



# Course guide

## 804399 - NAV - Audiovisual Narrative

**Last modified:** 19/07/2023

**Unit in charge:** Image Processing and Multimedia Technology Centre  
**Teaching unit:** 804 - CITM - Image Processing and Multimedia Technology Centre.

**Degree:** BACHELOR'S DEGREE IN DESIGN, ANIMATION AND DIGITAL ART (Syllabus 2023). (Compulsory subject).

**Academic year:** 2023    **ECTS Credits:** 6.0    **Languages:** Catalan

### LECTURER

**Coordinating lecturer:** Torelló Oliver, Josep

**Others:**

### TEACHING METHODOLOGY

- Master demo classes.
- Class participation.
- Case studies.
- Autonomous Work.

### LEARNING OBJECTIVES OF THE SUBJECT

- Identify the dramaturgical resources for the articulation of a narrative in an audiovisual context
- Recognize the elements of audiovisual language in film and animation.
- Analyze critically and formally, in a historical and aesthetic way, singular audiovisual proposals.

### STUDY LOAD

Type	Hours	Percentage
Hours medium group	18,0	12.00
Guided activities	12,0	8.00
Self study	90,0	60.00
Hours large group	30,0	20.00

**Total learning time:** 150 h



## CONTENTS

### 1. Audiovisual Narrative

**Description:**

1. The narrative and dramaturgy
2. The Fiction's Mechanisms
  - 2.1 Basic Mechanisms
  - 2.2 Structural Mechanisms
  - 2.3 Local Mechanisms
3. The Hero's Journey
4. Genres

**Full-or-part-time:** 45h

Theory classes: 20h

Self study : 25h

### 2. Audivisual Language

**Description:**

1. Definition of the Diegesis: Articulation of the Space-Time
2. Manners of Cinematographic Representation
  - 2.1 Primitive Manners of Representation
  - 2.2 Institutional Manners of Representation
  - 2.3 Modern Manners of Representation
  - 2.4 Postmodern Manners of Representation
3. Types of Shots
- 4 Colour in Storytelling
5. Sound and Music in the Audiovisual
6. The Script
  7. Montage
    - 7.1 Montage's Theory
    - 7.2 Editing with Adobe Premiere

**Full-or-part-time:** 45h

Theory classes: 20h

Self study : 25h

### 3. Audiovisual Analysis

**Description:**

Anàlisi de propostes audiovisual en funció de les dades tècnico-artístiques, el marc històric, la sinopsi argumental, l'anàlisi aspectes formals/narratius i l'valoració personal

**Full-or-part-time:** 60h

Theory classes: 20h

Self study : 40h

## GRADING SYSTEM

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- Individual practices: 40% of the final mark of the course.
- There will be one Partial Exam: 20% of the final mark of the course.
- Final Exam: 30% of the final mark of the course.
- Participation and attitude: 10% of the final mark of the course.
- Students who participate in the continuous evaluation and do not exceed this subject, may submit to the reevaluation test in which only the theoretical part will be reevaluated.

## EXAMINATION RULES.

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- The exercises will be done in autonomous work time. The value of the exercises as a whole is 40% of the course and each counts as follows: Exercise 1 (5%), Exercise 2 (10%), Exercise 3 (10%), Exercise 4 (15%).
- Its late delivery will behave to suspend the practice.
- The content of the exercises and their correct writing will be assessed.

## BIBLIOGRAPHY

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### Basic:

- Chion, M. Como se escribe un gui3n. Madrid: C3tedra, 1998. ISBN 8437607647.
- Guti3rrez San Miguel, B. Teor3a de la narraci3n audiovisual. Madrid: C3tedra, 2006. ISBN 9788437622972.
- S3nchez Navarro, J. Narrativa audiovisual. Barcelona: UOC, 2006. ISBN 9788484690900.
- Arist3teles. Po3tica. 2ª ed. Madrid: Alianza, 2013. ISBN 9788420678801.
- Bordwell, D. La narraci3n en el cine de ficci3n. Barcelona: Paid3s, 1996. ISBN 8449301777.
- Casetti, F.; Chio, F. di. C3mo analizar un film. Barcelona: Paid3s, 1991. ISBN 8475096689.

### Complementary:

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- Bazin, A. ¿Qu3 es el cine?. Madrid: Rialp, 1990. ISBN 8432111473.
- Duran, J. La ficci3n cinematogr3fica, avui. Barcelona: Publicacions i Edicions de la Universitat de Barcelona, 2011. ISBN 9788447535101.
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- Torell3, Josep. La m3sica en las maneras de representaci3n cinematogr3fica [on line]. Barcelona: Laboratori de Mitjans Interactius - Universitat de Barcelona, 2015 Available on: [https://www.lmi-cat.net/sites/default/files/8\\_musica.pdf](https://www.lmi-cat.net/sites/default/files/8_musica.pdf). ISBN 9788460839774.
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- Marx, Christy. Writing for animation, comics and games [on line]. Independence: CRC Press, 2012 Available on: <https://www.sciencedirect-com.recursos.biblioteca.upc.edu/book/9780240805825/writing-for-animation-comics-and-games>. ISBN 9786610729067.