

Session: 2022/23

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Title of Module: Art for Animation 1			
Code: COMP08089	SCQF Level: 8 (Scottish Credit and Qualifications Framework)	Credit Points: 20	ECTS: 10 (European Credit Transfer Scheme)
School:	School of Computing, Engineering and Physical Sciences		
Module Co-ordinator:	Peter Satera		

Summary of Module

The focus of the module will centre around two key areas, being:

- Digital Art Production
- Concept Art.

Students will be introduced to learning digital art painting techniques to develop an ability to fulfil modern art production practices with the use of 2D painting software. Students will develop an understanding of approach to painting digitally through a series of challenges which are aimed to establish core fundamentals to digitally painted characters.

Students investigate the complexity of material studies, drawing the human form, environmental art and how those skills achieved lead into the development of concepting a character.

Students will develop their skills and an understanding of drawing/painting in an application with the aim to adhere to concept art production.

- This module embeds the key “I am UWS” graduate attributes and in particular:
ACADEMIC: -Universal -Analytical -Work Ready -Knowledgeable -Digitally Literate
SUCCESSFUL: -Autonomous **PERSONAL:** -Motivated -Creative -Imaginative
PROFESSIONAL: -Universal -Ambitious -Successful -Driven -Transformational

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 knowledge of human anatomy for figurative drawing. L2. Apply knowledge and understanding of specialist methodologies in production of concept art. L3. Evaluate, analyse and apply theoretical underpinning through practical output.	
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 8. Students will demonstrate: Drawing skills specific to figurative/character study. A range of specialist knowledge related to character art concepts. An understanding of the human form. Ability to research and apply information to practical output.
Practice: Applied Knowledge and Understanding	SCQF Level 8. Students will apply core theories in the development of concept art production. This is a key skill within pre-production of animation. Students will demonstrate application of enquiries into artistic styles and methods in production of a high quality art outcome. Students will demonstrate ability in using a digital painting application.
Generic Cognitive skills	SCQF Level 8. Students will build common understanding within digital painting studies to formulate best approaches within concept design.
Communication, ICT and Numeracy Skills	SCQF Level 8. Students will use a professional 2D painting application. Students will also be expected to utilise computer painting drawing devices, in production of art concepts.
Autonomy, Accountability and Working with others	SCQF Level 8. Students will be expected to work autonomously, producing work that builds production value, both within digital studies and concept design. Guidance will be provided on the specialist areas.

	While students will not work in teams for assessment, it is expected that individuals will discuss work with peers to develop skills and abilities and form part of formative feedback.	
Pre-requisites:	Before undertaking this module the student should have undertaken the following:	
	Module Code: COMP07011 COMP07073	Module Title: <u>2D Computer Animation</u> <u>Drawing for Animation</u>
	Other:	
Co-requisites	Module Code:	Module Title:

* Indicates that module descriptor is not published.

Learning and Teaching	
<p>The module will be delivered by various means such as lectures, tutorials and practical lab work.</p> <p>The lectures will deliver the core theories of human anatomy, drawing of human physiology, concept art conventions and goals, as well as examining key examples from current and past artists.</p> <p>The tutorials and practical sessions will provide physical example of production techniques and methods, with students expected to implement these to demonstrate their skills and abilities. This will form part of the formative assessment work for the module.</p>	
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	10
Tutorial/Synchronous Support Activity	24
Laboratory/Practical Demonstration/Workshop	14
Independent Study	152
	200 Hours Total
**Indicative Resources: (eg. Core text, journals, internet access)	
<p>The following materials form essential underpinning for the module content and ultimately for the learning outcomes: Students will be expected to provide digital drawing devices/aids.</p>	
(**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](#)

Supplemental Information

Programme Board	Computing
Assessment Results (Pass/Fail)	No
Subject Panel	Creative Computing
Moderator	Mark Carey
External Examiner	S Kennedy-Parr
Accreditation Details	
Version Number	1.07

Assessment: (also refer to Assessment Outcomes Grids below)

The module is assessed by 100% coursework.

The coursework will be divided into multiple assignments.

(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	200	
Combined Total For All Components				100%	200 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 but are otherwise culture-neutral. Students will be expected to undertake lab sessions using software tools and field work with video equipment in order to complete the assessment tasks in this module.

Students should also be aware that they will be expected to observe a life model as part of both formative and summative assessments.

When a student discloses additional support requirements an enabling support co-ordinator will agree the appropriate adjustments to be made, consulting with the module coordinator if necessary. Further guidance is available from Student Services, Enabling Support Co-ordinators or the University's Equality and Diversity Co-ordinator.

[UWS Equality and Diversity Policy](#)

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