

**COURSE DATA****DATA SUBJECT****Code:** 43118**Name:** Workshop 3. Introduction to photography and drawing of materials**Cycle:** Master's Degree**ECTS Credits:** 3**Academic year:** 2026-27**STUDY (S)**

Degree	Center	Acad. year	Period
2143 - Master's Degree in Archaeology	Facultat de Geografia i Història	1	First quarter

SUBJECT-MATTER

Degree	Subject-matter	Character
2143 - Master's Degree in Archaeology	Archaeological materials	COMPULSORY

COORDINATION

REAL MARGALEF CRISTINA

MACHAUSE LOPEZ SONIA

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.



COMPETENCES / LEARNING OUTCOMES

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Be able to access the information required (databases, scientific articles, etc.) and to interpret and use it sensibly.

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.

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.

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.

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

PRESENCIAL ACTIVITIES

Activity	Hours
Theory	6,00
Laboratory	6,00
Computer classroom practice	6,00
Total hours	18,00

NON PRESENCIAL ACTIVITIES

Activity	Hours
Attendance at other activities	0,00
Individual or group project	37,00
Independent study and work	12,00
Preparation of lessons	8,00
Preparation for assessment activities	0,00
Resolution of case studies	0,00



TEACHING METHODOLOGY

A. Classes

The Workshop will provide an initial approach to drawing and photography of archaeological materials, using the Laboratory's reference collection. As well as acquiring the necessary knowledge for the digital treatment of these drawings and photographs for their subsequent use in scientific publications or dissemination tasks.

The classes have a variable duration, since they are given between 4 and 8 hours per week, in which practical and theoretical 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 subject needs tutorships, they will be established in order for the students 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 staff's calendar, for all kinds of queries related to the content of the subject or to 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 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 references:

- ÁLVAREZ, Ramón, MOLIST, Núria. El dibuix de material arqueològic. Barcelona, 1988.
- GARCÍA BLÁNQUEZ, Luis Alberto. Sistema electrónico de dibujo arqueológico. Un nuevo método de representación gráfica. Verdolay, 8, Murcia, 1996, 77- 88.
- HOWELL, Carol L.; BLANC, Warren. A practical guide to archaeological photography. Archaeological Research Tools, 6, Los Angeles, 1995.
- MORENO, Andrea; QUIXAL, David. Bordes, bases e informes: el dibujo arqueológico de material cerámico y la fotografía digital. Arqueoweb 14, 2012-2013, 178-214.
- PRIETO VINAGRE, José Julián. Aplicación de métodos informáticos al dibujo de la cerámica. Cuadernos de Arqueología de la Universidad de Navarra, 4, Pamplona, 1996, 305- 333.
- MAS HURTUNA, Pilar. Dibujo Arqueológico de materiales. Aproximación a sus técnicas. Palma. 2015.

Complementary references:

- BEAT, Arnold. 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, Valerie. Digital Archaeological Illustration for Ceramics: A step by step guide to creating a ceramic drawing in Adobe Illustrator, Kindle Edition, 2014.
- PÉREZ-CUADRADO, Soledad. Manual básico de dibujo de materiales arqueológicos, Murcia, 2003.