

**COURSE DATA****Data Subject**

<b>Code</b>	43118
<b>Name</b>	Workshop 3. Introduction to photography and drawing of materials
<b>Cycle</b>	Master's degree
<b>ECTS Credits</b>	3.0
<b>Academic year</b>	2021 - 2022

**Study (s)**

<b>Degree</b>	<b>Center</b>	<b>Acad. year</b>	<b>Period</b>
2143 - M.D. in Archaeology	Faculty of Geography and History	1	First term

**Subject-matter**

<b>Degree</b>	<b>Subject-matter</b>	<b>Character</b>
2143 - M.D. in Archaeology	2 - Archaeological materials	Obligatory

**Coordination**

<b>Name</b>	<b>Department</b>
EIXEA VILANOVA, ALEJO	360 - Prehistory, Archaeology and Ancient History
MACHAUSE LOPEZ, SONIA	360 - Prehistory, Archaeology and Ancient History

**SUMMARY**

The module Workshop-3 aims to introduce the student to the world of the digital drawing material and editing.

The practical classes will be held in the classroom for practices. Workshop-3 is a module in which the student will learn the technologies of drawing and photography, as well as subsequent management by means of suitable applications (Photoshop, FreeHand, Adobe illustrator, etc.) and manipulation and digital editing.

**PREVIOUS KNOWLEDGE**



### Relationship to other subjects of the same degree

There are no specified enrollment restrictions with other subjects of the curriculum.

### Other requirements

No specific and previous requirements exist; only knowledge of basic computing, allowing to assimilate the teaching of elementary use of certain vectorial drawing and treatment of image applications.

## OUTCOMES

### 2143 - M.D. in Archaeology

- Students should apply acquired knowledge to solve problems in unfamiliar contexts within their field of study, including multidisciplinary scenarios.
- Students should demonstrate self-directed learning skills for continued academic growth.
- Be able to access the information required (databases, scientific articles, etc.) and to interpret and use it sensibly.
- Integrarse en el trabajo arqueológico en equipo, considerando la diversidad de campos de actuación y la formación que implica la labor de campo o la investigación arqueológica.
- Conocer y utilizar las herramientas de información de otras áreas de conocimiento (Geoarqueología, Cartografía, Topografía, Estadística y Arqueometría), recurriendo adecuadamente a ellas en relación con las necesidades que plantee el trabajo en Arqueología.

## LEARNING OUTCOMES

From the social point of view, this “*Materia*” must serve to acquire a series of skills that will guarantee the student’s humanistic training. The “*Materia*” will help to achieve, undoubtedly, a series of goals shared with the rest of the professors of the Master, such as those referring to questions of social, ethical and academic character which are inherent to the Archaeology Postdegree:

- Students’ willingness to improve, by promoting the quality of his work and through personal effort.
- Aptitude to understand (include) the terminology of the scientific or technical language in the context of multidisciplinary workgroups.

Aptitude to plan and organize projects, allowing them to choose among those strategies that offer the appropriate answers to the raised questions.

**WORKLOAD**

ACTIVITY	Hours	% To be attended
Computer classroom practice	6,00	100
Theory classes	6,00	100
Laboratory practices	6,00	100
Development of individual work	37,00	0
Study and independent work	12,00	0
Preparation of practical classes and problem	8,00	0
<b>TOTAL</b>	<b>75,00</b>	

**TEACHING METHODOLOGY****A. Classes**

The module has two parts with a well-differentiated methodology: practical classes of drawing and use of computer applications.

The classes have a variable duration, since they are given between 4 and 8 hours per week, in which practical knowledge will be given.

The aims of the practical classes are to reinforce and apply concrete examples of the knowledge acquired during the theoretical classes, as well as the management of digital images by means of digital drawing applications.

**B. Tutorships:**

If the development of the “*Materia*” needs tutorships, they will be established in order for the student body to raise problems or questions about the development of the Workshop to the responsible professor. In any case, the students will be able to go to the ordinary tutorships established by the teaching calendar of the teaching staff, for all kinds of queries related to the content of the syllabus or to any other matter related to the “*Materia*”.



