Title of Module: Drawing for Animation

Code: COMP07073	SCQF Level: 7 (Scottish Credit and Qualifications Framework)	Credit Points: 30	ECTS: 15 (European Credit Transfer Scheme
School:	School of 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 via planning and production tools such as storyboards.

- 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

Face-To-Face	Blended	Fully Online	HybridC	HybridO	Work-based Learning
✓	✓				

Face-To-Face
Term used to describe the traditional classroom environment where the students and the lecturer meet synchronously in the same room for the whole provision.

Blended
A mode of delivery of a module or a programme that involves online and face-to-face delivery of learning, teaching and assessment activities, student support and feedback. A programme may be considered "blended" if it includes a combination of face-to-face, online and blended modules. If an online programme has any compulsory face-to-face and campus elements it must be described as blended with clearly articulated delivery information to manage student expectations

Fully Online
Instruction that is solely delivered by web-based or internet-based technologies. This term is used to describe the previously used terms distance learning and e learning.

HybridC
Online with mandatory face-to-face learning on Campus

HybridO
Online with optional face-to-face learning on Campus

Work-based Learning
Learning activities where the main location for the learning experience is in the workplace.

Campus(es) for Module Delivery

The module will **normally** be offered on the following campuses / or by Distance/Online Learning: (Provided viable student numbers permit)

Paisley:	Ayr:	Dumfries:	Lanarkshire:	London:	Distance/Online Learning:	Other:
✓						

Term(s) for Module Delivery					
(Provided viable student numbers permit).					
Term 1	✓	Term 2	✓	Term 3	

Learning Outcomes: (maximum of 5 statements)
On successful completion of this module the student will be able to:
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.

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 Level 7. Students will be able to demonstrate knowledge and understanding of theory behind observational drawing and related areas, such as colour theory.
Practice: Applied Knowledge and Understanding	SCQF Level 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 Level 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 Level 7. Present visual information in a coherent form for planning and storytelling.
Autonomy, Accountability and Working with others	SCQF Level 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.

Pre-requisites:	Before undertaking this module the student should have undertaken the following:	
	Module Code:	**Module Title:**
	Other:	
Co-requisites	**Module Code:**	**Module Title:**

* Indicates that module descriptor is not published.

Learning and Teaching	
This module covers a range of techniques and approaches to observational drawing. Primarily focused on teaching drawing to a mixed ability group, 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 (Normally totalling 200 hours): (Note: Learning hours include both contact hours and hours spent on other learning activities)
Lecture/Core Content Delivery	20
Laboratory/Practical Demonstration/Workshop	80
Independent Study	200
	300 Hours Total

**Indicative Resources: (eg. Core text, journals, internet access)

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, charcoal.

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)

Engagement Requirements

In line with the Academic Engagement Procedure, Students are defined as academically engaged if they are regularly engaged with timetabled teaching sessions, course-related learning resources including those in the Library and on the relevant learning platform, and complete assessments and submit these on time. Please refer to the Academic Engagement Procedure at the following link: Academic engagement procedure

Where a module has Professional, Statutory or Regulatory Body requirements these will be listed here: In line with the Academic Engagement and Attendance Procedure, Students are defined as academically engaged if they are regularly engaged with timetabled teaching sessions. For the purposes of this module, students are expected to demonstrate engagement through submission of all coursework and attendance at scheduled lab and lecture sessions. Students should inform the lecturer of any external circumstance requiring non-attendance. Missing any session without good reason and communication may result in removal from the module. Failure to submit coursework may also result in the removal from the module. Other areas of measure may also be used, including degree of access to University based online teaching resources.

Supplemental Information

Programme Board	Computing
Assessment Results (Pass/Fail)	No
Subject Panel	Creative Computing
Moderator	Peter Satera
External Examiner	S Kennedy-Parr

Accreditation Details	
Version Number	1.07

Assessment: (also refer to Assessment Outcomes Grids below)

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 third of the module, advanced portfolio work submitted at the two thirds point and a final portfolio of work demonstrating skills in visual communication submitted at the end of the module.

(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 Handbook.)

Assessment Outcome Grids (Footnote A.)

Component 1

Assessment Type (Footnote B.)	Learning Outcome (1)	Learning Outcome (2)	Learning Outcome (3)	Weighting (%) of Assessment Element	Timetabled Contact Hours
Portfolio of practical work	✓	✓	✓	100	0
Combined Total For All Components				100%	0 hours

Footnotes
A. Referred to within Assessment Section above
B. Identified in the Learning Outcome Section above

Note(s):
1. More than one assessment method can be used to assess individual learning outcomes.
2. Schools are responsible for determining student contact hours. Please refer to University Policy on contact hours (extract contained within section 10 of the Module Descriptor guidance note).
   This will normally be variable across Schools, dependent on Programmes &/or Professional requirements.

Equality and Diversity

The University policies on equality and diversity will apply to this module: the content and assessment are based on the ability to communicate in English and through drawing.
This module requires:
• Manual, non-computer skills
• Attendance at Life drawing sessions
• Computer use

When a student discloses a disability, enabling support coordinators will agree the appropriate adjustments to be made, consulting with the module coordinator if necessary.
UWS Equality and Diversity Policy

(N.B. Every effort will be made by the University to accommodate any equality and diversity issues brought to the attention of the School)