Bachelor's Degree in Fine Arts

Faculty of Fine Arts
Building 3M
Campus of Vera (València)

4 courses
240 credits
Spanish and valencian

Credit 16,41€ (2020/2021)
It will make you eligible for scholarships

340 places
Cut-off marks

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www.upv.es/titulaciones/GBA/

Introduction to the degree

The fundamental aim of the degree in Fine Arts is to train professionals in the visual and plastic artists. This course trains students in techniques and processes in various creative fields and provides an understanding of both classical and contemporary artistic manifestations. Nowadays, however, Fine Arts courses must transcend the traditional concept of artistic creation understood as the relationship between the artist and the work. In addition to promoting students’ creativity, the course must involve socialising aspects; the relationship with the environment is an inescapable component of creation and insertion in the workplace has become a key aspect in the training in the final stages of the degree.

International mobility

You can spend from three to ten months (that is, a complete academic year) at one of 120 universities in 35 different countries where the Faculty has exchange agreements in place.

Internships

Internships are voluntary, and they provide an initial contact with the business world, valid for your CV. They can also be validated as elective credits. Internships are available for students enrolled in the third year and take place in industrial, textile, ceramic, audiovisual and graphic design companies; publishing companies, antiquarians, interior design and photographic studios, art galleries, cultural foundations, museums; and in advertising agencies.

Various internship programmes in companies abroad are advertised every year (Erasmus Internships, Leonardo and Blasco Ibáñez).

Continuation of studies

With this degree, you will be able to access to:

- MD in Artistic Production
- MD in Multimedia and Visual Arts
- Other MD + traveling subjects

Professional opportunities

Artistic creation: painting, sculpture, drawing, engraving, photography, design (graphic, industrial, audiovisual and textile) and any other linked to the plastic arts.

Ideas person in the audiovisual and new technology fields: videoart, multimedia, animation, etc.

Cultural expert, artistic advisor and artistic director: cultural advisor in institutions (city halls, museums, art galleries, etc.), exhibition management, artistic management in any field of the arts, art criticism, etc.

Teacher (teaching and art education): secondary school teacher, university professor or in other spheres of arts training.

Other professional arts specialists: window-dressing, scenography, illustration, etc.

Enjoy our huge campuses with spaces designed for you such as the Student Recreation House.

You can do up to 40 sports in our facilities.

You will find many services at your disposal: language classes, discounts in public transport, counselling, employability support…

Study at the UPV and be part of Spain’s best technological university according to the Shanghai ranking.
### Credits for obtaining the degree

<table>
<thead>
<tr>
<th>Basic courses</th>
<th>Compulsory</th>
<th>Elective</th>
<th>Internship</th>
<th>TFG</th>
<th>Total</th>
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<td>60.00</td>
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<td>102.00</td>
<td>0.00</td>
<td>9.00</td>
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### The subjects that you will be able to take

#### Basic courses
- Fundamentals of Colour and Painting
- Fundamentals of Drawing
- History and Theory of Modern Art
- Image Technologies I
- Sculpture I

#### Compulsory courses
- Techniques and Painting Materials
- Drawing Processes, Techniques and Materials
- History and Theory of Contemporary Art
- Image Technologies II
- Project Methodology
- Sculpture II

#### Elective courses
- Academic and Professional German A1 - A2 - B1 - B2
- Academic and Professional French B1 - B2
- Academic Exchange A-4.5; A-9; B-4.5; B-9; C-6
- Aesthetic and Visual Culture in the Digital Age
- Aesthetic Morphology
- Aesthetics and Politics: art and New Forms of Citizen Involvement
- Alternative Views to the Contemporary City
- Animation Production 1
- Animation Production 2
- Applied Graphic Design
- Applied Illustration
- Apps and Media Art
- Art and Anthropology: Globalization and Interculturality
- Art and Nature
- Art Casting Projects
- Art Exhibit Project
- Arte Sonoro
- Artistic Anatomy
- Artist’s books, Engraving, and Mobile Type
- Audio-visual Narrative
- Audiovisual Media II. Film Processes
- Ceramics and Interdisciplinary Creation
- Composition in Painting
- Contemporary Painting Theory
- Contemporary Stage Design Practice
- Creative Documentary
- Creative Processes and Drawing Techniques
- Design Elements
- Design and Painting Projects
- Digital and Interactive Media
- Digital Graphic Processes
- Digital Photography (Director of Photography)
- English B2
- Experimental Video & Motion Graphics
- Expressive Drawing
- Figure and Space
- Film Studies
- Fundamentals of Animation
- Fundaments of Engraving and Printing
- FX and Digital Post-Production
- Graphic Configuration
- History and Theory of Classic Cinema
- History and Theory of Drawing
- History and Theory of Modern Cinema. Film Criticism Workshop
- History of Animation
- Illustration 3D. Concept Art
- Installation Art
- Intaglio Printing, Chalcographic Engraving
- Interdisciplinary Workshop of Materials
- Introduction to Artistic Foundry
- Introduction to Scenography
- Landscape
- Making Audio-Visual Reports
- Making Short Fiction Films
- Media Criticism and Theory
- MediaLab and 3D Printing
- Micropolitics and Radical Art
- Modelling of the Human Figure
- Movement
- Painting and Abstraction
- Painting and Communication
- Painting and Expression
- Painting and Figure
- Painting and Photography

#### Performance Art
- Perspective and Representation Techniques
- Photographic Procedures
- Photography and Graphic Processes
- Photography in the Contemporary Art
- Pictorial Creation Strategies
- Pictorial Production Processes
- Pictorial Techniques
- Pintura e Imagen Técnica
- Portrait Painting
- Prácticas Artísticas de Resistencia
- Presentation and Disclosure of the Artwork
- Processes, Techniques, and Resources in Illustration and Graphic Design
- Professional Practice of Illustration and Graphic Design
- Professional Profiles: Cultural Management and the Art Market
- Rhetoric of Painting
- Screen Printing
- Sculptural Process: Carving
- Sculpture and Constructive Processes
- Sculpture and Urban Space
- Sculpture Reproduction Techniques
- Senses and Artistic Creation
- Sequential Narrative: Comics
- Staging Project
- Tactics of Intervention in Public Art
- Taller de Interacción y Videojuegos
- Taller de Pintura y Pensamiento Contemporáneo
- Technical Valencian C1 – C2
- Theory of Contemporary Art Practices
- Theory of Illustration and Graphic Design
- Under Camera Animation and Stop-Motion
- Videocreación
- Visual Rhetoric
- Wall Painting and Environment
- Web Design and Development
- Xylography
- 3D Animation
- 3D Modelling for Video Games