

EUROPASS SUPPLEMENT TO THE DIPLOMA OF

NAME OF THE DIPLOMA

*Técnico Superior en Artes Plásticas y Diseño en Escultura aplicada al Espectáculo
(Diploma of Higher Education in Plastic Arts and Design in Sculpture applied to Entertainment)*

DIPLOMA DESCRIPTION

The holder has acquired General Skills relating to:

Produce works of ornamentation, ambience setting and characterisation, using sculptural techniques, that form part of any manner of show, whether it is a project of their own or a specific professional assignment. Planning the creation process by defining the formal, functional, material, aesthetic and production aspects. Organising and carrying out the various stages of the process, ensuring the safety of the operations and performing the corresponding quality control checks until the finished product is achieved, ensuring quality and safety.

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

“Dibujo artístico” (artistic drawing)

The title holder:

- Graphically represents both forms found in the environment and images of his or her own creation.
- Analyses the elements that make up the representation of space in a two-dimensional medium and the relationships that are established between them.
- Uses the different materials and graphic techniques as the basic tools with which to search for and formally define images and for the graphic communication of ideas.
- Understands the fundamentals and the theory of colour, its importance in artistic-plastic creative processes and uses them in a creative way in graphic representation.
- Exercises the capacity to invent, devise and develop aesthetic and creative sensitivity.

“Dibujo técnico” (technical drawing)

The title holder:

- Uses the methods, procedures, conventions and graphic techniques that are specific to technical drawing when searching for and when formally defining three-dimensional objects and bas-reliefs, and in the graphic communication of ideas.
- Represents and delimits three-dimensional pieces using the appropriate system of representation.
- Understands the graphic information of designs and projects involving the creation of sculptural pieces.
- Appreciates technical drawing as a basic tool for objectively representing forms, transmitting precise information as to the objects and for devising, designing and creating such objects.

“Volumen” (volume)

The title holder:

- Models three-dimensional artistic objects, whether their own original ideas or copies of models suggested to them.
- Possesses an orderly and comprehensive vision of the different factors and stages inherent in analysing, devising and materialising three-dimensional forms, and of creative methods and modelling, constructive and carving techniques.
- Analyses three-dimensional objects from a formal, structural and functional perspective, interprets them and represents them using the corresponding volumetric configuration procedures.
- Manages the language of the volumetric form to conceive artistic, three-dimensional objects and to configure models, drafts or prototypes related to the means of artistic or artisanal and ornamental production.
- Understands, selects and uses the techniques, procedures and materials that are most suited to the aesthetic and functional requirements of volumetric pieces related to the applied arts and the artistic crafts of sculpture.
- Demonstrates interest in and sensitivity to the protection, promotion and growth of the legacy of the artistic heritage.

“Historia de la escultura” (the history of Sculpture)

The title holder:

- Analyses sculpture in its dual technical and plastic facet, studying its evolution over time and its relationship with the culture and society of each historical period.
- Analyses and understands the formal, conceptual and technical aspects of sculptural language.
- Understands the expressive language that characterizes sculptural production from every era, style or tendency and its relationship to the applied arts, architecture and the society of the time in which it was produced.
- Issues a documented evaluation of sculptural creations from different periods and styles, based on the knowledge acquired during the course and his or her own criteria and sensitivity.
- Appreciates his or her professional activity as a product of the evolution of the humanist, artistic and technical knowledge that is specific to the speciality.
- - Develops sensitivity and capacity for aesthetic enjoyment.

“Aplicaciones informáticas” (software applications)

The title holder:

- Knows and uses computer material and equipment.
- Knows and uses the software that is most appropriate to the professional practice of the speciality.

- Analyses the presence of today's new technologies in drawing up projects and producing the product of this professional family.
- Uses IT resources as instruments for devising, managing and communicating his or her own work.

“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.

“Proyectos de escultura aplicada al espectáculo” (sculptural projects applied to entertainment)

The title holder:

- Analyses the relationship between project design and methodology and selects the most suitable methodology or methodologies to the design and creation of original ambience-setting, ornamental, decorative or sculptural work, in different materials, for their use in any manner of show.
- Knows and correctly develops the project phases of sculptural work in any material.
- Investigates and analyses the documentation required to implement a project in the workshop.
- Materialises projects of original work in all its phases, until he or she obtains the final piece of work.
- Appreciates project methodology as an opportunity for research and for personal artistic expression.
- Knows and uses traditional techniques and specific new technologies for sculpture of an ephemeral nature.
- Knows how to apply to the project knowledge acquired in other modules.

