Title of Module: 3D Asset Production 2

Code: COMP09027	SCQF Level: 9 (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:	John McQuillan		

Summary of Module

This module extends 3D specific skills in modelling and animation. In the first half it concentrates on a team based modelling assessment, while the second half concentrates on the the development of persopnality and acting for character animation. using both standard polygonal modelling tools along with more advanced sculpting tools for both modelling and texturing. The lecture course will deal with advanced topics in animation and modelling, and cover in greater depth, topics such as UV mapping and specialist animation techniques for character animation. Students will also prepare assets for production. Assessment is 100% continuous, with both individual and team based components.

- This module embeds the key "I am UWS" graduate attributes and in particular: Academic Universal Critical Thinker Analytical Inquiring Work Ready Knowledgeable Digitally Literate Problem-solver Successful Autonomous Innovative Personal Universal Ethically-minded Work Ready Effective communicator Motivated Successful Creative Imaginative Resilient Professional Universal Collaborative 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. Work effectively as part of a team, in defined roles, to deliver a product of a suitable quality to a tight deadline.
L2. Critically evaluate workflows for creation of 3D assets.
L3. Develop personality based, keyframed, character animation, including facial animation, based on research and observation.

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 9. Students will develop core skills in modelling, texturing and team work required for employment in the 3D animation industry. students will demonstrate: • An understanding of the scope and defining features of a 3D modelling andtexturing problem. • A critical understanding of a range of the underpinning theories, concepts andterminology of 3D modelling texturing and animation.
Practice: Applied Knowledge and Understanding	SCQF Level 9. Students will apply the techniques discussed in lectures and lab sessions to their own modelling and solve problems in modelling for animation, demonstrating detailed knowledge of modelling and texturing techniques for mesh deformation in animation.
Generic Cognitive skills	SCQF Level 9. Students will identify and solve routine problems in 3D mesh inconsistency and select the best solutions for specific problems in modelling for animation and incorporation into diverse environments. • Undertake critical analysis and evaluation of information and issues of relevance to specifc 3D tasks. •Carry out research into skills required for particular projects/specialisms. Use synthesis of techniques in modelling and texturing to develop novel solutions to problems in 3d modelling and texturing. •Use a synthesis of observation and measurement to evaluate movement in the real world for translation to the virtual.
Communication, ICT and Numeracy Skills	SCQF Level 9. Students will develop the numeric skills necessary to implement animation and modelling techniques, and will have a knowledge of the underlying geometry of the building blocks of 3D modelling. Students will be introduced to complex software used for the communication of information in 3D modelled and animated form.

Autonomy, Accountability and Working with others	SCQF Level 9. Students will engage in research for team based and individual project work and work cooperatively in a group with specific roles for the first assessment. Students will work semi-autonomously for the final assessment.	
Pre-requisites:	Before undertaking this module the student should have undertaken the following:	
	Module Code: COMP08013 COMP08059	**Module Title:** 3D Asset Production 1 3D Computer Animation
	Other:	
Co-requisites	**Module Code:**	**Module Title:**

* Indicates that module descriptor is not published.

Learning and Teaching	
This module is highly practical but also includes a theoretical element that tests students general as well as specific knowledge of 3D animation and modelling. The practical assessment is aimed at the production of a small number of models, produced to a very high standard, and suitable for inclusion in a show reel. The written class test consists of a series of short answer questions covering the lecture material.	
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
Laboratory/Practical Demonstration/Workshop	38
Independent Study	152
	200 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: Video based tutorial material, both internally and externally produced. Or Other suitable reference/text book covering modelling techniques in 3D computer animation. Course lecture notes Suitable textbook
(**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

Supplemental Information

Programme Board	Computing
Assessment Results (Pass/Fail)	No
Subject Panel	Creative Computing
Moderator	Patrick Walder
External Examiner	S Kennedy-Parr
Accreditation Details	N/A
Version Number	2.11

Assessment: (also refer to Assessment Outcomes Grids below)

Practical:
There is one continuous assessment category, split up between a team-based modelling exercise and a character animation assessment.

(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

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)