



Table of credit transfers for bachelor's degrees at the **Image Processing and Multimedia Technology Center (CITM)** **Universitat Politècnica de Catalunya (UPC)**

Credit transfers of Advanced Vocational Training Cycles (CFGS)

Source: Generalitat de Catalunya
 Last updated 07/05/2024

OFFICIAL BACHELOR'S DEGREE IN DIGITAL DESIGN AND MULTIMEDIA TECHNOLOGIES		
Advanced vocational training cycle	Courses	Credits
Computer Systems Administration (LOGSE)	Programming I	6
Networked Computer Systems Administration (LOE)	Programming I	6
	Information and Communication Technologies	6
Networked Computer Systems Administration: Cybersecurity professional profile (LOE)	Programming I	6
	Information and Communication Technologies	6
Animation: Video Games and Virtual Environments Professional Profile (LOE)	2D Animation	6
	3D Animation	6
	Design Fundamentals	6
	Audiovisual Narrative	6
Animation (LOE)	2D Animation	6
	3D Animation	6
	Design Fundamentals	6
	Audiovisual Narrative	6
3D Animations, Games and Interactive Environments: Virtual Worlds, Augmented Reality and Gamification profile (LOE)	2D Animation	6
	3D Animation	6
	Programming Virtual Environments	6
3D Animations, Games and Interactive Environments (LOE)	2D Animation	6
	3D Animation	6
	Programming Virtual Environments	6



Comics (LOE)	Design Fundamentals	6
Computer Application Development (LOGSE)	Programming I	6
Multiplatform Application Development (LOE)	Mobile Application Development	6
	Programming I	6
	Information and Communication Technologies	6
Multiplatform Application Development: Video Games and Digital Leisure professional profile (LOE)	Mobile Application Development	6
	Programming I	6
	Information and Communication Technologies	6
Web Application Development (LOE)	Web development I	6
	Web development II	6
	Programming I	6
	Information and Communication Technologies	6
Photography (LOE)	Design Fundamentals	6
	Photography and Lighting	6
Audiovisual Graphics: 3D Infographics professional profile (LOE)	Design Fundamentals	6
	3D Modelling	6
	Audiovisual Narrative	6
Audiovisual Graphics (LOE)	Design Fundamentals	6
	3D Modelling	6
	Audiovisual Narrative	6
Printed Graphics (LOE)	Design Fundamentals	6
Interactive Graphics (LOE)	Graphical Interface Design	6
	User Experience	6
	Design Fundamentals	6
Advertising Graphics (LOE)	Design Fundamentals	6
Image Lighting, Capture and Processing (LOE)	Photography and Lighting	6
	Audiovisual Production and Creation	6
Illustration (LOE)	Design Fundamentals	6



Marketing and Advertising (LOE)	Distribution and Digital Marketing	6
Production of Audiovisuals and Shows (LOE)	Audiovisual Narrative	6
	Audiovisual Production and Creation	6
Production of Audiovisual and Show projects (LOE)	Audiovisual Production and Creation	6
Sound for Audiovisuals and Shows (LOE)	Audio design and Editing	6

OFFICIAL BACHELOR'S DEGREE IN VIDEO GAME DESIGN AND DEVELOPMENT		
Advanced vocational training cycle	Courses	Credits
Computer Systems Administration (LOGSE)	Architecture and Operating Systems	6
Networked Computer Systems Administration (LOE)	Architecture and Operating Systems	6
Networked Computer Systems Administration: Cybersecurity professional profile (LOE)	Architecture and Operating Systems	6
3D Animations, Games and Interactive Environments (LOE)	2D Animation	6
	Design Fundamentals	6
	3D Modelling	6
	Audiovisual Narrative	6
	Post-production and Visual Effects	6
Multiplatform Application Development (LOE)	Architecture and Operating Systems	6
	Mobile Devices	6
	Programming I	6
	Programming II	6
Development of Multiplatform Applications, Video Games and Digital Leisure professional profile (LOE)	Architecture and Operating Systems	6
	Mobile Devices	6
	Programming I	6
	Programming II	6
Web Application Development (LOE)	Architecture and Operating Systems	6
	Programming I	6
	Programming II	6
Design and Editing of Printed and Multimedia Publications (LOE)	Design Fundamentals	6



Graphic Production Design and Management (LOE)	Design Fundamentals	6
--	---------------------	---

OFFICIAL BACHELOR'S DEGREE IN DESIGN, ANIMATION AND DIGITAL ART		
Advanced vocational training cycle	Courses	Credits
Animation: Video Games and Virtual Environments Professional Profile (LOE)	2D Animation	6
	3D Animation	6
	Drawing and Digital Illustration	6
	Design Fundamentals	6
	Programming for Design and the Arts	6
Animation (LOE)	2D Animation	6
	Digital 3D Animation	6
	Drawing and Illustration	6
	Design Fundamentals	6
3D Animations, Games and Interactive Environments (LOE)	3D Animation	6
	Interactive Applications	6
	Introduction to 3D Modelling	6
Comics (LOE)	Drawing and Digital Illustration	6
	Design Fundamentals	6
Design and Editing of Printed and Multimedia Publications (LOE)	Graphic Design	6
Graphic Production Design and Management (LOE)	Graphic Design	6
Photography (LOE)	Design Fundamentals	6
	Image Capture Techniques	6
Audiovisual Graphics (LOE)	Design Fundamentals	6
	Introduction to 3D Modelling	6
Printed Graphics (LOE)	Design Fundamentals	6
Interactive Graphics (LOE)	Interface Design	6
	Design Fundamentals	6
	Programming for Design and the Arts	6
Advertising Graphics (LOE)	Design Fundamentals	6
	Graphic Design	6



Image Lighting, Capture and Processing (LOE)	Image Capture Techniques	6
Illustration (LOE)	Design Fundamentals	6
	Drawing and Digital Illustration	6
Production of Audiovisuals and Shows (LOE)	Audiovisual Narrative	6
Production of Audiovisual and Show projects (LOE)	Post-production	6
Sound for Audiovisuals and Shows (LOE)	Sound Editing and Design	6