Universidad de Navarra

Graphic Lab III (Gestión del Proyecto Creativo)

Guía docente 2026-27

PRESENTACIÓN

GRAPHIC LAB III_"RENDERING THE UNBUILT"

INTRODUCTION TO THE SUBJECT

SHORT DESCRIPTION:

-Workshop for the development of theoretical and practical concepts for the render of architecture and landscaping through virtual environments.

- **Titulación**: Grado en Estudios de Arquitectura
- **Módulo/Materia**: Mención en Gestión del Proyecto Creativo (Creative Management)
- **ECTS**: 3
- **Curso, semestre**: 4º Anual
- **Carácter**: Optativo
- **Profesorado**: Antonio Cidoncha (responsable), Iker Ordoño
- **Idioma**: Inglés / Castellano
- **Aula, Horario**: 4

RESULTADOS DE APRENDIZAJE (Competencias)

GENERALES Y BÁSICAS

CG1 - Conocer la historia y las teorías de la arquitectura, así como las artes, tecnologías y ciencias humanas relacionadas con esta.

CG2 - Conocer el papel de las bellas artes como factor que puede influir en la calidad de la concepción arquitectónica.

CG6 - Conocer las industrias, organizaciones, normativas y procedimientos para plasmar los proyectos en edificios y para integrar los planos en la planificación.

CB2 - Que los estudiantes sepan aplicar sus conocimientos a su trabajo o vocación de una forma profesional y posean las competencias que suelen demostrarse por medio de la elaboración y defensa de argumentos y la resolución de problemas dentro de su área de estudio

CB4 - Que los estudiantes puedan transmitir información, ideas, problemas y soluciones a un público tanto especializado como no especializado

CB5 - Que los estudiantes hayan desarrollado aquellas habilidades de aprendizaje necesarias para emprender estudios posteriores con un alto grado de autonomía

ESPECÍFICAS

CE2 - Aptitud para concebir y representar los atributos visuales de los objetos y dominar la proporción y las técnicas de dibujo, incluidas las informáticas (T).

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CE67 - Usar el inglés, nivel B2, con propiedad según la terminología científica y académica propia del mundo de la arquitectura.

PROGRAM

The graphic display of architecture, urban planning and landscaping as an integral part of the presentation of projects requires an integrating approach of the development of the project in order to obtain the required results.

This is the reason why this subject is designed in parallel with other workshop of the 4th course of the degree in architecture in order to make the student understand the process of project development and its audio-visual rendering as a whole and with the aim to obtain the best and most optimal results for each project.

The teaching method applied will have the following blocks.

THEORETICAL AND PRACTICAL LECTURES

The students will attend a block of 14 theoretical and practical sessions where they will be able to make different short exercises in order to learn the tools shown. Through these examples, the students will acquire a critical view and references about the different methods of static rendering of architecture. They will also learn the basics for the understanding of CGI composition, practice and master in the necessary software in order to obtain a successful static project, focusing on those which are used to produce 3D rendering of architecture. Basic tools and concepts that will help the student acquire the essential skills to explore and experiment according to their intentions in the rendering of architecture.

During the course there will be individual short exercises every single lesson.

These practical lessons will help us to achieve different techniques of the whole process. As a result of all of them together the students will have done a digital reinterpretation of some of the most relevant drawings of the history of the architecture.

At the end of the course a final individual project will be donde in collaboration with "Proyectos".

MENTORING SCHEDULE

The students will have a mentoring schedule after the theorical and practical lessons, where they will be able to ask and solve their issues about the concepts and tools developed throughout the previous lessons.

SELF-STUDY HOMEWORK

The students will have to dedicate a certain amount of hour to homework and self-study, which will be reflected on the final work. The first part of the works will be delivered individually.

SYLLABUS

The subject will develop the following syllabus in chronological order.

1_INTRODUCTION TO THE COURSE_ARCHITECTURE AND VIRTUAL ENVIRONMENTS

Examples, methods and techniques of the art of rendering the unbuilt architecture.

2_PLANNING THE SUBMISSION

Methods and techniques for planning our time and the strategies to make it better.

3_BACKGROUND INFORMATION

Keys to take the needed information to make the best rendering of our unbuilt project.

4_3D MODELING

Keys to model our main 3D model and the sourroundings.

5_RENDERING

Keys to compose images and fixed videos. Lighting, shaders and others.

6_POST-PROCCESING FIXED IMAGES

Keys to make good fixed image postproccesing of renderings and landscaping.

SCHEDULED PROGRAM G.LAB

13.10. Opening and introduction to the course _2 h.

Development of subjects 1, 2 and 3.

20.10. Development of subject 3 and 4_2 h. questions and doubts

27.10. Development of subject 4_2 h. questions and doubts

03.11. Development of subject 4 and 5_2 h. questions and doubts

10.11. Development of subject 5_2 h. questions and doubts

17.11. Development of subject 5_2 h. questions and doubts

24.11. Development of subject 5_2 h. questions and doubts

26.01. Development of subject 6_2 h. questions and doubts

02.02. Development of subject 6_2 h. questions and doubts

09.02. Development of subject 6_2 h. questions and doubts

16.02. Development of subject 6_2 h. questions and doubts

01.03 FINAL SUBMISSION - EXERCISE A

02.03. PUBLIC VIEWING - EXERCISE A_2 h. questions and doubts

09.03. Mentoring 6_2 h.

16.03. Mentoring 6_2 h. s

XX.05 FINAL SUBMISSION - EXERCISE B

ACTIVIDADES FORMATIVAS

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Asistencia y participación en clases presenciales teóricas

Realización de trabajos dirigidos (individuales y en grupo)

Participación en tutorías

Estudio y trabajo personal

EVALUACIÓN

The evaluation system is continuous through the monitoring of class attendance, interim works and final work. These are aimed to develop the necessary skills in the student for a successful production of virtual architecture.

ACADEMIC REGULATIONS

The attendance to all theoretical and practice lessons is compulsory. Throughout the lessons the attendance will be randomly monitored. Two absences will mean the loss of the right to be evaluated and the final report will automatically be “No Presentado” (Absent).

The delivery of the mandatory works will be made before 9:15 AM on the designated day. In order to receive the final report, it is necessary to have previously successfully delivered all the interim mandatory works.

INFORMATION ABOUT THE EVALUATION CRITERIA

Being able to express architectural concepts, development and graphic abilities will be the most important assets. The capability to analyse, plan, graphical language, the value of the ideas and their hierarchy, innovation and experimentation will be valued.

RESULTS (FINAL REPORTS):

The final report of the “CONVOCATORIA ORDINARIA” (ordinary call) consists of all the exercises and final work and will be obtained depending on the importance and percentage of each of them in the whole subject.

If this report was less than 5, the student will have failed the “convocatoria ordinaria” and will have to take the “CONVOCATORIA EXTRAORDINARIA” (extraordinary call) where he /she will need to improve the final work developed after personal mentoring.

In order to have a report in the ordinary call, it is compulsory to have handed in the required exercises and not having been absent more than two days.

Percentage of each part in the final report as follows:

COMPULSORY ATTENDANCE TO ORDINARY LESSONS

10% ATTENDACE TO LESSONS

10% ATTENDANCE TO MENTORING

50% EVERY LESSON´S EXERCISES & GLOBAL EXERCISE

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30% FINAL EXERCISE

HORARIOS DE ATENCIÓN

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