

**University of the West of Scotland  
Undergraduate Programme Specification**

Session: 2022/23

Last modified: 17/05/2021 11:59:02

<b>Named Award Title:</b>	<b>BSc (Hons) Computer Animation Arts Single</b>
<b>Award Title for Each Award:</b>	<b>BSc (Hons) Computer Animation Arts BSc Computer Animation Arts Dip HE Computer Animation Arts Cert HE Computer Animation Arts</b>
<b>Awarding Institution/Body:</b>	University of the West of Scotland
<b>Language of Instruction &amp; Examination:</b>	English
<b>Award Accredited By:</b>	
<b>Maximum Period of Registration:</b>	Normally 7 years full time and 11 years part time
<b>Mode of Study:</b>	Full Time Part Time
<b>Campus:</b>	Paisley
<b>School:</b>	School of Computing, Engineering and Physical Sciences
<b>Programme Leader:</b>	Dr Mark Carey

**Admission Criteria**

Candidates must be able to satisfy the general admission requirements of the University of the West of Scotland as specified in Chapter 2 of the University Regulatory Framework together with the following programme requirements:

**SQA National Qualifications**

Level 1 Entry -

Higher: BBBC preferably including Art & Design, Photography or Graphic Communication. (102 UCAS tariff points).

Level 2 Entry -

Advanced Higher: CCD including Art & Design (112 UCAS tariff points).

---

**or GCE**

Level 1 entry -

A level: CCD preferably including Art & Design, Photography or Graphic Communication. (88 UCAS tariff points).

Level 2 Entry -

A Level: BCC including Art & Design (104 UCAS tariff points).

---

**or SQA National Qualifications/Edexcel Foundation**

Year 2

HNC: Relevant animation subject to include a substantial component in animation such as Animation, Filmcraft and Animation, or related discipline

SQA HND (Grade B) / BTEC Level 5 HND / Foundation Degree: Technical games/multimedia or art-

related subject to include at least an introductory component in animation such as Art & Design, Illustration, Multimedia Computing  
Year 3 Only Animation HND or those with significant animation content.

All HNDs to have a graded unit of B.

An appropriate HNC/HND award with the level of entry and/or credit awarded being subject to the content of the HN programme.

SQA HND (Grade B) / BTEC Level 5 HND / Foundation Degree: Animation, Filmcraft and Animation, or related discipline with significant animation content

Additional info: Applicants may be required to submit a portfolio of artwork, if not in possession of an appropriate art qualification. Applicants may also be considered with other relevant academic, vocational or professional qualifications

---

#### **Other Required Qualifications/Experience**

Students should ideally have a basic knowledge of computers.

---

#### **Further desirable skills pre-application**

#### **General Overview**

The Computer Animation Arts programme offers students a blend of artistic and technical content that will prepare them for work in the animation industry, as well as in related creative industries such as film and TV production, visual effects, and computer games. These industries contribute hugely to the UK economy, and although Scotland has relatively few large studios, there is a growing local demand for skilled graduates in animation, games and visual media of all kinds.

The degree programme covers all aspects of the computer animation pipeline, giving students an appreciation and understanding of the full variety of roles available to them in industry, but also allowing for specialisation in the later years. There is a strong practical focus, with the majority of assessments throughout the course involving the production of artwork, 3D models, animation, or rendered output of various kinds. This approach encourages and enables students to develop and maintain a showreel of their best work – a key pre-requisite for securing a job in animation.

In Year 1, students receive a grounding in core animation concepts and practical skills. They are introduced to the tools of 2D and 3D computer animation, and begin to develop their own animated output. Traditional drawing skills are a key element of the course, with the main aim at this level being to develop the ability to communicate ideas and stories visually and with clarity.

Years 2 and 3 include modules covering a broad range of production skills, including modelling, rigging, animation, texturing, lighting and compositing. These give students the skills base with which to create, animate and render 3D assets for a variety of purposes, from narrative animation through to computer games. In addition, students learn about creative animation techniques, such as stop motion, as well as further developing their art skills in the direction of concept art and character design.

The Honours Year (Year 4) is dedicated largely to project work, including both individual and team-based projects. The team project simulates working in a studio environment, with students taking on different roles to complete an industry-style brief. The individual project allows students to focus on their main area of interest, creating a substantial piece of work in their chosen specialism. The taught material considers advanced topics in animation, reflecting current trends and developments in industry. The programme aligns closely to the needs of industry, and there is input throughout the course from local studios and animation professionals in the form of talks and workshops. Mentorships with local companies are available to selected students during the 4th Year project, allowing access to relevant specialist knowledge as well as providing an insight into industry workflows. Students also receive advice on portfolio production and developing their online presence over their final year in order to enhance their employability.

---

#### **Graduate Attributes, Employability & Personal Development Planning**

The 1st year 'The Creative Computing Professional' module is core for this programme. This module covers the development of a number of key transferable skills as well as providing a foundation upon which students will base their future Personal Development Planning (PDP). Within the module students also look at roles within the industry and start to analyse their own skill sets.

From trimester 2 of year 1 onwards PDP is embedded in the taught modules of the programme, rather than as a separate subject. Students develop their PDP through module assessments that are intended to contribute to the student's engagement with personal development planning and the development of skills related to employability in their specialist area.

As students progress through the programme they are typically required to produce reflective and critical evaluation of the work that they have created within an individual or group context. Feedback on this work will be given by teaching staff.

PDP and employability skills culminate in the Honours project which gives students the opportunity to display the high level skills they have developed through the programme and to produce an important component of their portfolio. Also in 4th year students undertake a dedicated portfolio preparation module. This module encourages detailed and targeted approaches to employment.

The course places emphasis on the University's graduate attributes and in particular "I am UWS", where graduates should be Universal, Work-Ready and Successful, encompassing academic, personal and professional skills.

### Work Based Learning/Placement Details

Students have the option to pursue a work based learning module in Level 9. The student must arrange the placement with a suitable company and will liaise with work based learning module co-ordinator in regards to the expected fulfilment of the placement in satisfying the needs of the work based learning module. Further requirements of the work based learning module can be found at: <https://psmd.uws.ac.uk/ModuleDescriptors/ModuleDescriptorsBySchool/ModuleDescriptor.aspx?documentGroupCode=MD0000363>

### Engagement

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.

Where a programme has Professional, Statutory or Regulatory Body requirements these will be listed here:

Engagement will be measured based on completion, and submission, of assessment and attendance requirements of each module.

### Equality and Diversity

The University's Equality, Diversity and Human Rights Procedure can be accessed at the following link: [UWS Equality and Diversity Policy](#)

The programme is accessible to students from a wide range of cultural backgrounds and support needs.

The programme features presentation of historic animation content which may reflect outdated attitudes or thinking. The works are presented relative to the context of the time of production and how this has developed and shaped modern approaches to animation.

Programme structures and requirements, SCQF level, term, module name and code, credits and awards ( [Chapter 1, Regulatory Framework](#) )

### A. Learning Outcomes (Maximum of 5 per heading)

Outcomes should incorporate those applicable in the relevant QAA Benchmark statements

<b>Knowledge and Understanding</b>	
<b>A1</b>	Demonstrate knowledge of production issues relating to computer animation.
<b>A2</b>	Demonstrate awareness of the history and terminology of computer animation.
<b>A3</b>	Demonstrate understanding of the use of drawing for aesthetic purposes and for visual communication of ideas.
<b>A4</b>	Demonstrate knowledge and understanding of core concepts in cinematography and staging in visual media.
<b>A5</b>	Define key roles within relevant sectors of the creative industries and how these relate to each other.
<b>Practice - Applied Knowledge and Understanding</b>	
<b>B1</b>	Create and manipulate a range of digital media elements.
<b>B2</b>	Create simple 2D/3D animation.
<b>B3</b>	Use conventional drawing techniques for illustration of 2D and 3D forms.
<b>B4</b>	Demonstrate a range of techniques and understanding of animation principles in 2D Animation.
<b>B5</b>	Apply appropriate techniques in scene layout, cinematography and lighting to convey a narrative in visual form.
<b>Communication, ICT and Numeracy Skills</b>	
<b>C1</b>	Demonstrate the ability to communicate ideas both verbally and in writing.
<b>C2</b>	Produce a reflective account of their learning and personal development planning.
<b>C3</b>	Use appropriate PC applications to process and manipulate a variety of information and data.
<b>C4</b>	Use a variety of specialist applications for the production of media elements and animation.
<b>C5</b>	Plan, and begin development of, an e-portfolio to market themselves.
<b>Generic Cognitive Skills - Problem Solving, Analysis, Evaluation</b>	
<b>D1</b>	Evaluate techniques for accurate timing of action in animation.
<b>D2</b>	Select appropriate tools and techniques for tackling a specified content production task.
<b>D3</b>	Demonstrate effective communication of ideas through both visual and verbal means.
<b>Autonomy, Accountability and Working With Others</b>	
<b>E1</b>	Demonstrate autonomous working and accountability in producing suitable outputs from a set brief and within a specified timeframe.

<b>E2</b>	Demonstrate personal development and awareness of professionalism.
<b>E3</b>	Work as part of a small team to produce a specified output.
<b>E4</b>	Critically evaluate their own and others work, dealing with and giving constructive criticism where required.

#### Core Modules

SCQF Level	Module Code	Module Name	Credit	Term			Footnotes
				1	2	3	
7	COMP07011	2D Computer Animation	20		✓		
7	COMP07073	Drawing for Animation	30	✓	✓		Long thin
7	COMP07010	Introduction to Computer Animation	20	✓			
7	COMP07071	The Creative Computing Professional	10	✓			
7	COMP07074	Visual Storytelling (20 point)	20		✓		

\* Indicates that module descriptor is not published.

Footnotes

#### Optional Modules

SCQF Level	Module Code	Module Name	Credit	Term			Footnotes
				1	2	3	
7	COMP07028	Intro to Games Development	20	✓			

\* Indicates that module descriptor is not published.

Footnotes

#### Criteria for Progression and Award

To progress from SCQF 7 to SCQF 8, students are normally required to obtain 120 credits and pass all core modules.

Refer to Regulation 3.13 regarding progression with credit deficit. All pre-requisite modules must be passed before progression is allowed.

Students obtaining 120 credits at SCQF level 7 or above, with 100 from the programme are eligible for the award of CertHE Computer Animation Arts.

Students who achieve 120 credits at SCQF level 7 or above, but do not achieve all the core credits for the programme, may be eligible for the Certificate of Higher Education (Cert HE) in Information Technology providing credit is obtained from modules undertaken within the computing division of the School of Computing, Engineering and Physical Sciences. Where students undertake modules outside of the division or school, the award of Combined Studies shall be made.

#### B. Learning Outcomes (Maximum of 5 per heading)

Outcomes should incorporate those applicable in the relevant QAA Benchmark statements

<b>Knowledge and Understanding</b>	
<b>A1</b>	Demonstrate awareness of the principles of animation.
<b>A2</b>	Demonstrate knowledge of software issues related to 3D modelling and animation.
<b>A3</b>	Demonstrate knowledge of techniques for representing and manipulating images, notably through concept art.
<b>A4</b>	Understand the need for effective, rigorous planning in film and animation.
<b>A5</b>	Demonstrate an understanding of the underlying principles and terminology of 3D modelling and animation.
<b>Practice - Applied Knowledge and Understanding</b>	
<b>B1</b>	Create 3D models and animation using industry-standard software tools.
<b>B2</b>	Use industry standard software tools to manipulate audio, image and video data.
<b>B3</b>	Create and texture a 3D asset, selecting appropriate tools and techniques.
<b>B4</b>	Create traditional animated content through exploration of a variety of forms and practices.
<b>B5</b>	Use forward and/or inverse kinematics along with blends/morphing techniques to animate a character model, demonstrating an ability to show weight and giving the character the illusion of life.
<b>Communication, ICT and Numeracy Skills</b>	
<b>C1</b>	Explain how suitable workflow is applied to digital content creation using appropriate software tools.
<b>C2</b>	Use appropriate calculations to obtain values for audio and image parameters.
<b>Generic Cognitive Skills - Problem Solving, Analysis, Evaluation</b>	
<b>D1</b>	Assess the strengths and weaknesses of different tools for the processing of digital information.
<b>D2</b>	Produce a range of alternative design options for a given assignment, and identify the most appropriate solution.
<b>D3</b>	Development of a reflective approach to problem solving.
<b>D4</b>	Research appropriate art techniques in application to drawing the human form and conception of ideas.
<b>Autonomy, Accountability and Working With Others</b>	
<b>E1</b>	Work effectively within a team to plan and execute an assigned project, with the various team members assigned distinct roles within the group.
<b>E2</b>	Work autonomously to deliver a short piece of animation.

<b>E3</b>	Demonstrate knowledge of current professional issues in the 3D content creation industry.
-----------	---

#### Core Modules

SCQF Level	Module Code	Module Name	Credit	Term			Footnotes
				1	2	3	
8	COMP08090	Digital Film Making	20	✓			
8	COMP08089	Art for Animation 1	20	✓			
8	COMP08013	3D Asset Production 1	20	✓			
8	COMP08088	Creative Animation L8	20		✓		
8	COMP08059	3D Computer Animation	20		✓		

\* Indicates that module descriptor is not published.

Footnotes

#### Optional Modules

SCQF Level	Module Code	Module Name	Credit	Term			Footnotes
				1	2	3	
8	COMP08077	Digital Asset Development	20		✓		

\* Indicates that module descriptor is not published.

Footnotes

#### Criteria for Progression and Award

To progress from SCQF 8 to SCQF 9, students are normally required to obtain 240 credits and pass all core modules.

Refer to Regulation 3.13 regarding progression with credit deficit. All pre-requisite modules must be passed before progression is allowed.

Students obtaining 240 credits of which 100 are at SCQF 8 or above from the programme are eligible for the award of DipHE Computer Animation Arts.

Students who achieve 240 credits, of which a minimum of 90 credits are at SCQF L8 or above, but do not achieve all the core modules for the award may be eligible for the Diploma of Higher Education (DipHE) in Information Technology providing credit is obtained from modules undertaken within the computing division of the School of Computing, Engineering and Physical Sciences. Where students undertake modules outside of the division or school, the award of Combined Studies shall be made.

#### C. Learning Outcomes (Maximum of 5 per heading)

Outcomes should incorporate those applicable in the relevant QAA Benchmark statements

<b>Knowledge and Understanding</b>
------------------------------------





9	COMP09096	Creative Technologies Professionalism	10	✓			
9	COMP09103	Animation History	10	✓			
9	COMP09027	3D Asset Production 2	20		✓		
9	COMP09102	Visual Effects (L9)	20	✓			
9	COMP09028	Animation Project	20		✓		
9	COMP09100	Advanced Texturing, Lighting and Rendering	20	✓			

\* Indicates that module descriptor is not published.

Footnotes

#### Optional Modules

SCQF Level	Module Code	Module Name	Credit	Term			Footnotes
				1	2	3	
9	COMP09101	Art for Animation 2	20		✓		
9	COMP09025	Computer Animation Techniques	20		✓		
9	WRKB09002	WBL 3 - Work-Based Project (20 point)	20		✓		

\* Indicates that module descriptor is not published.

Footnotes

The options provide students with the opportunity to specialise or take a work related placement module. Students taking the work based option are required to find an appropriate employer to work with.

#### Criteria for Progression and Award

To progress from SCQF 9 to SCQF 10, students are normally required to obtain 360 credits and pass all core modules.

Progression with credit deficit from SCQF 9 to SCQF 10 is not normally allowed.

Students who have completed 360 credits, of which a minimum of 90 credits are at SCQF L9 or above, including the core modules above will be eligible for the award of Bachelor of Science (BSc) in Computer Animation Arts.

Students who achieve 360 credits, of which a minimum of 90 credits are at SCQF L9 or above, but do not achieve all the core modules for the award may be eligible for the award of Bachelor of Science (BSc) in Information Technology providing credit is obtained from modules undertaken within the computing division of the School of Computing, Engineering and Physical Sciences. Where students undertake modules outside of the division or school, the award of Combined Studies shall be made.

The award of distinction can be made to a student obtaining a pass degree as stated in the University Regulations.

#### D. Learning Outcomes (Maximum of 5 per heading)

Outcomes should incorporate those applicable in the relevant QAA Benchmark statements

<b>Knowledge and Understanding</b>	
<b>A1</b>	Demonstrate sufficient in-depth knowledge of a specific area of animation as to undertake a substantial practical project in this field.
<b>A2</b>	Demonstrate strong understanding of the underlying principles, concepts and terminology associated with their chosen specialism within the animation domain.
<b>A3</b>	Demonstrate detailed knowledge of the differing stages of the animation pipeline and how these are integrated in a studio environment.
<b>A4</b>	Demonstrate knowledge of current and emerging developments in animation and related industries.
<b>Practice - Applied Knowledge and Understanding</b>	
<b>B1</b>	Develop a substantial professional level animation product according to an agreed specification, applying appropriate development methodologies.
<b>B2</b>	Produce a personal showreel that, through its structure and level of quality, demonstrates an understanding of professional practice and the requirements of industry.
<b>B3</b>	Demonstrate an ability to adopt specific roles in a production team and apply knowledge of a range of techniques to modelling and texturing, and cinematographic problems.
<b>B4</b>	Implement specific key technologies associated with specialist topics within the computer animation domain.
<b>Communication, ICT and Numeracy Skills</b>	
<b>C1</b>	Prepare a visual presentation for a professional-level audience discussing in detail a product development process.
<b>C2</b>	Produce clear and coherent written project documentation and reports, including meaningful analysis of the project, and reflection.
<b>C3</b>	Demonstrate awareness of the capabilities and limitations of potential software solutions in specialist areas within the animation domain.
<b>C4</b>	Produce a high quality online portfolio of appropriate design as a means of self-marketing.
<b>Generic Cognitive Skills - Problem Solving, Analysis, Evaluation</b>	
<b>D1</b>	Carry out detailed background and market research to produce an appropriate product specification.
<b>D2</b>	Perform a rigorous project evaluation that demonstrates critical reflection and analysis.
<b>D3</b>	Evaluate potential solutions to a technical challenge in the computer animation domain, and determine the most appropriate choice.
<b>D4</b>	Use editing tools to generate an innovative and creative showreel of video work.
<b>Autonomy, Accountability and Working With Others</b>	
<b>E1</b>	Work autonomously, while reporting to a supervisor, on a substantial development project.

<b>E2</b>	Demonstrate an understanding of project management fundamentals and terminology.
<b>E3</b>	Demonstrate personal development and awareness of professional standards in their chosen field.
<b>E4</b>	Work effectively and professionally as part of a small team to produce a specified output.
<b>E5</b>	Critically evaluate their own and others work, dealing with and giving constructive criticism where required.

#### Core Modules

SCQF Level	Module Code	Module Name	Credit	Term			Footnotes
				1	2	3	
10	COMP10025	Animation Studio Production	20	✓			
10	COMP10071	Computer Animation Arts 4 Project	60	✓	✓		
10	COMP10067	Professional Portfolio Production	20		✓		

\* Indicates that module descriptor is not published.

#### Footnotes

#### Optional Modules

SCQF Level	Module Code	Module Name	Credit	Term			Footnotes
				1	2	3	
10	COMP10072	Advanced Topics in Animation	20	✓			

\* Indicates that module descriptor is not published.

#### Footnotes

#### Criteria for Award

Students who have completed 480 credits of which a minimum of 90 are at SCQF L10 or above, including the core modules as above, will be eligible for the award BSc (Hons) Computer Animation Arts.

Students who achieve 480 credits of which a minimum of 90 are at SCQF L10 or above, but do not achieve all the core credits for the programme may be eligible for the BSc (Hons) in Combined Studies.

Students who achieve 480 credits, of which a minimum of 90 credits are at SCQF L10 or above, but do not achieve all the core modules for the award may be eligible for the award of BSc.(Hons) in Information Technology provided credit is obtained from modules undertaken within the computing division of the School of Computing, Engineering and Physical Sciences. Where students undertake modules outside of the division or school, the award of Combined Studies shall be made.

The Classification of Honours will be determined by University Regulation 1.21.

**Regulations of Assessment**

Candidates will be bound by the general assessment regulations of the University as specified in the [University Regulatory Framework](#).  
An overview of the assessment details is provided in the Student Handbook and the assessment criteria for each module is provided in the module descriptor which forms part of the module pack issued to students. For further details on assessment please refer to Chapter 3 of the Regulatory Framework.  
To qualify for an award of the University, students must complete all the programme requirements and must meet the credit minima detailed in Chapter 1 of the Regulatory Framework.

**Combined Studies**

There may be instances where a student has been unsuccessful in meeting the award criteria for the named award and for other more generic named awards existing within the School. Provided that they have met the credit requirements in line with the SCQF credit minima (please see Regulation 1.21), they will be eligible for an exit award of CertHE / DipHE or BA / BSc in Combined Studies.  
For students studying BA, BAcc, or BD awards the award will be BA Combined Studies.  
For students studying BEng or BSc awards, the award will be BSc Combined Studies.

**Version Number: 1.04**