

University of the West of Scotland

Module Descriptor

Session: 2024/25

Title of Module: Advanced Topics in Animation					
Code: 10072	SCQF Level: 10 (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:	Mohammed Soheeb Khan				
Summary of Module					
<p>This module is part of the Computer Animation Arts programme, it provides honours year students with the opportunity to undertake an individual portfolio project focusing on advanced topics such as modelling, character animation, texturing, rendering, and other facets of animation production pipeline. The module emphasises preparing students for their future prospects and potential creative industry pathways. Through self-reflection, students will analyse their current portfolios, identifying areas for improvement. They will develop an individual portfolio project that addresses these gaps, enhancing the overall quality of their work by demonstrating technical skills development. The module is structured to enhance students' current skills and address limitations within their portfolios, challenging them and pushing their boundaries while encouraging continuous improvement and growth. The final output will serve as a highlight portfolio piece to be included in students' final year showreel in the Professional Portfolio Production Module.</p> <p>The project necessitates rapid, comprehensive planning and efficient allocation of tasks and resources, demanding a high level of coordination for effective execution. Assessment, conducted continuously, includes brief presentations, planning documentation, the final output, and a weekly log document, charting the student's learning journey, personal development, performance, and reflection.</p> <p>This module encourages exploration of contemporary and future industry trends in production pipelines, workflows, techniques, and software integration. Students specialise in areas of personal relevance, aligning with their studies and career aspirations. The module focuses on students' ability to apply self-directed learning (SDL) on a topic of choice, demonstrating a grasp of research and practical application.</p> <p>This module embeds the key "I am UWS" graduate attributes and in particular: Academic Universal Analytical Work Ready Digitally Literate Personal Universal Culturally aware Work Ready Effective communicator Motivated Successful Creative Imaginative Resilient Professional Universal Collaborative Research-minded Socially responsible Work Ready Enterprising Ambitious</p>					
Module Delivery Method					
Face-To-Face	Blended	Fully Online	HybridC	Hybrid 0	Work-Based Learning

<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
See Guidance Note for details.					

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) (tick as appropriate)						
Paisley:	Ayr:	Dumfries:	Lanarkshire:	London:	Distance/Online Learning:	Other:
<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Add name

Term(s) for Module Delivery					
(Provided viable student numbers permit).					
Term 1	<input checked="" type="checkbox"/>	Term 2	<input checked="" type="checkbox"/>	Term 3	<input type="checkbox"/>

Learning Outcomes: (maximum of 5 statements) These should take cognisance of the SCQF level descriptors and be at the appropriate level for the module. At the end of this module the student will be able to:	
L1	Identify areas of improvement and/or knowledge gaps
L2	Produce evidence of advanced knowledge of a relevant specialist area/discipline within the field of computer animation.
L3	Demonstrate an ability to integrate a core specialism with contemporary industry practice/production pipeline
L4	Demonstrate knowledge and skill refinement relating to a relevant chosen topic in the student's subject area for the portfolio
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)	<p>SCQF Level 10</p> <p>Students will demonstrate an in-depth knowledge of a topic related to their chosen discipline. This could reflect their specialism in their field of study, and should be an area within which they have a genuine interest.</p>

	<p>Students must also show that they understand the importance of how and why they must present their work and themselves.</p> <p>Students must also demonstrate knowledge of their industry and its expectations of them.</p>		
Practice: Applied Knowledge and Understanding	<p>SCQF Level 10</p> <p>Students will demonstrate that they have understood expectations that industry has of them. This will be shown in the rationale for the project selected for the portfolio advancement.</p> <p>Applying existing understanding and techniques to support a basis for advanced skill development within the student's area of focus. Execute exploration through defined research which applies to the development of the project within the specialism.</p>		
Generic Cognitive skills	<p>SCQF Level 10</p> <p>Students, must be able to plan project effectively, self-reflect on current progress of their portfolio, critically review the work carried out throughout the project, and must demonstrate the ability to adapt changes quickly based on feedback they receive.</p>		
Communication, ICT and Numeracy Skills	<p>SCQF Level 10</p> <p>Students will be expected to communicate throughout the module on a variety of levels. This will include one on one feedback with the lecturing team,. It may also include talking to invited speakers who may critique the work of the student, to which they will be expected to provide a response in return.</p> <p>All students will be required to make use of ICT equipment to plan and develop the portfolio project. Students must be able to work with a range of software related to their chose disciplines/ specialisms, plan and present ideas and progress.</p>		
Autonomy, Accountability and Working with others	<p>SCQF Level 10</p> <p>Students will be expected to work autonomously to achieve the necessary outcomes of the module. They will be accountable for their own work and successful participation in the class activities (feedback sessions). This will demonstrate practices that show an awareness of both the students output and that of peers and other professionals. In working with other people, students will bring change to their portfolio through discussion and feedback. The student will identify the role that they must also play in contributing to such change and development.</p>		
Pre-requisites:	<p>Before undertaking this module the student should have undertaken the following:</p>		
	<table border="1"> <tr> <td>Module Code: COMP09027 COMP09100 COMP09094</td> <td>Module Title: 3D Asset Production 2 Advanced Texturing, Lighting and Rendering Animation Project (30 credits)</td> </tr> </table>	Module Code: COMP09027 COMP09100 COMP09094	Module Title: 3D Asset Production 2 Advanced Texturing, Lighting and Rendering Animation Project (30 credits)
	Module Code: COMP09027 COMP09100 COMP09094	Module Title: 3D Asset Production 2 Advanced Texturing, Lighting and Rendering Animation Project (30 credits)	
Other:			

Co-requisites	Module Code:	Module Title:
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*Indicates that module descriptor is not published.

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.	
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	8
Tutorial/Synchronous Support Activity	40
Independent Study	152
	Hours Total 200
**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:</p> <p>Students will require access to computing facilities and some specialist software tools.</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)	
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:

Students should regularly attend timetabled sessions. They will also be expected to participate in class activities. 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.

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](#).

Please ensure any specific requirements are detailed in this section. Module Co-ordinators should consider the accessibility of their module for groups with protected characteristics..

(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
Assessment Results (Pass/Fail)	Yes <input type="checkbox"/> No <input checked="" type="checkbox"/>
School Assessment Board	Creative Computing
Moderator	Peter Satera
External Examiner	S Kennedy-Parr
Accreditation Details	e.g. ACCA Click or tap here to enter text.
Changes/Version Number	1.07

Assessment: (also refer to Assessment Outcomes Grids below)

Practical: consisting of individual submission of the Portfolio Project. Work is continuously reviewed and critiqued.

Assessment 1 –Portfolio Project
Assessment 2 – weekly log document, charting the student's learning journey, personal development, performance, and reflection.
(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.)

Assessment Outcome Grids (See Guidance Note)

Component 1							
Assessment Type (Footnote B.)	Learning Outcome (1)	Learning Outcome (2)	Learning Outcome (3)	Learning Outcome (4)	Learning Outcome (5)	Weighting (%) of Assessment Element	Timetabled Contact Hours
Portfolio of practical work	✓	✓	✓	✓		100	
Combined Total for All Components						100%	XX hours