Module Descriptor

Title	Advanced Topics in Animation		
Session	2025/26	**Status**	Active
Code	10072	**SCQF Level**	10
Credit Points	20	**ECTS (European Credit Transfer Scheme)**	10 (European Credit Transfer Scheme)
School	**Computing, Engineering and Physical Sciences**		
Module Co-ordinator	Mohammed Soheeb Khan		

Summary of Module

This module, part of the Computer Animation Arts programme, it provides honours-year students with the opportunity to undertake an individual Advanced Topics Project Piece (AT Project Piece). The focus on refining thier workflows, pipelines, and practices in a specialised area of CG Art Production. Students will take on a key specialisms such as modelling, character animation, texturing, rendering, and other aspects of the animation production pipelines. Designed to prepare students for future career pathways, the module encourages self-reflection, skill development, and professional growth.

Through critical self-assessment, students will analyse their current portfolios to identify areas for improvement. They will then explore an advanced topic and develop a project piece that addresses skill gaps, refining their technical expertise and enhancing the overall quality of their work. This process is designed to challenge students, push creative boundaries, and foster continuous improvement.

The project necessitates rapid, comprehensive planning and efficient allocation of tasks and resources, demanding a high level of coordination for effective execution. Assessment is conducted continuously through weekly feedback sessions, planning documentation, a final project submission, and a reflective weekly log that documents progress, challenges, and personal growth.

This module encourages exploration of contemporary and future industry trends in production pipelines, workflows, techniques, and software integration. Students specialise in areas of personal relevance, aligning with their studies and career aspirations. The module focuses on students' ability to apply self-directed learning (SDL) on a topic of choice, demonstrating a grasp of research and practical application.

This module embeds the key “I am UWS” graduate attributes and in particular: Academic Universal Analytical Work Ready Digitally Literate Personal Universal Culturally aware Work Ready Effective communicator Motivated Successful Creative Imaginative Resilient Professional Universal Collaborative Research-minded Socially responsible Work Ready Enterprising Ambitious

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

Learning Outcomes	
L1	Identify areas of improvement and/or knowledge gaps
L2	Produce evidence of advanced knowledge of a relevant specialist area/discipline within the field of computer animation
L3	Demonstrate an ability to integrate a core specialism with contemporary industry practice/production pipeline
L4	Demonstrate knowledge and skill refinement relating to a relevant chosen advanced topic in the student's chosen subject area
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 10** Students will demonstrate an in-depth knowledge of a topic related to their chosen discipline. This could reflect their specialism in their field of study, and should be an area within which they have a genuine interest. Students must also show that they understand the importance of how and why they must present their work and themselves. Students must also demonstrate knowledge of their industry and its expectations of them.

[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

Practice: Applied Knowledge and Understanding	**SCQF 10** Students will demonstrate that they have understood expectations that industry has of them. This will be shown in the rationale for the project selected for the portfolio advancement. Applying existing understanding and techniques to support a basis for advanced skill development within the student's area of focus. Execute exploration through defined research which applies to the development of the project within the specialism.
Generic Cognitive skills	**SCQF 10** Students, must be able to plan project effectively, self-reflect on current progress of their portfolio, critically review the work carried out throughout the project, and must demonstrate the ability to adapt changes quickly based on feedback they receive.
Communication, ICT and Numeracy Skills	**Please select SCQF Level** Students will be expected to communicate throughout the module on a variety of levels. This will include one on one feedback with the lecturing team. It may also include talking to invited speakers who may critique the work of the student, to which they will be expected to provide a response in return. All students will be required to make use of ICT equipment to plan and develop the portfolio project. Students must be able to work with a range of software related to their chose disciplines/ specialisms, plan and present ideas and progress.
Autonomy, Accountability and Working with Others	**Please select SCQF Level** Students will be expected to work autonomously to achieve the necessary outcomes of the module. They will be accountable for their own work and successful participation in the class activities (feedback sessions). This will demonstrate practices that show an awareness of both the students output and that of peers and other professionals. In working with other people, students will bring change to their portfolio through discussion and feedback. The student will identify the role that they must also play in contributing to such change and development.

Prerequisites	**Module Code** COMP09027 COMP09100 COMP09094	**Module Title** 3D Asset Production 2 Advanced Texturing, Lighting and Rendering Animation Project
	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. 48

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	8
Tutorial / Synchronous Support Activity	40
Independent Study	152
Please select	
Please select	
Please select	
TOTAL	200

Indicative Resources
The following materials form essential underpinning for the module content and ultimately for the learning outcomes: Students will require access to computing facilities and some specialist software tools.
(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	Peter Satera
External Examiner	S Kennedy-Parr
Accreditation Details	Screenskills
Module Appears in CPD catalogue	☐ **Yes** ☒ **No**
Changes / Version Number	1.08

Assessment (also refer to Assessment Outcomes Grids below)
Assessment 1
Advanced Topic Project Piece
Assessment 2
Weekly Log Document - charting the student's learning journey, personal development and performance,
Assessment 3
Video Essay - Analysis and reflection upon the development of the Advanced Topic Project Piece
(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	

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