Module Descriptor

Title	Art for Animation 2		
Session	2025/26	**Status**	Active
Code	COMP09101	**SCQF Level**	Level 9
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 focus on digital painting and concept art production skills. Students will concentrate on essential preproduction topics. As well as further advancement of character development techniques, students will focus on innovative design for planning and character interation to final cinematic conceptual portrayal.

Students will work on a comprehensive concept design project based on a pre-designated brief. Students will be required to produce a 'Concept Pack' per this brief, which requires the student to develop art concepts to the specification using iterative production and evaluation techniques, as well as develop under peer review with aim to fulfil the objective.

This module embeds the key "I am UWS" graduate attributes and in particular: This module embeds the key "I am UWS" graduate attributes and in particular: ACADEMIC: -Universal -Analytical -Work Ready - Knowledgeable -Digitally Literate SUCCESSFUL: -Autonomous -Incisive PERSONAL: -Work Ready - Effective communicator -Motivated -Successful -Creative -Imaginative PROFESSIONAL: -Universal - Socially responsible -Work Ready -Ambitious -Successful -Driven -Transformational

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

[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		☐ 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	Exhibit an indepth understanding of character development
L2	Demonstrate a thorough approach to concept art production pipelines.
L3	
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 working knowledge of the ability to create figurative art. Students will have a critical understanding within preproduction specialising in concept art
Practice: Applied Knowledge and Understanding	**SCQF 8** Students will apply professional techniques learned within figurative art and thedigital workspace to produce specialised concept art. Carry out a variety of research which will apply directly to the production of high quality artwork.
Generic Cognitive skills	**SCQF 8** Students will have to translate theoretical knowledge in to practice in both conventional and digital art environments. This will require problem solving skills relevant to artistic disciplines. Students will have to identify expert approaches through a range of iterative design practices to arrive at a final piece of concept art
Communication, ICT and Numeracy Skills	**SCQF 8** Students will use a professional painting application as well as further their ability to use a computer peripheral drawing devices to create production art.
Autonomy, Accountability and Working with Others	**SCQF 8** Students will work autonomously to produce, and further develop, character art. Students will be responsible for creating a coherent professional piece of concept

	art which will be subject to on going critical appraisal by the lecturer.

Prerequisites	**Module Code** COMP08089	**Module Title** Art for Animation 1
	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. Module content will be delivered via lectures, tutorials and practical lab work aimed to build on knowledge of character, figure drawing and concept art to an industry standard. Students will participate in tutorial and workshop activities supported by VLE distribution and also utilise presenting of their work to their peers.	
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

The module is one continuous assessment consisting for concept art exercises and a portfolio of conceptual project work.
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	☒	☒	☐	☐	☐	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