

**Session: 2024/25**

<b>Title of Module: Animation Project</b>			
<b>Code: COMP09028</b>	<b>SCQF Level: 9</b> (Scottish Credit and Qualifications Framework)	<b>Credit Points: 20</b>	<b>ECTS: 10</b> (European Credit Transfer Scheme)
<b>School:</b>	School of Computing, Engineering and Physical Sciences		
<b>Module Co-ordinator:</b>	Mark Carey		
<b>Summary of Module</b>			
<p>Students will be expected to undertake an animation project, which they will design, research, plan and produce.</p> <p>Students may produce a piece of work related to the field of animation in any discipline or genre. The student is advised to consider how this work will contribute to their showreel and promote their skills for employment in the animation sector.</p> <p>Lab support is provided to direct students towards achieving their goals successfully. The sessions comprise lectures, providing advice and guidance on how to successfully complete the desired outcome, as well as analysis on previous outcomes and benchmarks.</p> <p>Students have a full term to dedicate to this important piece of showcase material. Work will be reviewed and monitored throughout, contributing to the assessment of the module. The purpose of content/scope of the module is:</p> <ul style="list-style-type: none"> <li>• To undertake a self directed project in animation.</li> <li>• To plan for a project, and develop it through to completion of the product.</li> <li>• To produce a piece of showcase animation that a student can use in production of their show reel.</li> <li>• This module embeds the key “I am UWS” graduate attributes and in particular: Academic Universal Critical Thinker Analytical Inquiring Work Ready Knowledgeable Problem-solver Successful Autonomous Personal Universal Ethically-minded Work Ready Effective communicator Motivated Successful Creative Imaginative Resilient Professional Universal Research-minded</li> </ul>			

<b>Module Delivery Method</b>					
<b>Face-To-Face</b>	<b>Blended</b>	<b>Fully Online</b>	<b>HybridC</b>	<b>HybridO</b>	<b>Work-based Learning</b>
✓	✓				
<p><b>Face-To-Face</b> Term used to describe the traditional classroom environment where the students and the lecturer meet synchronously in the same room for the whole provision.</p> <p><b>Blended</b> 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</p> <p><b>Fully Online</b> 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.</p> <p><b>HybridC</b> Online with mandatory face-to-face learning on Campus</p>					

**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. Synthesise ideas, concepts and information to conceive, scope and plan an appropriate animation project.
- L2. Demonstrate practical use of skills and appropriate techniques through production of an animation artefact.
- L3. Suitably manage time to meet the shifting requirements of an animation project
- L4. Critically analyse and evaluate the outcome of working practices in relation to the resultant practical element.

**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 increase knowledge of project management within a fixed timescale, as well as research skills to find appropriate answers to problems unique to their projects.
Practice: Applied Knowledge and Understanding	SCQF Level 9. Students will be expected to apply knowledge and understanding to the successful outcome of their developed animation project demonstrating the application of skill and ability in the output of practical assessment. This will include drawing on skills from other aspects of the degree course as well as identifying necessary skill development unique to their output requiring self motivation and direction.
Communication, ICT and Numeracy Skills	SCQF Level 9. Students must produce animations that clearly communicate intention to an audience defined within their planning work. ICT skills require use of specific packages relating to animation production.
Autonomy, Accountability and Working with others	SCQF Level 9. Students are accountable for working time management and prioritisation of task for successful completion within the given deadline.

	Part of this process may involve seeking help and assistance from others.	
<b>Pre-requisites:</b>	Before undertaking this module the student should have undertaken the following:	
	<b>Module Code:</b> COMP08013 COMP08059	<b>Module Title:</b> <u>3D Asset Production 1</u> <u>3D Computer Animation</u>
	<b>Other:</b>	
<b>Co-requisites</b>	<b>Module Code:</b> COMP09100 COMP09027	<b>Module Title:</b> <u>Advanced Texturing, Lighting and Rendering</u> <u>3D Asset Production 2</u>

\* Indicates that module descriptor is not published.

