Module Descriptor

Title	3D Computer Animation		
Session	2025/26	**Status**	Active
Code	COMP08059	**SCQF Level**	Level 8
Credit Points	20	**ECTS (European Credit Transfer Scheme)**	10
School	**Computing, Engineering and Physical Sciences**		
Module Co-ordinator	Peter Satera		

Summary of Module

This module will teach 3D Computer animation. The primary emphasis is on keyframed character animation. Lectures will focus on a break down of character control, strong scrutiny over theory of movement as well as an in-depth look at the principles of animation. Lectures will evaluate a detailed view of the character animation pipeline.

The assessment is continuous and split between anthropomorphic animation and bipedal character animation. Initially students are introduced to rigging techniques required for character development. Practical and theoretical grasp of animation will be expected to be demonstrated through lab exercises and assessment. The following focus of the module will be on organic modelling techniques. Lectures will cover modelling processes centred on modelling practices and development. Students will undergo an understanding of modelling workflows to produce coherent production meshes. The students will be required to showcase a proficiency in modelling techniques.

This module embeds the key "I am UWS" graduate attributes and in particular: Academic -Universal -Critical Thinker -Analytical -Work Ready -Knowledgeable -Digitally Literate -Problem-solver -Successful - Autonomous Personal -Universal -Ethically-minded -Work Ready -Motivated -Successful -Creative - Imaginative -Resilient Professional -Universal -Collaborative -Research-minded -Socially responsible -WorkReady -Ambitious

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

[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

Campuses for Module Delivery	☐ Ayr ☐ Dumfries		☐ Lanarkshire ☐ London ☒ Paisley		☐ Online / Distance Learning ☐ Other (specify)	
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	Show a knowledge of animation techniques and comprehension of the principles of animation.
L2	Demonstrated ability to portray believable and entertaining motion through the use of effective character animation
L3	Demonstrate professional modelling production practices.
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 8** Students will develop core skills in rigging and character animation required for employment with the animation industry. Students will develop and understanding of the theory around organic production.
Practice: Applied Knowledge and Understanding	**SCQF 8** Students will apply the techniques discussed in lectures and lab sessions to their own animation and solve problems within the 3D domain. Students will carry out research for production.
Generic Cognitive skills	**SCQF 8** Students will identify and solve routine problems in 3D production. Problems will include developing a basic rig, weight painting, fluid character motion and modelling organic meshes.
Communication, ICT and Numeracy Skills	**SCQF 8** Students will develop the numeric skills necessary to implement animation techniques, and to make a study of the mechanics of movement. Students will develop a critical awareness of a range of complex software used for the character animation.
Autonomy, Accountability and Working with Others	**SCQF 8** Students will engage in individual project work. Manage time and resources to plan and produce character production under a professional studio production process.

Prerequisites	**Module Code** COMP07011	**Module Title** 2D Computer Animation
	Other	
Co-requisites	**Module Code** COMP08013	**Module Title** 3D Asset Production 2

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.

The module will be delivered by means of lectures, tutorials and practical lab work aimed at developing the core theories required to confidently animate and create character models within a 3D environment.

The lectures will further develop the awareness of the animation and modelling principles and techniques used within character animation. The lab work which follows will enable students to put into practice what they have learned, as well as work on assessment.

Students will create preproduction planning using appropriate research, ultimately creating a range of character animation outcomes to focus on a variety of abilities.

Students are also referred to external written and video tutorial material.

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
Tutorial / Synchronous Support Activity	10
Laboratory / Practical Demonstration / Workshop	40
Asynchronous Class Activity	70
Independent Study	70
Please select	
TOTAL	200

Indicative Resources

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

ESSENTIAL: Graphics Tablet (Drawing Tablet) or alternative peripheral device (E.g. Screen Tablet) to work with computer.

Use of a computer to produce coursework.

VLE and lecturer produced lecture and video material and associated teaching materials.

(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:** The School of Computing, Engineering and Physical Sciences considers attendance and engagement to mean a commitment to attending, and engaging in, timetabled sessions. You will scan your attendance via the scanners each time you are on-campus and you will login to the VLE several times per week. Where you are unable to attend a timetabled learning session due to illness or other circumstance, you should notify the Programme Leader that you cannot attend. Across the School an 80% attendance threshold is set. 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	John McQuillan
External Examiner	TBC
Accreditation Details	ScreenSkills
Module Appears in CPD catalogue	☐ **Yes** ☒ **No**
Changes / Version Number	2025.v01

Assessment (also refer to Assessment Outcomes Grids below)

Assessment 1
Animation Portfolio and Documentation
Assessment 2
Organic Modelling Portfolio
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 with Supporting Documentation	☒	☒	☐	☐	☐	100%	0

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**
New Descriptor Format	20.03.25	Peter Satera