic scripts and narrations using different artistic techniques and styles.

The following are the most relevant occupations and jobs:

- Graphic narrative specialist working in visual communication teams, graphic design, publicity and audiovisual media.
- Orientation, organisation and supervision of the production and editing of comics.
- Preparation of scripts for graphic narratives.
- Creation and production of original work for periodicals.
- Creation of storyboards.
- Analysis of proposals and production of the search for documents and graphics for graphic narrative productions.
- Production and management of cultural, educational and informative activities related to comics.

DIPLOMA ISSUANCE, ACCREDITATION AND LEVEL

Body that issues the Diploma in the name of the King: The Ministerio de Educación, Cultura y Deporte (the Ministry of Education, Culture and Sport) or the autonomous communities in the

area of their own administrative responsibility. The degree has academic and professional effects that are valid throughout the entire State.

Official duration of the Diploma: 2,000 hours.

Level of the Diploma (national or international).

- NATIONAL: Non-university higher education.
- INTERNATIONAL:
 - Level 5b of the International Standard Classification of Education (ISCED5b).
 - Level 5 of the European Qualifications Framework (EQF5).

Access requirements: Bachelor's Degree or Certificate of having passed the corresponding access test and the specific access test.

Access to the next level of education or training: It is possible to move on to higher education in artistic teaching and to any university degree course.

Legal basis. Rules and regulations on which the Diploma is based:

- Royal Decree 1434/2012, of 11 October, which establishes the Diploma of Higher Education in Plastic Arts and Design in Comics which belongs to the professional artistic family of Graphic and Audiovisual Communication and approves the corresponding minimum education requirements.

Explanatory note: This document is intended as supplementary information to the Diploma in question, but on its own it does not have any legal validity.

TRAINING FOR THE OFFICIALLY RECOGNIZED DIPLOMA

PROFESSIONAL MODULES OF THE DIPLOMA ESTABLISHED IN THE ROYAL DECREE	ECTS CREDITS
Fundamentals of visual representation and expression	5
The theory of image	3
IT media	5
Photography	3
The history of the comic	3
Drawing applied to the comic	5
Applied spatial representation	5
Techniques of graphic expression	5
Industrial graphic production	3
Script and narrative structure	3
Comic projects	13
Integrated project	7
Training and career guidance	3
Practical training in companies, studios or workshops	3
	TOTAL CREDITS
<i>TOTAL MINIMUM EDUCATION REQUIREMENTS</i>	120
OFFICIAL DURATION OF THE DIPLOMA	2,000

* The minimum education requirements reflected in the above table constitute 55% of the total duration of the Diploma; they are of an official nature and are valid throughout the national territory. The remaining 45% is specific to each Autonomous Community and may be reflected in **Annex I** of this supplement.

INFORMATION ABOUT THE EDUCATION SYSTEM

