Module Descriptor

Title	Asset Production		
Session	2025/26	Status	Active
Code	COMP09027	SCQF Level	9
Credit Points	20	ECTS (European Credit Transfer Scheme)	10
School	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 second half it concentrates on a team based modelling and animation assessment, while the first 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 teamworking/team management, 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 is delivered over two terms - in the second half of Term 1 (Weeks 7-12) and the first half of Term 2 (Weeks 1-6).

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	On-Campus[1]	Hybrid[2]	Online[3]	Work -Based Learning[4]

[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

		☒		☐		☐		☐
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	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.
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 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 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 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 9** 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 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.

Prerequisites	**Module Code** COMP08013	**Module Title** 3D Asset Production 1
	Other COMP08059 3D Computer Animation	
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.
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 animation deomnstarting the construction of personality and development of skills in acting for animaiton, and the development of skills in team based model making, teamwork and management.

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	12
Laboratory / Practical Demonstration / Workshop	36
Asynchronous Class Activity	52
Independent Study	100
Please select	
Please select	
TOTAL	

Indicative Resources
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. Course lecture notes
(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:** Attendance at all scheduled classes unless with reason for non-attendance. Submission of all coursework including non-graded class exercises. Clear and timely communication with reasons for non-attendance or non-submission of/late coursework. Other areas of measure may also be used, including degree of access to University based online teaching resources. Students should note that the University has a minimum 80% attendance requirement in all modules. 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.
(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	Patrick Walder
External Examiner	S Kennedy Parr
Accreditation Details	ScreenSkills
Module Appears in CPD catalogue	☐ Yes ☒ No
Changes / Version Number	2.12

Assessment (also refer to Assessment Outcomes Grids below)
Assessment 1
There is one continuous assessment category, split up between a team-based modelling exercise and a character animation assessment.
Assessment 2
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	☒	☒	☒	☐	☐	100	48

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
Module title change to better reflect module content	07/03/2025	John McQuillan
Minor changes in description of module to reflect delivery over two terms.	07/03/2025	John McQuillan
Change to delivery over two terms	07/03/2025	John McQuillan
Change in learning and teaching statement	07/03/2025	John McQuillan