

# 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 ANIMACIÓN  
(DIPLOMA OF HIGHER EDUCATION IN PLASTIC ARTS AND DESIGN IN ANIMATION)

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## DIPLOMA DESCRIPTION

### The holder has acquired General Skills relating to:

Creating animation projects, whether one's own or assignments from companies, institutions or other professionals. Planning the production of an animation project by defining its expressive, functional and technical aspects. Evaluating and making it possible to develop the work in a team. Organising and carrying out the different phases of the project and the corresponding quality controls in order to ensure that it expresses in the best possible way the communicative objectives of the project.

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 audiovisual 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 works of animation.
- 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 animation projects.
- Knows how to handle photographic images suitable for projects involving animation.

### ***“Historia de la animación” (the history of animation)***

The title holder:

- Understands the language and the particularities of the different media of audiovisual communication.
- Understands the different manifestations of graphic communication and the animated image and their evolution in relation to the aesthetic concepts of the historic-artistic context.
- Knows the historic, technical and formal evolution of the animated image and identifies the main production centres, authors and works.
- Analyses and evaluates current animation products 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 animated work.

### ***“Dibujo aplicado a la animación” (drawing applied to animation)***

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.
- Resolves in drawings, concepts of space, volume and shape.
- Graphically represents light and movement.
- Analyses and appreciates the expressive capacity of brush strokes in animated drawing and incorporates them into his or her own graphic work.
- Analyses the principles of composition and applies them when planning the stylistic and thematic content of his or her own graphic work.
- Graphically resolves aspects of space, light and composition in images related to animation projects whether assigned or their own.
- Develops memory capacity and visual retention.
- Develops his or her own style.

#### ***“Técnicas de animación” (techniques of animation)***

The title holder:

- Skilfully uses traditional and digital animation techniques when creating animation work.
- Uses animation techniques as expressive and creative resources in moving images.
- Masters 2D and 3D techniques and current animation technologies when carrying out animation exercises.
- Understands the production process of cartoons and knows how to plan and undertake the different stages of the work, paying due attention to the specifications thereof.
- Selects and uses the techniques that are most appropriate to the communicational objectives and the thematic and stylistic specifications of the project.
- Reconciles knowledge and technical skills when building and integrating backgrounds, scenery and 2D and 3D elements.

#### ***“Lenguaje y tecnología audiovisual” (audiovisual language and technology)***

The title holder:

- Understands the evolution and the language of moving images and analyses the codes and dimensions of audiovisual language.
- Handles basic technology for creating audiovisual products.
- Explores the expressive and artistic possibilities of the audiovisual language and applies them when creating works of animation.
- Analyses and evaluates audiovisual products and issues a critical documented opinion as to his or her audiovisual creation and that of others.
- Interprets and develops animation projects in audiovisual technology.

- Uses terminology properly.
- Develops his or her own audiovisual communication capacity, invention and eloquence.

### ***“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 animación” (animation projects)***

The title holder:

- Differentiates between and knows how to carry out the phases of an audiovisual animation project and the most appropriate methodologies to do so.
- Develops animation projects for cinema, television and new media using new and traditional animation techniques.
- Creates visual narratives using to good effect the expressive resources of animation in line with the particularities of the medium, the different genres and audiovisual products.
- Knows how to adapt the animation project to different formats depending on the transmission medium.
- Masters instrumental technologies needed to develop audiovisual animation projects.
- Evaluates the planning and production process of a work of animation as an opportunity to experiment and communicate and for personal artistic expression.
- Knows the specific regulations that apply to animation.

### ***“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 animation 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 an audiovisual communication company or an animation 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 audiovisual industry's corporate and working reality.
- Incorporates into their training knowledge relating to the work environment in the field of animation, 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 and editing phases of an animation 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 Animation carries out his or her activity as a self-employed professional and as an employed person. He or she works in such companies as communication agencies, film production companies, television production companies, advertising agencies, publishers and design studios. He or she may also undertake his or her own projects as an independent artistic activity.

The following are the most relevant occupations and jobs:

- The creation of animated films whether independent or integrated into audiovisual or multimedia productions in the culture and entertainment industry.
- The writing of one's own scripts or adaptations of third-party texts for works of

animation.

- The creation of scenery, backgrounds, objects and/or characters.
- The creation of key frames that define the representation.
- The creation of interspersing drawings.
- The modelling and representation of the elements that make up 2D or 3D animation.
- The animation, illumination and colouring of the sources that have been generated and the location of the virtual cameras.
- Rendering.

## **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 1427/2012, of 11 October, which creates the professional artistic family of Graphic and Audiovisual Communication, establishes the Diploma of Higher Education in Plastic Arts and Design in Animation which belongs to this professional artistic family 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 animation	3
Drawing applied to animation	6
Techniques of animation	7
Audiovisual language and technology	5
Script and narrative structure	3
Animation projects	13
Integrated project	7
<b>Training and career guidance</b>	3
<b>Practical training in companies, studios or workshops</b>	3
	TOTAL CREDITS
<i>TOTAL MINIMUM EDUCATION REQUIREMENTS</i>	<b>120</b>
OFFICIAL DURATION OF THE DIPLOMA	<b>2,000</b>

\*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

