

Session: 2024/25

Title of Module: Art for Animation 2			
Code: COMP09101	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:	Peter Satera		

Summary of Module

This module will focus on digital painting and concept art production skills. Students will concentrate on essential preproduction topics. As well as further advancement of character development techniques, students will focus on innovative design for planning and character interaction to final cinematic conceptual portrayal.

Students will work on a comprehensive concept design project based on a pre-designated brief. Students will be required to produce a 'Concept Pack' per this brief, which requires the student to develop art concepts to the specification using iterative production and evaluation techniques, as well as develop under peer review with aim to fulfil the objective.

- This module embeds the key “I am UWS” graduate attributes and in particular: This module embeds the key “I am UWS” graduate attributes and in particular:
ACADEMIC: -Universal -Analytical -Work Ready -Knowledgeable -Digitally Literate
SUCCESSFUL: -Autonomous -Incisive **PERSONAL:** -Work Ready -Effective communicator -Motivated -Successful -Creative -Imaginative **PROFESSIONAL:** - Universal -Socially responsible -Work Ready -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. Have an indepth understanding of character development. L2. Demonstrate a thorough approach to concept art production pipelines.	
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 working knowledge of the ability to create figurative art. Students will have a critical understanding within preproduction specialising in concept art.
Practice: Applied Knowledge and Understanding	SCQF Level 9. Students will apply professional techniques learned within figurative art and the digital workspace to produce specialised concept art. Carry out a variety of research which will apply directly to the production of high quality artwork.
Generic Cognitive skills	SCQF Level 9. Students will have to translate theoretical knowledge in to practice in both conventional and digital art environments. This will require problem solving skills relevant to artistic disciplines. Students will have to identify expert approaches through a range of iterative design practices to arrive at a final piece of concept art.
Communication, ICT and Numeracy Skills	SCQF Level 9. Students will use a professional painting application as well as further their ability to use a computer peripheral drawing devices to create production art.
Autonomy, Accountability and Working with others	SCQF Level 9. Students will work autonomously to produce, and further develop, character art. Students will be responsible for creating a coherent professional piece of concept art which will be subject to on going critical appraisal by the lecturer.

Pre-requisites:	Before undertaking this module the student should have undertaken the following:	
	Module Code: COMP08089	Module Title: <u>Art for Animation 1</u>
	Other:	
Co-requisites	Module Code:	Module Title:

* Indicates that module descriptor is not published.

Learning and Teaching	
Module content will be delivered via lectures, tutorials and practical lab work aimed to build on knowledge of character, figure drawing and concept art to an industry standard.	
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	12
Laboratory/Practical Demonstration/Workshop	36
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: Graphics tablet of alternative hardware resource Industry standard painting software	
(**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. They will also be expected to participate in any class activities, discussions and workshops. 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

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

Assessment: (also refer to Assessment Outcomes Grids below)

One continuous assessment consisting of concept pack development

(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)	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

As per University regulations. All lab work is carried out on campus, with specialist software and equipment available. Some aspects of the module will require conventional art supplies, obtained by the student. Students will also be expected to be able to undertake conventional drawing lessons.

Any specialist student requirements must be discussed with the module coordinator before hand.
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)