

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

Code	43118
Name	Workshop 3. Introduction to photography and drawing of materials
Cycle	Master's degree
ECTS Credits	3.0
Academic year	2023 - 2024

Study (s)

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

Subject-matter

Degree	Subject-matter	Character
2143 - M.D. in Archaeology	2 - Archaeological materials	Obligatory

Coordination

Name	Department
MACHAUSE LOPEZ, SONIA	360 - Prehistory, Archaeology and Ancient History
REAL MARGALEF, CRISTINA	360 - Prehistory, Archaeology and Ancient History

SUMMARY

The Workshop-3 aims to introduce the student to the student to diverse techniques for drawing and editing archaeological materials.

In this module the students will learn diverse technologies of drawing and photography, as well as subsequent management by means of suitable applications (Photoshop, Inkscape, Adobe illustrator, etc.).

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 subject must serve to acquire a series of skills that will guarantee the student's humanistic training. The subject 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 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.

DESCRIPTION OF CONTENTS

1. Practices of drawing, photography and image treatment

1. Hand drawing of archaeological materials
2. Digital processing of archaeological materials
3. Design and production of figures for publications

**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
TOTAL	75,00	

TEACHING METHODOLOGY**EVALUATION**

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

This way, the evaluation of the Workshop will consist of a continued evaluation complemented with objective information coming from the practical activities carried out by the students:

- Minimum assistance up to 80 % of the classes. Participation in the class will be also evaluated.
- Compulsory works:
- Realization and delivery, following the formal recommendations of the practical exercises derived from the Workshop.

The student will be pass the subject 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.
- 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.
- MORENO, A.; QUIXAL, D. Bordes, bases e informes: el dibujo arqueológico de material cerámico y la fotografía digital. Arqueoweb 14, 2012-2013, 178-214.
- 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

- 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.
- 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.