“Materiales y tecnología de escultura aplicada al espectáculo” (sculptural materials and technology applied to entertainment)

The title holder:

- Understands the scientific foundations that explain the general properties of the materials, their magnitudes and the systems used to measure them.

- Knows the properties of materials used for sculptures, particularly those used in the context of entertainment and of an ephemeral use. Their classification and the specific conditions of applicability in the field of sculpture applied to entertainment.
- Knows the use and the specifications of the tools, implements, machinery and equipment used in the process of creating sculptural projects related with entertainment.
- Appreciates and considers the role of technology in improving and innovating in the use of materials, tools and equipment in the processes of cutting, shaping, finishing and protecting such materials.
- Possesses the necessary technical expertise to choose and optimize the material and the energy and technology resources employed in sculptural projects applied to different types of shows.
- Knows the risks and safety and health measures related to handling and working with materials used for sculptures and other complementary materials.

“Escultura efímera” (ephemeral sculpture)

The title holder:

- Knows the materials that are specific to this sculpture cycle, their expressive values, and their technical and constructive possibilities and limitations in the creation of three-dimensional elements.
- Knows how to adapt to the conditions and requirements of spaces in which artists act and perform, related to the professional world.
- Delves into the study and representation of natural forms: i.e., anthropomorphic, zoomorphic, vegetable and artificial forms.
- Knows and knows how to apply methods used to transfer original ideas or given models, and systems of reproduction, enlargement, reduction, articulation, assemblage and others.
- Develops a process of orderly work on the basis of the knowledge and projects devised in the corresponding module using models, sketches, drawings and technical specifications.
- Possesses sufficient technical resources in all materials that can be easily transformed and configured by means of mixed techniques.
- Knows and knows how to use the tooling and machinery required to create finished works.
- Understands the language of sculpture and the specific resources that are applied in the stage-setting field: illusory and fictitious effects.
- Applies the work methods and the techniques he or she has studied, interrelating the knowledge of the different disciplines.
- Demonstrates interest in the protection, promotion and growth of the legacy of the artistic heritage.
- Encourages teamwork methods for the development of certain projects.
- Respects safety, hygiene and health measures in the workshop.

“Taller de estructuras y montajes” (structures and assemblies workshop)

The title holder:

- Identifies and appreciates the different techniques of building structures in metal and analyses the stages and procedures specific to each one, and the materials, tools and implements that correspond to the different stages of the process.
- Selects the technique and the materials that are most suited to the technical, functional, artistic and production characteristics of a project and brings it into being, meeting the quality demands of the finished product.
- Knows and identifies the current and traditional materials specific to this workshop, and studies their behaviour and artistic possibilities and the technical treatments they require.
- Stores, preserves and prepares in optimal conditions of use the materials used in this activity.
- Knows, maintains and uses the specific machinery and tooling.
- Organises, plans and carries out the different stages that make up the constructive process; identifies the problems that arise and resolves them in line with the quality that the finished product demands.
- Selects and critically appreciates the technical and material situations arising from the technological progress and the artistic diversity of the world of entertainment, in such a way that they allow him or her to develop their capacity for self-learning in order to progress adequately in this workshop.
- Organises the workshop in accordance with the ergonomic and functional requirements of the machinery, the facilities, the space and the user, taking into account the regulations that govern work activity and safety and hygiene in the workplace.

“Taller de vaciado y moldeado” (smelting and moulding workshop)

The title holder:

- Identifies and appreciates the different techniques of creating moulding and reproduction projects and processes with which to obtain prototypes or finished products for use in the world of entertainment, and analyses the stages and procedures specific to each one, and the materials, tools and implements that correspond to the different stages of the process.
- Selects the technique and the materials that are most suited to the technical, functional, artistic and production characteristics of a project and brings it into being, meeting the quality demands of the finished product.
- Knows and identifies the current and traditional materials specific to this workshop, and studies their behaviour and artistic possibilities and the technical treatments they require.
- Stores, preserves and prepares in optimal conditions of use the materials used in this activity.
- Knows, maintains and uses the specific machinery and tooling.
- Organises, plans and carries out the different stages that make up the constructive process; identifies the problems that arise and resolves them in line with the quality that the finished product demands.