## EVALUATION

The methodological approach mentioned before notable prosecutes the aim to favor a frequent and continued contact of the professorship with the student body so that it is possible to know the progress of his learning and to carry out his evaluation in several levels and attending to several aspects.

This way, the evaluation of the matter will consist of a continued evaluation complemented with objective information coming from the works carried out by the student body:

- Minimum assistance up to 80 % of the classes. Participation in the class will be evaluated.
- Compulsory works:

Accomplishment of the practical exercises derived from the Workshop: pencil and vectorial drawings of archaeological materials.

The student will be pass the “Materia” when obtaining a mark major or equal to 5 to 10 points.

## REFERENCES

### Basic

- ÁLVAREZ, R., MOLIST, N. El dibuix de material arqueològic. Barcelona, 1988.
- Beat, A.: Calcul des capacités des poteries en fonction de leur dessin. Annuaire de la Société de Préhistoire et d'Archéologie, 63, 1980, Frauenfeld, 213- 214.
- GARCÍA BLÁNQUEZ, L. A. Sistema electrónico de dibujo arqueológico. Un nuevo método de representación gráfica. Verdolay, 8, Murcia, 1996, 77- 88.
- HOWELL, C. L.; BLANC, W. A practical guide to archaeological photography. Archaeological Research Tools, 6, Los Angeles, 1995.
- PRIETO VINAGRE, J. J. Aplicación de métodos informáticos al dibujo de la cerámica. Cuadernos de Arqueología de la Universidad de Navarra, 4, Pamplona, 1996, 305- 333.
- MAS HURTUNA, P. Dibujo Arqueológico de materiales. Aproximación a sus técnicas. Palma. 2015.

### Additional

- Referencia c1: Beat, A.: Calcul des capacités des poteries en fonction de leur dessin. Annuaire de la Société de Préhistoire et d'Archéologie, 63, 1980, Frauenfeld, 213- 214
- Referencia c2: GARCÍA BLÁNQUEZ, L. A. Sistema electrónico de dibujo arqueológico. Un nuevo método de representación gráfica. Verdolay, 8, Murcia, 1996, 77- 88
- Referencia c3: WOELFEL, V., Digital Archaeological Illustration for Ceramics: A step by step guide to creating a ceramic drawing in Adobe Illustrator, Kindle Edition, 2014.
- PÉREZ-CUADRADO, S., Manual básico de dibujo de materiales arqueológicos, Murcia, 2003.



## **ADDENDUM COVID-19**

**This addendum will only be activated if the health situation requires so and with the prior agreement of the Governing Council**

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### **PRESENTIAL / SEMI-PRESENTIAL TEACHING**

#### **1. Contents**

The contents initially included in the teaching guide are maintained

#### **2. Workload and time schedule**

The activities and their hours of dedication in ECTS credits marked in the original course guide will be kept. If the classrooms capacity according to the sanitary norms allows it, the theoretical and practical class attendance will be 100% (if the capacity couldn't be guaranteed, the class attendance would be reduced). Teaching planning will be specified at the beginning of the term.

If the sanitary situation changes and no access to the University facilities is possible, all teaching activities will be carried out completely online. In this case, the adaptations will be communicated to the students through the Virtual classroom.

#### **3. Teaching Methodology**

Theory and practice classes that may be complemented with different types of materials and activities in the Virtual classroom.

Tutorials will be done online (through the UV corporate mail) or face-to-face by prior appointment with the teacher.

If the sanitary situation changes and no access to the University facilities is possible, teaching and tutorials will be carried out completely online. In this case, the adaptations will be communicated to the students through the Virtual classroom.

#### **4. Evaluation**

The evaluation criteria established in the Course Guide are kept.

If the University facilities are closed on the dates set in the official calendar for the final exam, the face-to-face exam will be replaced by an online test.

#### **5. Bibliographic references**





The recommended bibliography in the Course Guide is kept. If the sanitary situation changes and the access to the recommended bibliography is not possible, it will be replaced by materials accessible online.

