

HUMANITIES AND SOCIAL SCIENCES

Objectives

To prepare, in a theoretical and practical manner, specialists able to suitably use visual media and techniques according to plan; also, to develop a creative and responsible analytical and self-analytical attitude, and to further develop interest in research about art and graphic design.

Areas for Potential Employment

Graduates of this program will be able to grow in government or private businesses in advertising, television, publishing, or printing; they can also work in such areas as film and audiovisual production, product display, and window display. Additionally, graphic designers can, among other options, work as freelancers, have a design firm or run a similar kind of business, or work as consultants or supervisors.

First Semester

- Mexican Art History
- Genesis
- Basic Drawing
- Graphic Design Theory
- Epistemology
- Basic Design
- Sketching and Perspective

Second Semester

- History of World Art
- Philosophical Anthropology
- Life Drawing
- Composition for Advertising
- Communications
- Three-Dimensional Design
- Economic Factors in Design

Third Semester

- History of Graphic Design
- Visual Communication
- Anatomical Drawing
- Monochromatic Graphic Images
- Introduction to Photography
- Font Design
- Marketing
- Silk-Screen Printing

Fourth Semester

- Persuasion and Sales
- Research Methodology
- Drawing of the Human Figure
- Polychromatic Graphic Images I
- Creative Photography
- Logo Design
- Graphology
- Silk-Screen Printing II

Fifth Semester

- Economic Problems in Mexico
- Semiotics
- Advertising and Promotion
- Polychromatic Graphic Images II
- Special Effects in Photography
- Symbol Design
- Computing I

Sixth Semester

- Costs and Budgeting
- Graphic Arts
- Printing Plates
- Illustration Techniques

Graphic Design

Student Profile

The student in this program should:

- Be creative and innovative;
- Have the ability to visually communicate and interpret concepts;
- Be able to analyze and synthesize;
- Have an aptitude for drawing and illustrating;
- Be interested in working with media, particularly ways of communicating visually.

- Photography for Business and Advertising Purposes
- Design in Advertising
- Computing II

Seventh Semester

- Internship I
- Airbrushing
- Audiovisual Presentation I
- Animation
- Television I
- Design in Publishing
- Design by Computer I

Eighth Semester

- Internship II
- Design by Computer II
- Audiovisual Presentation II
- Public Relations
- Television II
- Comprehensive Design
- Professional Ethics