<b>Learning and Teaching</b>	
<p>The module will be delivered by means of lectures, tutorials and practical lab work aimed at developing and completing an animation project.</p> <p>The lectures will discuss essential tasks involved in planning, time management, and key areas of work necessary in the completion of a computer animation project. These include; camera work, sound and lighting, script writing, storyboarding and concepting. Lectures will also discuss showreel construction and implementation vital to gaining employment in the competitive industry of computer animation.</p> <p>Lab work will consist of self directed study to overcome unique problems associated with individual computer animation projects. Staff provide advice and assistance in overcoming these problems as well as directing the student to the necessary line of learning. Lab work is centred on completing the animation project.</p> <p>Review sessions will also take place in class to provide feedback and direction as well as assessing progress.</p>	
<p><b>Learning Activities</b> During completion of this module, the learning activities undertaken to achieve the module learning outcomes are stated below:</p>	<p><b>Student Learning Hours</b> (Normally totalling 200 hours): (Note: Learning hours include both contact hours and hours spent on other learning activities)</p>
Lecture/Core Content Delivery	10
Tutorial/Synchronous Support Activity	38
Independent Study	152
	200 Hours Total
<b>**Indicative Resources: (eg. Core text, journals, internet access)</b>	
<p>The following materials form essential underpinning for the module content and ultimately for the learning outcomes: Animation software, which may include but is not limited to:</p> <p>Maya Lightwave Flash</p>	

Toon Boom Studio  
Premiere  
After Effects

In addition students will find tutorial resources either online, in texts or as part of the packages essential in gaining additional skills which maybe necessary to the successful completion of assessment.

Palamar, T. Mastering Autodesk Maya. Sybex Publishing

Lanier, L. Advanced Maya Texturing and Lighting. Sybex Publishing

Ghertner, E. Layout and Composition for Animation. Focal Press

Roy, K. Finish Your Film! Tips and tricks for making an animated short in Maya. Focal Press

Beane, A. 3D Animation Essentials. Sybex Publishing.

Winder C, et al. Producing Animation. Focal Press.

(\*\*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:

Students should regularly attend timetabled sessions. Students must also attempt assessment work, though where extenuating circumstances prevent this occurring, demonstrable communication with the teaching team should be evidenced as a marker of suitable engagement.

### Supplemental Information

<b>Programme Board</b>	Computing
<b>Assessment Results (Pass/Fail)</b>	No
<b>Subject Panel</b>	Creative Computing
<b>Moderator</b>	John McQuillan
<b>External Examiner</b>	S Kennedy-Parr
<b>Accreditation Details</b>	N/A
<b>Version Number</b>	2.08

<b>Assessment: (also refer to Assessment Outcomes Grids below)</b>
The summative assessment for this module is 100% coursework, which is assessed as follows:  A suitable portfolio of planning material.  Presentation at project review sessions.  A completed animation and associated documentation.
(N.B. (i) <b>Assessment Outcomes Grids</b> 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 <b>indicative schedule</b> 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.)

<b>Component 1</b>							
<b>Assessment Type (Footnote B.)</b>	<b>Learning Outcome (1)</b>	<b>Learning Outcome (2)</b>	<b>Learning Outcome (3)</b>	<b>Learning Outcome (4)</b>	<b>Weighting (%) of Assessment Element</b>	<b>Timetabled Contact Hours</b>	
Portfolio of written work	✓	✓		✓	45	95	
Creative output/ Audiotapes/ Videotapes/ Games/ Simulations		✓	✓		40	85	
Demonstrations/ Poster presentations/ Exhibitions	✓		✓	✓	15	20	
<b>Combined Total For All Components</b>					100%	200 hours	

#### Footnotes

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

Note(s):  <ol style="list-style-type: none"> <li>More than one assessment method can be used to assess individual learning outcomes.</li> <li>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 &amp;/or Professional requirements.</li> </ol>
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<b>Equality and Diversity</b>
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.

This module may require the use of computer based systems. Students must be proficient computer users within a windows, icons and mouse pointer environment with the use of suitable aids where required.

When a student discloses a disability an Enabling Support co-ordinator 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)