



Module Descriptor

Title	3D Animation and Digital Sculpting		
Session	2025/26	Status	Active
Code	COMP07074	SCQF Level	Level 7
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 and introduction to Digital Sculpting. The primary emphasis is on keyframed animation. Lectures will focus on a breakdown of character control, theory of movement as well as further comprehension of body mechanics utilising 3D software. Lectures will evaluate the character animation pipeline. The second segment of the module’s focus will be concentrated on further development within modelling by the use of Digital Sculpting. Students will be introduced to foundation knowledge of a sculpting application in aim develop their ability to produce 3D mass and form. 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 -Work Ready -Ambitious			

Module Delivery Method	On-Campus¹ ☒	Hybrid² ☐	Online³ ☐	Work -Based Learning⁴ ☐
Campuses for Module Delivery	☐ Ayr ☐ Dumfries	☐ Lanarkshire ☐ London	☐ Online / Distance Learning ☐ Other (specify)	

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			
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 keyframed animation techniques and comprehension of the principles of animation.
L2	Demonstrated ability to produce believable motion with the use of a 3D character.
L3	Exhibit proficient introductory-level modelling / sculpting 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 7 Students will develop skills within 3D animation, exhibiting an ability to comprehend the use of a 3D Character rig as well as application of the principles of animation..
Practice: Applied Knowledge and Understanding	SCQF 7 Students will apply animation theory to a 3D Character rig to achieve entertain motion and animation. Knowledge will also be applied during problem solving situations when developing skills within Sculpting and Animation.
Generic Cognitive skills	SCQF 7 Students will identify and resolve issues utilising a character rig within a General 3D application. Students will also engage upon digital sculpting methods which requires support of procedures managing technical and artistic skillsets.
Communication, ICT and Numeracy Skills	SCQF 7 Students will develop numeric skills with the use of 3D animation tools and Digital Sculpting tools. Students will also develop a series of critical communicated terminology of industry practice.
Autonomy, Accountability and Working with Others	SCQF 7 Students will engage in individual portfolio works, requiring management of tasks with the use of effective and professional preproduction and production.

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. The module will be delivered by means of lectures, tutorials and practical lab work aimed at developing the knowledge and skills required to confidently create simple 3D Animation and Digital Sculpting Practices. The lectures will introduce and deliver the essential theory of the 3D animation. The Follow-on lab work will enable students to put into practice what they have learned. Practical work will be facilitated with the use of 3D animation software within the lab space. Students will produce their own animations utilising preproduction techniques. Students will also learn sculpting techniques to deliver introductory level sculpting in a digital environment.	
Learning Activities	Student Learning Hours
During completion of this module, the learning activities undertaken to achieve the module learning outcomes are stated below:	(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. (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	Skillset
Module Appears in CPD catalogue	☐ Yes ☒ No
Changes / Version Number	2025.v01

Assessment (also refer to Assessment Outcomes Grids below)

Assessment 1

Animation Portfolio

Assessment 2

Digital Sculpting 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