Module Descriptor

Title	Introduction to Computer Animation		
Session	2025/26	**Status**	
Code	COMP07010	**SCQF Level**	7
Credit Points	20	**ECTS (European Credit Transfer Scheme)**	10
School	**Computing, Engineering and Physical Sciences**		
Module Co-ordinator	John McQuillan		

Summary of Module

This module gives an historical overview of animation and covers terminology and key concepts. The module also introduces students to computer animation techniques using 2D and 3D software. Assessment is 70% practical with 3D modelling and animation in a final practical assessment, and 30% theoretical using a multichoice assessment which assesses practical, historical and theoretical background. This module is intended to prepare students for future study in animation and also as a general introduction to the subject for nonspecialists.

This module embeds the key "I am UWS" graduate attributes and in particular: Academic Universal Critical

Thinker Analytical Inquiring Work Ready Knowledgeable Digitally Literate Successful Autonomous

Innovative Personal Universal Ethically-minded Culturally aware Successful Creative Imaginative Resilient Professional Universal Research-minded Socially responsible

Module Delivery Method	**On-Campus[1]**	**Hybrid[2]**	**Online[3]**	**Work -Based Learning[4]**
	☒	☐	☐	☐

Campuses for Module Delivery			
	☐ Ayr	☐ Lanarkshire	☐ Online / Distance Learning
	☐ Dumfries	☐ London	☐ Other (specify)

[1] Where contact hours are synchronous/ live and take place fully on campus. Campus-based learning is focused on providing an interactive learning experience supported by a range of digitally-enabled asynchronous learning opportunities including learning materials, resources, and opportunities provided via the virtual learning environment. On-campus contact hours will be clearly articulated to students.

[2] The module includes a combination of synchronous/ live on-campus and online learning events. These will be supported by a range of digitally-enabled asynchronous learning opportunities including learning materials, resources, and opportunities provided via the virtual learning environment. On-campus and online contact hours will be clearly articulated to students.

[3] Where all learning is solely delivered by web-based or internet-based technologies and the participants can engage in all learning activities through these means. All required contact hours will be clearly articulated to students.

[4] Learning activities where the main location for the learning experience is in the workplace. All required contact hours, whether online or on campus, will be clearly articulated to students

			☒ Paisley			
Terms for Module Delivery	Term 1	☒	Term 2	☐	Term 3	☐
Long-thin Delivery over more than one Term	Term 1 – Term 2	☐	Term 2 – Term 3	☐	Term 3 – Term 1	☐

Learning Outcomes	
L1	Demonstrate knowledge of the history and terminology of computer animation
L2	Be able to create basic keyframed animation of basic 3D objects in a simple 3D environment.
L3	Be able to create simple 3D models with suitable topology, simple materials and textures
L4	Be able to set up a basic 3D scene for rendering
L5	

Employability Skills and Personal Development Planning (PDP) Skills	
SCQF Headings	**During completion of this module, there will be an opportunity to achieve core skills in:**
Knowledge and Understanding (K and U)	**SCQF 7** Students will be able to demonstrate knowledge and understanding of the historical context and theoretical aspects of animation and the basis for animation techniques taught at more advanced levels later in their course.
Practice: Applied Knowledge and Understanding	**SCQF 7** Students will apply the techniques discussed in lectures and lab sessions to create their own animation and solve problems in animation.
Generic Cognitive skills	**SCQF 7** Students will apply problem solving skills to a range of problems in 2D and 3D animation and in modelling in 3D animation.
Communication, ICT and Numeracy Skills	**SCQF 7** Students will develop the numeric skills necessary to implement animation techniques at a basic level. Students will be introduced to complex software used for the communication of information in 2D and 3D animated form.
Autonomy, Accountability and Working with Others	**SCQF 7** Students will work autonomously in this module and must demonstrate the ability to carry out research for animation and modelling.

Prerequisites	**Module Code**	**Module Title**
	Other	
Co-requisites	**Module Code**	**Module Title**

Learning and Teaching

In line with current learning and teaching principles, a 20-credit module includes 200 learning hours, normally including a minimum of 36 contact hours and maximum of 48 contact hours.

This module covers a range of computer animation techniques in 2D and, primarily, in 3D. It also covers historical and theoretical aspects of animation. The majority of the assessment is practical with an emphasis on 3D. There is also a written (multi-choice) class test that covers the lecture content.

