Module Descriptor

Title	Drawing for Animation		
Session	2025/26	**Status**	Active
Code	COMP07083	**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 is a module in the Computer Animation Arts programme. This module teaches the core practical art skills required in animation, and for the representation of 2D and 3D forms. It will introduce the student to the drawing techniques required for planning and design, and for animation. This module is suitable for the complete beginner as well as more experienced artists. It covers introductory practical skills and theory, progressing towards skills required for effective visual communication.

This module embeds the key "I am UWS" graduate attributes and in particular: Academic Universal Critical Thinker Analytical Inquiring Work Ready Knowledgeable Successful Autonomous Personal Universal Ethically-minded Work Ready Motivated Successful Creative Imaginative Resilient Professional Universal Research-minded

Module Delivery Method	**On-Campus[1]** ☒	**Hybrid[2]** ☐	**Online[3]** ☐	**Work -Based Learning[4]** ☐
Campuses for Module Delivery	☐ Ayr ☐ Dumfries	☐ Lanarkshire ☐ London ☒ Paisley	☐ Online / Distance Learning ☐ Other (specify)	
Terms for Module Delivery	Term 1 ☐	Term 2 ☒	Term 3 ☐	

[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

Long-thin Delivery over more than one Term	Term 1 – Term 2	☐	Term 2 – Term 3	☐	Term 3 – Term 1	☐

Learning Outcomes	
L1	Demonstrate the use drawing tools for observational drawing.
L2	Be able to use conventional drawing techniques for illustration of 2D and 3D forms.
L3	Use drawing as a medium for planning and production in animation.
L4	
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 theory behind observational drawing and related areas.
Practice: Applied Knowledge and Understanding	**SCQF 7** Students will be able to apply the practical and theoretical instruction to conventional drawing tasks for the purpose of illustration and communication.
Generic Cognitive skills	**SCQF 7** Students will apply problem solving skills to illustration of routine animation tasks where a need for clarity is required in visual communication without loss of information.
Communication, ICT and Numeracy Skills	**SCQF 7** Present visual information in a coherent form for planning and storytelling.
Autonomy, Accountability and Working with Others	**SCQF 7** Students will work autonomously on coursework will assisting in peer review of their own and others work. Students will begin to develop skills in self critique and accepting criticism from their peers and lecturers.

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 techniques and approaches to observational drawing. Primarily focused on teaching drawing to a mixed ability group, with some prior instruction/ability in drawing, it will take skills to the point where the student is able to

effectively convey ideas via conventional drawing. These drawing skills will be advanced in future modules.

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	12
Laboratory / Practical Demonstration / Workshop	36
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:

Conventional drawing materials including, but not restricted to, paper, pencils, pens.

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	Peter Satera
External Examiner	S Kennedy Parr
Accreditation Details	
Module Appears in CPD catalogue	☐ **Yes** ☒ **No**
Changes / Version Number	1.1

Assessment (also refer to Assessment Outcomes Grids below)
Assessment 1
There is one continuous assessment category concentrating on development of a reflective portfolio, with weekly/biweekly formative feedback. Initial portfolio work will be submitted towards the end of the first half of the module, and a final portfolio of work demonstrating skills in visual communication submitted at the end of the module.
Assessment 2
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	☒	☒	☒	☐	☐		

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

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**
Adapted for new MD template	28/02/2025	John McQuillan