- Selects and critically appreciates the technical and material situations arising from the technological progress and the artistic diversity of the world of entertainment, in such a way that they allow him or her to develop their capacity for self-learning in order to progress adequately in this workshop.
- Organises the workshop in accordance with the ergonomic and functional requirements of the machinery, the facilities, the space and the user, taking into account the regulations that govern work activity and safety and hygiene in the workplace.

“Taller de acabados policromos” (polychrome finishes workshop)

The title holder:

- Identifies and appreciates the different polychrome techniques and analyses the stages and procedures specific to each one, and the materials, tools and implements that correspond to the different stages of the process.
- Selects the technique and the materials that are most suited to the technical, functional, artistic and production characteristics of a project and brings it into being, meeting the quality demands of the finished product.
- Organises, plans and carries out the different stages that make up the productive process; identifies the problems that arise and resolves them in line with the needs of the product.
- Organises the workshop in accordance with the ergonomic and functional requirements of the machinery, the facilities, the space and the user, taking into account the regulations that govern work activity and safety and hygiene in the workplace.

“Proyecto integrado” (integrated project)

- Proposes and materialises a project of original work in all its phases, until he or she obtains a final piece of work of technical, artistic and communicational quality.
- Develops, by projecting and carrying out an original sculptural work, the professional skills of his or her speciality and their own aesthetic and creative capacities.
- Using project methodologies and creative processes, he or she develops the capacity to resolve constructive, functional and formal problems.
- Interrelates the different theoretical-practical content of the modules in order to develop a sculptural work in the field of applied arts.
- Uses methods of teamwork in collaboration with other teaching areas in order to develop interdisciplinary projects.

“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 sculpture company or workshop dedicated to any manner of show.
- Carries out the professional tasks that correspond to his or her level of training.
- He or she 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 sculpture applied to entertainment, 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 production phases of sculptural production applied to entertainment, 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 Sculpture applied to Entertainment develops his or her activity as a freelancer or as an employee in companies and workshops of an artisanal or artistic nature related to projects involving the creation and assembly of works of ornamentation, ambience setting and characterisation, using sculptural techniques, that form part of any manner of show, carrying out their work within the framework of the functions and objectives assigned to their position as a higher-level technician and coordinating small working groups of lower-ranking professionals.

The following are the most relevant occupations and jobs:

- Manager of a workshop producing ornamental, decorative and sculptural elements in different materials for use in the world of entertainment.
- Designer of ambience-setting, ornamental, decorative or sculptural works, in different materials, for use in any manner of show.

- Director of ambience-setting, ornamental, decorative or sculptural works, in different materials, for use in any manner of show.
- Creator and director of ornamental and functional objects that require sculptural processes for events, advertising, sign-posting, typography, recreation of rest areas, gardens, parks, shopping centres and other public spaces.
- Creator and director of masks, puppets and marionettes, elements of theatre and popular celebrations.
- Supervisor of tooling used in live entertainment.
- Prop master.

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 220/2015, of 27 March, which establishes the Diploma of Higher Education in Plastic Arts and Design in Sculpture applied to Entertainment which belongs to the professional artistic family of Sculpture and sets the corresponding basic syllabus.

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
Artistic Drawing	4
Technical Drawing	3
Volume	6
The History of Sculpture	3
Software Applications	3
Sculptural Materials and Technology Applied to Entertainment	3
Sculptural Projects Applied to Entertainment	9
Smelting and Moulding Workshop	7
Ephemeral Sculpture	7
Structures and Assemblies Workshop	3
Polychrome Finishes Workshop	3
Integrated Project	9
Training and Career Guidance	3
Practical Training in Companies, Studios or Workshops	3
	TOTAL CREDITS
<i>TOTAL MINIMUM EDUCATION REQUIREMENTS</i>	66
<i>OFFICIAL DURATION OF THE DIPLOMA</i>	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