Learning Activities During completion of this module, the learning activities undertaken to achieve the module learning outcomes are stated below:	**Student Learning Hours** (Note: Learning hours include both contact hours and hours spent on other learning activities)
Lecture / Core Content Delivery	10
Laboratory / Practical Demonstration / Workshop	38
Asynchronous Class Activity	52
Independent Study	100
Please select	
Please select	
TOTAL	200

Indicative Resources

The following materials form essential underpinning for the module content and ultimately for the learning outcomes:

Access to appropriate drawing, and 2D and 3D animation software. Course notes and resources indicated in the module handbook and lectures.

(N.B. Although reading lists should include current publications, students are advised (particularly for material marked with an asterisk*) to wait until the start of session for confirmation of the most up-to-date material)

Attendance and Engagement Requirements

In line with the Student Attendance and Engagement Procedure, Students are academically engaged if they are regularly attending and participating in timetabled on-campus and online teaching sessions, asynchronous online learning activities, course-related learning resources, and complete assessments and submit these on time.

For the purposes of this module, academic engagement equates to the following:

Attendance at all scheduled classes unless with reason for non-attendance. Submission of all coursework including non-graded class exercises. Clear and timely communication with reasons for non-attendance or non-submission of/late coursework. Other areas of measure may also be used, including degree of access to University based online teaching resources. Students should note that the University has a minimum 80% attendance requirement in all modules. If you fall below this, you will be referred to the Student Success Team to see how we can best support your studies.

Equality and Diversity

The University's Equality, Diversity and Human Rights Procedure can be accessed at the following link: UWS Equality, Diversity and Human Rights Code. Aligned with the University's commitment to equality and diversity, this module supports equality of opportunity for students from all backgrounds and learning needs. Using the VLE, material will be presented electronically in formats that allow flexible access and manipulation of content. This module complies with University regulations and guidance on inclusive learning and teaching practice. This module has lab-based teaching and as such you are advised to speak to the Module Co-ordinator to ensure that specialist assistive equipment, support provision and adjustment to assessment practice can be put in place, in accordance with the University's policies and regulations.
(N.B. Every effort will be made by the University to accommodate any equality and diversity issues brought to the attention of the School)

Supplemental Information

Divisional Programme Board	**Computing**
Overall Assessment Results	☐ **Pass / Fail** ☒ **Graded**
Module Eligible for Compensation	☒ **Yes** ☐ **No** **If this module is eligible for compensation, there may be cases where compensation is not permitted due to programme accreditation requirements. Please check the associated programme specification for details.**
School Assessment Board	Creative Computing
Moderator	Dr. Mark Carey
External Examiner	S Kennedy-Parr
Accreditation Details	Screen Skills
Module Appears in CPD catalogue	☐ **Yes** ☒ **No**
Changes / Version Number	2.11

Assessment (also refer to Assessment Outcomes Grids below)
Assessment 1
Practical 3D modelling and animation, accounting for 70% of the overall mark. The Assessment is structured to build on skills and provide formative feedback as the module progresses.
Assessment 2
Multi-choice assessment of theoretical/historical understanding, predominantly covered in the lecture course, accounting for 30% of the overall mark.
Assessment 3
(N.B. (i) Assessment Outcomes Grids for the module (one for each component) can be found below which clearly demonstrate how the learning outcomes of the module will be assessed. (ii) An indicative schedule listing approximate times within the academic calendar when assessment is likely to feature will be provided within the Student Module Handbook.)

Component 1

Assessment Type	LO1	LO2	LO3	LO4	LO5	Weighting of Assessment Element (%)	Timetabled Contact Hours
Portfolio of practical work	☐	☒	☒	☒	☐	70	38

Component 2							
Assessment Type	**LO1**	**LO2**	**LO3**	**LO4**	**LO5**	**Weighting of Assessment Element (%)**	**Timetabled Contact Hours**
Class test	☒	☐	☐	☐	☐	30	10

Component 3							
Assessment Type	**LO1**	**LO2**	**LO3**	**LO4**	**LO5**	**Weighting of Assessment Element (%)**	**Timetabled Contact Hours**
	☐	☐	☐	☐	☐		
Combined total for all components						100%	hours

Change Control

What	When	Who
Minor changes in wording to fit with new format of descriptor.	28/02/2025	John McQuillan