804321 - HDA-A - History of Art

Coordinating unit: 804 - CITM - Image Processing and Multimedia Technology Centre
Teaching unit: 804 - CITM - Image Processing and Multimedia Technology Centre
Academic year: 2017
Degree: BACHELOR'S DEGREE IN DESIGN, ANIMATION AND DIGITAL ART (Syllabus 2017). (Teaching unit Compulsory)
ECTS credits: 6
Teaching languages: Catalan

Teaching staff
Coordinator: Bover Tanyà, Antoni
Others: Torelló Oliver, Josep

Degree competences to which the subject contributes

Specific:
CEAAD 1. (ENG) Analizar la historia y evolución del arte digital e identificar los diferentes estilos y periodos de los valores estéticos y culturales de la sociedad.

Transversal:
02 SCS. SUSTAINABILITY AND SOCIAL COMMITMENT. Being aware of and understanding the complexity of social and economic phenomena that characterize the welfare society. Having the ability to relate welfare to globalization and sustainability. Being able to make a balanced use of techniques, technology, the economy and sustainability. 07 AAT. SELF-DIRECTED LEARNING. Detecting gaps in one's knowledge and overcoming them through critical self-appraisal. Choosing the best path for broadening one's knowledge.
06 URI. EFFECTIVE USE OF INFORMATION RESOURCES. Managing the acquisition, structure, analysis and display of information from the own field of specialization. Taking a critical stance with regard to the results obtained.
03 TLG. THIRD LANGUAGE. Learning a third language, preferably English, to a degree of oral and written fluency that fits in with the future needs of the graduates of each course.

Teaching methodology
The two-hour class sessions are divided, in general, into four strands of activity:
1. Resolution of doubts of the exercises proposed in the previous session.
2. Explanation and defense of the exercises solved.
3. Explanation of new knowledge.
4. Explanation of the next exercise and complementary materials.
5. Completion of the exercise.
These ranges of activity are adapted according to the complexity of the exercises and the corresponding contents.

Learning objectives of the subject
1. To identify the main aesthetic concepts and their social applications throughout the history of culture and art.
2. To show knowledge and to temporize the evolution of different aesthetics, realistic, expressionist and abstraction, and show ability to analyze and apply this knowledge in research and teaching digital art.
3. To be able to establish the relation of art, with technology and science, from photography and cinematography to electronic and digital art.
4. To show ability to analyze aesthetic changes based on the evolution of the tools and the work processes associated with them.
5. To show ability to identify the main artistic movements, their interrelation and ability to understand and apply multiculturalism in the digital field.
6. To show ability to analyze the evolution of museography as conservation of artistic heritage and ability to innovate in the dissemination of the history of art and cultural heritage with digital tools and mobile platforms.

7. To show sufficient reading comprehension in reading documents written in English, linked to the subject, such as notes, scientific articles, articles of popularization, web pages, etc.

<table>
<thead>
<tr>
<th>Study load</th>
<th>Hours large group:</th>
<th>Hours medium group:</th>
<th>Hours small group:</th>
<th>Guided activities:</th>
<th>Self study:</th>
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<tbody>
<tr>
<td><strong>Total learning time:</strong> 150h</td>
<td>30h</td>
<td>18h</td>
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## Content

| Block 1. History of Ancient Art to Modern Art | Learning time: 14h  
Theory classes: 14h |
|---------------------------------------------|------------------|
| **Description:**  
1.1 How to cite documentary sources in the history of art  
1.2 Art, science and religion. What is art? Pre-Greek antecedents.  
1.3 The Greek world  
1.4 The Roman world  
1.5 Late Antiquity, East and High Middle Ages  
1.6 The Romanesque and the Gothic  
1.7 The Renaissance and the Baroque  
**Related activities:**  
Exercises proposed in Exercise 1 |

| Block 2. Art and science: Construction of images | Learning time: 14h  
Theory classes: 14h |
|-----------------------------------------------|------------------|
| **Description:**  
2.1 The view and to interpret: from prehistory to the consolidation of perspective  
2.2 Types of perspective  
2.3 Light and shadow, levels of iconicity  
2.4 From natural light to artificial lighting (real and virtual)  
2.5 Framing and composition  
2.6 Distribution of the elements: rules of the composition  
2.7 Dynamic of contrast in the reading of the images  
**Specific objectives:**  
Exercises proposed in Exercise 1 |

| Block 3. History of Modern Art to Contemporary Art | Learning time: 14h  
Theory classes: 14h |
|--------------------------------------------------|------------------|
| **Description:**  
294/5000  
4.1 Illustration and historical modernity: from neoclassicism to romanticism  
4.2 Academicism, realism and symbolism  
4.3 From Impressionism to the avant-garde  
4.4 Avantguardes  
4.5 The art after the Frankfurt School (after the Second World War)  
4.6 The digital era and postmodernity  
**Related activities:**  
Exercises proposed in Exercise 2 |
Exercises (40%):
- 2 projects linked with the lecture. And weekly exercises of practices related to the project.

Examinations (50%):
- 2 firts exams (20%) and 1 final exam (30%)

Participation and learning attitude (10%):
- The evaluation of the student's participation in the training activities of the subject, and the learning attitude, will be evaluated by monitoring their interventions in class and the proportion of exercises or practices presented.

Students who participate in the continuous evaluation and do not exceed this subject, may submit to the reevaluation test in which only the percentage of the theoretical will be reevaluated.

Block 4. Estética, concepto y contexto: Análisis y creación de las ideas

**Description:**
- 4.1 The iconic sign: denotative and connotative levels
- 4.2 Artistic genres and style of images
- 4.3 Dimensions space and time
- 4.4 From the analog image to the digital image
- 4.5 Pictorial realism, photography and CGI
- 4.6 Expressionism and abstraction
- 4.7 Concept of museum

**Related activities:**
- Exercises proposed in Exercise 2

Learning time: 14h
Theory classes: 14h

Qualification system
Regulations for carrying out activities

The practice exercises begin during the class time destined to this and are completed outside the classe time, following the instructions given in the document Guia de Pràctiques and the indications that would been given in class.

The evaluation of the practices does not only involve the resolution of the proposed exercises and projects, but also the defense of the results when the student is required to do so at the beginning of classes.

Any incident that does not allow to solve the practices in the indicated period will be communicated to the corresponding teacher by the Campus Virtuak. After this communication, the relevance or not of the causes that motivate the non-presentation of the exercise will be solved and the alternatives will be established to complete the evaluation if the causes are justified. The causes of non-presentation of exercises that are communicated to the teaching staff by the Head of Studies will also be considered justified.

Exams
The exams are done by electronic document that the student must complete.
The questions and problems proposed in the exams refer to both the theoretical content of the subject and the exercises solved in the different practices.

Reviews and / or claims regarding the exams will be done exclusively at the dates and times established in the Calendari Acadèmic.
Bibliography

Basic:


Complementary:


