![SQA Scottish Qualifications Authority logo]

Group Award Specification for:

SQA Advanced Certificate in 3D Computer Animation

Group Award code — GR9N 47

SQA Advanced Diploma in 3D Computer Animation

Group Award code — GR9P 48

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Contents

1   Introduction

This document was previously known as the Arrangements Document. The purpose of this document is to:

♦   assist centres to implement, deliver, and manage the qualification
♦   provide a guide for new staff involved in offering the qualification
♦   inform course managers, teaching staff, assessors, learners, employers, and Higher Education institutions of the aims and purpose of the qualification
♦   provide details of the range of learners that the qualification is suitable for and the progression opportunities

This is the specification for the group awards of the SQA Advanced Certificate and SQA Advanced Diploma in 3D Computer Animation. This document includes information on the group awards, their aims, guidance on access, details of the group awards structures, and guidance on delivery.

The awards are designed to equip candidates with the knowledge, understanding and skills required for success in current and future employment or for progression to further academic qualifications.

There is now a significant job market for candidates who graduate with skills in 3D Computer Animation. These awards meet the needs of industry by preparing candidates for employment as character modellers, texture artists, character riggers, and lighting and camera experts.

The awards are based on practical exercises to build up knowledge, understanding and analysis skills for the working environment as well as research and evaluative skills. This means that learning is through actual practical exercises relevant to the work situation.

The awards are structured so that candidates have the basic technical skills and knowledge before advancing on to advanced topics such as storytelling and auteurship.

The SQA Advanced Certificate award has been designed to raise awareness of creative processes that enable candidates to evolve a visual language and to enhance their problem solving and communication skills. It also connects with the National Occupational Standards (NOS) which provide candidates with organisational and research skills to supplement essential software skills.

The second year of the SQA Advanced Diploma builds on the skills learned in the SQA Advanced Certificate/1st year SQA Advanced Diploma and will broaden candidates' knowledge of the industry. The award has been designed to ensure candidates have a comprehensive understanding of the workflow and production process involved in 3D Computer Animation.

2 Qualifications structure

Both awards have been designed in accordance with SQA's design principles for SQA Advanced awards.

♦ SQA Advanced Certificates shall be designed to be at SCQF level 7 and shall comprise 96 SCQF credit points with at least 48 credit points at SCQF level 7. This should include a mandatory section of at least 48 SCQF credit points and include one graded unit of 8 SCQF credit points at SCQF level 7.

♦ SQA Advanced Diplomas shall be designed to be at SCQF level 8 and shall comprise 240 SCQF credit points with at least 64 SCQF credit points at SCQF level 8. This should include a mandatory section of at least 96 SCQF credit points and include one graded unit of 8 SCQF credit points at SCQF level 7, plus 16 SCQF credit points of graded unit(s) at SCQF level 8.

2.1 Structure

SQA Advanced Certificate in 3D Computer Animation
12 credits required — 11 mandatory credits plus one optional credit

4 code	2 code	Unit title	SQA credit	SCQF credit points	SCQF level
Mandatory units — 11 credits required					
J52F	47	3D Computer Modelling and Animation: an Introduction	2	16	7
J530	47	3D Computer Animation: Character Modelling Intermediate	2	16	7
J52E	47	3D Computer Animation: Movement Studies Intermediate	2	16	7
J531	47	3D Animation: Lighting	1	8	7
J532	47	Creative Industries: An Introduction	1	8	7
J52H	47	3D Animation: Environmental Modelling	2	16	7
J53C	47	3D Computer Animation Graded Unit 1	1	8	7
		Total	**11**		
Optional units — 1 credit required					
J52G	47	3D Animation: Drawing Skills	1	8	7
J534	47	Editing: An Introduction	1	8	7
J528	47	Animation for the Audio Visual Industries	1	8	7
HT3X	47	Developmental Drawing	1	8	7
HT42	47	Photography: An Introduction	1	8	7
HR3E	47	Preparing to Start a Business	1	8	7
J50X	47	Graphic Design	2	16	7
HT3P	47	Working within a Project Team	1	8	7
J529	47	Digital Imaging: Bitmap and Vector	1	8	7
J536	47	Digital Imaging: Bitmap Techniques	1	8	7
J537	47	Digital Imaging: Vector Techniques	1	8	7

SQA Advanced Certificate/Diploma

As drawing skills are required in SQA Advanced Diploma programme candidates should be advised to select the SQA Advanced unit 3D Animation: Drawing Skills as an optional unit should they wish to progress to Year 2.

SQA Advanced Diploma in 3D Computer Animation
30 credits required — 25 to 26 mandatory credits plus four to five optional credits

4 code	2 code	Unit title	SQA credit	SCQF credit points	SCQF level
Mandatory units — 26 credits required					
J52F	47	3D Computer Modelling and Animation: an Introduction	2	16	7
J530	47	3D Computer Animation: Character Modelling Intermediate	2	16	7
J52E	47	3D Computer Animation: Movement Studies Intermediate	2	16	7
J531	47	3D Animation: Lighting	1	8	7
J532	47	Creative Industries: An Introduction	1	8	7
J52H	47	3D Animation: Environmental Modelling	2	16	7
J52G	47	3D Animation: Drawing Skills	1	8	7
J534	47	Editing: An Introduction	1	8	7
J52Y	48	3D Computer Animation: Character Modelling Advanced	2	16	8
J52D	48	3D Computer Animation: Movement Studies Advanced	2	16	8
J52B	47	3D Computer Animation: Surface Texturing and Shading	2	16	7
J52C	47	3D Animation: Special Effects	2	16	7
J12G	47	Compositing and Motion Graphics	1	8	7
J539	48	Creating a Showreel and Portfolio	1	8	8
J53C	47	3D Computer Animation: Graded Unit 1	1	8	7
J53D	48	3D Computer Animation: Graded Unit 2	2	16	8
		Total	**25**		
Optional units — 4 credit required					
J528	47	Animation for the Audio Visual Industries	1	8	7
HT3X	47	Developmental Drawing	1	8	7
HT42	47	Photography: An Introduction	1	8	7
HR3E	47	Preparing to Start a Business	1	8	7
J50X	47	Graphic Design	2	16	7
HT3P	47	Working within a Project Team	1	8	7
J535	48	Audio Post Production for Video	2	16	8
J52A	48	Editing: Own Programme	2	16	8
J50W	48	2D Digital Imaging and Animation	2	16	8
J50T	48	Advanced Bitmap Graphics for Creative Multimedia Design	2	16	8
J514	48	Web Design	2	16	8

J527	48	Compositing and Motion Graphics Advanced	1	8	8
J50V	48	Advanced Vector Graphics for Creative Multimedia Design	2	16	8
J526	48	Game Design	2	16	8
HT3Y	47	Life Drawing	1	8	7
J529	47	Digital Imaging: Bitmap and Vector	1	8	7
J533	47	Camera: an Introduction	1	8	7
J536	47	Digital Imaging: Bitmap Techniques	1	8	7
J537	47	Digital Imaging: Vector Techniques	1	8	7
HP1X	47	Team Working in Computing	1	8	7

3 Aims of the qualifications

3.1 General aims of the qualifications

The general aims of the SQA Advanced Certificate in 3D Computer Animation are to:

♦ develop candidates' knowledge and skills in planning, developing and evaluating

♦ enable progression within the SCQF

♦ develop study and research skills

♦ develop awareness of creative process and visual language

♦ develop problem solving skills

The general aims of the SQA Advanced Diploma in 3D Computer Animation are to:

♦ develop candidates' knowledge and skills in planning, developing and evaluating

♦ enable progression within the SCQF

♦ develop study and research skills

♦ develop awareness of creative process

♦ develop a visual language

♦ develop critical and evaluative thinking

♦ develop problem solving skills

3.2 Specific aims of the qualifications

The specific aims of the SQA Advanced Certificate are to:

♦ prepare candidates for progression to SQA Advanced Diploma Computer Animation second year

♦ prepare candidates for employment in the 3D computer animation industry

♦ develop skills in vocationally relevant software and hardware

♦ develop current employment skills and expertise

♦ provide knowledge and understanding of the role of computer technology within TV and also filmmaking, games industry and animation subject areas

The specific aims of the SQA Advanced Diploma are to:

♦ prepare candidates for progression to further study

♦ prepare candidates for employment in the 3D Computer Animation industry

♦ enable candidates to evaluate, research, develop and contextualise concepts and design

♦ develop understanding of 3D animation techniques and their applications in a broad based media context

♦ develop critical and evaluative approaches to study

♦ provide a greater knowledge and understanding of 3D Computer Animation and the implications of pre and post-production techniques

♦ enable candidates to gain a high degree of technical knowledge of proprietary software and its implications in the production of animation and special effects

♦ enable candidates to gain greater knowledge and experience in the application of animations skills in relation to pace, timing, and characterisation

♦ enable candidates to gain greater knowledge and understanding of the animation industry, including issues of copyright, intellectual property, working freelance, and opportunities for group work

♦ develop communication skills and presentation techniques

3.3 Graded units

The purpose of the graded units is to assess the candidate's ability to integrate and apply the knowledge and/or skills gained in the individual units to demonstrate that they have achieved the principal aims of the group award and to grade the candidate's achievement. The graded units will be assessed and a grade of A, B or C will be awarded to each of the graded units.

Candidates will undertake a one credit SQA Advanced graded unit (8 SCQF credit points) at level 7 in the SQA Advanced Certificate award. In the SQA Advanced Diploma award candidates will undertake a one credit SQA Advanced graded unit (8 SCQF credit points) at level 7 in the first year and a two credit SQA Advanced graded unit (16 SCQF credit points) at level 8 in the second year.

Both graded units are project based graded units reflecting the highly practical nature of the 3D computer animation industry. Assessment will be by practical assignments which will enable candidates to showcase their skills by applying and integrating these skills in a significant piece of work.

3.4 Additional skills

The following additional skills may also be developed - some of these are transferable or soft skills, including:

1 creativity and imagination
2 an understanding of how group dynamics operate
3 investigation and research skills
4 software skills
5 promotion of visualisation skills
6 ability to work to timelines
7 ability to interpret a brief

The specific aims and development of skills are attained through achievement of all mandatory units, reinforced by the graded units, with contribution from selected optional units.

3.5 Target groups

There should be no unnecessary barriers to entry. These awards are particularly suited to the following groups:

♦ school leavers
♦ NC qualified candidates
♦ adult returners

Further details of recommended entry requirements are given in Section 4 — Recommen*ded entry to the qualifications*.

3.6 Employment opportunities

Achievement of the SQA Advanced Certificate or SQA Advanced Diploma in 3D Computer Animation may enhance job opportunities in the areas of pre-production and production stages of animation production. Candidates may gain employment as:

- ♦ concept artist/character designer
- ♦ R&D artist/look dev artist/pre-vis artist
- ♦ storyboard assistant
- ♦ junior animator/modeller/rigger/shader/texture artist
- ♦ compositor/wire remover
- ♦ scanner/recorder
- ♦ production assistant
- ♦ editing assistant

4 Recommended entry to the qualifications

Entry to this qualification is at the discretion of the centre. The following information on prior knowledge, skills, experience, or qualifications that provide suitable preparation for this qualification has been provided by the Qualification Design Team as guidance only.

4.1 Formal qualifications

Some examples of appropriate formal entry qualifications are specified below. They are not exhaustive or mutually exclusive and may be offered in a variety of combinations.

Normally, one, or more of the following would be desirable:

♦ two Higher Grades (SCQF level 6) at a minimum grade C or equivalent

♦ a National Qualification at SCQF level 5 or 6 in a related subject area, eg Art and Design, Interactive Media, Digital Media Computing

♦ specialisms appropriate to SQA Advanced Certificate/Diploma in 3D Computer Animation or in a related discipline, evidenced by appropriate qualifications, eg SVQ level 3 in Art and Design, Graphical Communication, etc

Qualifications from other bodies are acceptable where equivalent to the above.

Candidates may present examples of art, design, computer skills, film making skills, or other materials deemed appropriate to support their application.

4.2 Entry to year 2 SQA Advanced Diploma

In order to achieve the SQA Advanced Diploma in 3D Computer Animation candidates must gain 30 SQA credits. Ideally full-time candidates should be encouraged to achieve 15 credits in each year of the award. Wider access should be provided to cater for the needs of those, for example, who have achieved the SQA Advanced Certificate at day release or evening classes or in other colleges. Candidates would therefore be expected to have a minimum of 12 credits on entry to year 2 and these would include the SQA Advanced Certificate in 3D Computer Animation mandatory units.

4.3 Core Skills entry profile

The Core Skill entry profile provides a summary of the associated assessment activities that exemplify why a particular level has been recommended for this qualification. The information would be used to identify whether additional learning support needs should be put in place for learners whose Core Skills profile is below the recommended entry level, or whether learners should be encouraged to do an alternative level or learning programme.

Core Skill	Recommended SCQF entry profile
Communication	5
Numeracy	5
Information and communication technology (ICT)	5
Problem solving	5
Working with others	4

4.4 Work experience

Candidates with suitable relevant work experience may be accepted for entry provided the centre believes that they are likely to benefit from undertaking the award.

4.5 English as an additional language

For candidates where English is not their first language it is recommended that they possess English for Speakers of Other Languages (ESOL) level 5 or a score of 5.5 in International English Language Testing System (IELTS).

5 Additional benefits of the qualification in meeting employer needs

This qualification was designed to meet a specific purpose and what follows are details on how that purpose has been met through mapping of the units to the aims of the qualification. Through meeting the aims, additional value has been achieved by linking the unit standards with those defined in National Occupational Standards and/or trade/professional body requirements. In addition, significant opportunities exist for learners to develop more generic skills, known as Core Skills, through this qualification.

5.1 Mapping of qualification aims to units

Group Award title: SQA Advanced Certificate in 3D Computer Animation — General and Specific aims (refer to section 3 of Arrangements Document)

* The numbers given in the tables below refer to SCQF Core Skill indices

Code	Unit title	Aims									
		1	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**
J52F 47	3D Computer Modelling and Animation: an Introduction	7	7	7	7	7	7	7	7	7	7
J530 47	3D Computer Animation: Character Modelling Intermediate	7	7	7	7	7	7	7	7	7	7
J532 47	Creative Industries: An Introduction	7	7	7	7	7	7	7	7	7	7
J52E 47	3D Computer Animation Movement Studies Intermediate	7	7	7	7	7	7	7	7	7	7
J531 47	3D Animation Lighting	7	7	7	7	7	7	7	7	7	7
J52H 47	3D Animation Environmental Modelling	7	7	7	7	7	7	7	7	7	7
J52G 47	3D Animation Drawing Skills	7	7	7	7	7	7	7	7	7	7
J53C 47	3D Computer Animation: Graded Unit 1	7	7	7	7	7	7	7	7	7	7
J52Y 48	3D Computer Animation: Character Modelling Advanced	8	8	8	8	8	8	8			
J52D 48	3D Computer Animation: Movement Studies Advanced	8	8	8	8	8	8	8	8		
J52B 47	3D Computer Animation: Surface Texturing and Shading	8	8	8	8	8	8	8			

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J52C 47	3D Animation: Special Effects	8	8	8	8	8	8	8			
J12G 47	Compositing and Motion Graphics	8	8	8	8	8	8	8	8		
J539 48	Creating a Showreel and Portfolio	8	8	8	8	8	8	8		8	8
J53D 48	3D Computer Animation: Graded Unit 2	8	8	8	8	8	8	8	8	8	8

6 Guidance on approaches to delivery and assessment

6.1 Mode of delivery

These group awards are likely to be offered as full time programmes. Centres may provide opportunities for other forms of study, eg part-time, evening, distance/open learning. However, it is unlikely that candidates could study the complete awards without attending the delivery centre for some of the practical aspects of the units and the specialist software required.

6.2 Sequencing/integration of units

Any required prior knowledge guidelines will be given in individual units.

In general the ethos underpinning the course is one which encourages the candidate to work from a basic skill level and build upon those which, for example Movement Studies Intermediate where candidates use only simple models and rigging systems, clearly differ from the more complex and sophisticated systems used in Movement Studies Advanced. It should be obvious too that the mandatory unit Computer Modelling and Animation is designed to cover all components (modeling, camera, lighting, surfacing, and animation) at an introductory level.

There are many opportunities for integration, especially for graded units where Creating a Showreel and Portfolio can integrate seamlessly with many other units.

The overall strategy for assessment is that, wherever possible and where permissible, assessments should be integrated across outcomes within units and across units, to reduce the overall assessment burden on candidates and centres. This strategy reflects 'real work' scenarios through the integration of knowledge and skills. The practical assessments within both SQA Advanced Certificate and SQA Advanced Diploma units will reflect a 'hands on' approach wherever possible.

During the delivery and assessment of these awards candidates will be given opportunities to develop/enhance all Core Skills, particularly Working with Others.

6.3 Recognition of prior learning

SQA recognises that learners gain knowledge and skills acquired through formal, non-formal, and informal learning contexts.

In some instances, a full group award may be achieved through the recognition of prior learning. However, it is unlikely that a learner would have the appropriate prior learning and experience to meet all the requirements of a full group award.

The recognition of prior learning may not be used as a method of assessing in the following types of units and assessments:

♦ SQA Advanced graded units
♦ course and/or external assessments
♦ other integrative assessment units (which may or not be graded)
♦ certain types of assessment instruments where the standard may be compromised by not using the same assessment method outlined in the unit

- ♦ where there is an existing requirement for a license to practice
- ♦ where there are specific health and safety requirements
- ♦ where there are regulatory, professional, or other statutory requirements
- ♦ where otherwise specified in an assessment strategy

More information and guidance on the recognition of prior learning may be found on our website: www.sqa.org.uk.

The following sub-sections outline how existing SQA unit(s) may contribute to this group award. Additionally, they also outline how this group award may be recognised for professional and articulation purposes.

6.3.1 Articulation

Currently there are no formal articulation arrangements for the SQA Advanced Diploma in 3D Computer Animation. However, former graduates of the SQA Advanced Diploma in 3D Animation have articulated onto the second or third year degree courses in Animation or Computer Animation at a variety of Higher Educational Institutes, including:

BA Computer Arts	Dundee University (Duncan of Jordanstone)
BSc Computer Animation and Digital Art	University of the West of Scotland
BSc Computer Animation and Multimedia	University of the West of Scotland BA
Media Studies	Napier University
BA Animation	Abertay University

At the discretion of the individual universities, an SQA Advanced Certificate may lead onto first or second year of a degree programme. Offers of places may be dependent on the applicant's showreel and portfolio of work.

Currently, Edinburgh College of Art offers a Degree in Visual Communication with specialism in Animation. The University of Abertay, Dundee, the University of the West of Scotland and Robert Gordon Universities all offer degree courses in Computer Animation or Computer Arts.

As degree level places are often dependent on a suitable showreel or portfolio of work, the 3D Computer Animation SQA Advanced Certificate/Diploma allow candidates the opportunity to develop these prior to application. Candidates are advised to liaise directly with the HE establishments prior to each year's intake of candidates as unit credits that count towards entry requirements can vary.

6.4 Opportunities for e-assessment

By their very nature, the units on this course lend themselves naturally to e-learning via online tutorials and a wide range of long established routes to supplement lecturer driven delivery. Indeed, as bandwidth speed expands and streaming technology advances apace this element of the course will surely expand.

E-assessment will very much depend on the resources of the individual centre, but even at the most basic level candidates can correspond with lecturers using Blackboard or similar technology, not to mention email. Naturally issues regarding veracity and plagiarism are highly significant and centres remain vigilant by putting watertight structures in place that will oblige candidates to confirm their participation in individual units.

Perhaps freely available, easy to use screen capture video technology with candidates' commentary over a walkthrough demonstration — of the type used to make online tutorials — could be used by candidates to demonstrate their knowledge and skills.

6.5 Graded units

As the graded units integrate the competencies gained by candidates in the individual units, this will influence the scheduling of the graded units. As they introduce no new skills but draw upon and combine the earlier skills gained, it is recommended that graded unit delivery begins after some or most of the contributing/supporting units have been completed. It is anticipated that delivery will therefore be during the second half of each academic year, although centres should ensure sufficient time is given for the planning of the projects.

6.6 Supporting materials

A list of existing ASPs is available to view on SQA's website.

6.7 Resource requirements

It is suggested that the course should be run on optimal hardware as the calculations required are highly demanding. Graphic cards supporting the generic Open GL format should be a minimum level hardware.

The software for the course, both 2D and 3D, can be purchased with non-commercial educational licenses. Alternatively there are many free limited versions of most high end software packages that function fully and are often only limited to minimal render resolution but work in every other respect. In addition there are many open-source lesser known 3D and 2D software brands that would work equally well.

7   General information for centres

Equality and inclusion

The unit specifications making up this group award have been designed to ensure that there are no unnecessary barriers to learning or assessment. The individual needs of learners will be taken into account when planning learning experiences, selecting assessment methods or considering alternative evidence.

Further advice can be found on our website www.sqa.org.uk/assessmentarrangements.

Internal and external verification

All instruments of assessment used within these group awards should be internally verified using the appropriate policy within the centre and the guidelines set by SQA.

External verification will be carried out by SQA to ensure that internal assessment is within the national guidelines for these qualifications.

Further information on internal and external verification can be found in *SQA's Guide to Assessment* (www.sqa.org.uk).

8   Glossary of terms

Embedded Core Skills: The assessment evidence for the unit also includes full evidence for complete Core Skill or Core Skill components. A learner successfully completing the unit will be automatically certificated for the Core Skill. (This depends on the unit having been successfully audited and validated for Core Skills certification.)

Finish date: The end of a group award's lapsing period is known as the finish date. After the finish date, the group award will no longer be live and the following applies:

♦   Candidates may not be entered for the group award.
♦   The group award will continue to exist only as an archive record on the Awards Processing System (APS).

Graded unit: Graded units assess learners' ability to integrate what they have learned while working towards the units of the group award. Their purpose is to add value to the group award, making it more than the sum of its parts, and to encourage learners to retain and adapt their skills and knowledge.

Lapsing date: When a group award is entered into its lapsing period, the following will apply:

♦   The group award will be deleted from the relevant catalogue.
♦   The group award specification will remain until the qualification reaches its finish date, at which point it will be removed from SQA's website and archived.
♦   No new centres may be approved to offer the group award.
♦   Centres should only enter candidates whom they expect to complete the group award during the defined lapsing period.

Qualification Design Team: The QDT works in conjunction with a Qualification Manager/Development Manager to steer the development of the SQA Advanced Certificate/Diploma from its inception/revision through to validation. The group is made up of key stakeholders representing the interests of centres, employers, universities and other relevant organisations.

SQA credit value: The credit value allocated to a unit gives an indication of the contribution the unit makes to an SQA group award. An SQA credit value of 1 given to an SQA unit represents approximately 40 hours of programmed learning, teaching, and assessment.

SCQF: The Scottish Credit and Qualification Framework (SCQF) provides the national common framework for describing all relevant programmes of learning and qualifications in Scotland. SCQF terminology is used throughout this guide to refer to credits and levels. For further information on the SCQF, visit the SCQF website at www.scqf.org.uk.

SCQF credit points: SCQF credit points provide a means of describing and comparing the amount of learning that is required to complete a qualification at a given level of the framework. One National Unit credit is equivalent to 6 SCQF credit points. One National Unit credit at Advanced Higher and one SQA Advanced unit credit (irrespective of level) is equivalent to 8 SCQF credit points.

SCQF levels: The level a qualification assigned within the framework is an indication of how hard it is to achieve. The SCQF covers 12 levels of learning. SQA Advanced Certificates and

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SQA Advanced Diplomas are available at SCQF levels 7 and 8, respectively. SQA Advanced units will normally be at levels 6–9 and graded units will be at level 7 and 8. National Qualification group awards are available at SCQF levels 2–6 and will normally be made up of National Units which are available from SCQF levels 2–7.

Subject unit: These contain vocational/subject content and are designed to test a specific set of knowledge and skills.

Signposted Core Skills: These refer to opportunities to develop Core Skills in learning and teaching, but are not automatically certificated.

9 History of changes

It is anticipated that changes will take place during the life of the qualification, and this section will record these changes. This document is the latest version and incorporates the changes summarised below. Centres are advised to check SQA Connect to confirm that they are using the most up-to-date qualification structure.

NOTE: Where a unit is revised by another unit:

♦ No new centres may be approved to offer the unit which has been revised.
♦ Centres should only enter candidates for the unit which has been revised where they are expected to complete the unit before its finish date.

Version number	Description	Date

Acknowledgements

SQA acknowledges the valuable contribution that Scotland's colleges have made to the development of SQA Advanced Qualifications.

Further information

Call SQA's Customer Contact Centre on 44 (0) 141 500 5030 or 0345 279 1000. Alternatively, complete our Centre Feedback Form.

10 General information for learners

This section will help you to decide whether this is the qualification for you by explaining: what the qualification is about; what you should know or what you should be able to do before you start; what you will need to do during the qualification; and opportunities for further learning and employment.

The SQA Advanced Certificate and SQA Advanced Diploma in 3D Computer Animation are awards which provide a flexible and integrated programme of theoretical and practical skills. They will provide you with the knowledge and skills required to advance your ambitions in the animation field.

As the twelve principles of animation developed by Disney in the 1930s, along with the lighting techniques of Rembrandt in the 17th century, are still in use in modern animation, it emphasises the importance of fundamental skills as well as new technologies. The SQA Advanced Certificate/Diploma will provide you with knowledge and experience of these fundamental skills, providing you with an appreciation of aesthetics, in addition to developing your technical ability in the animation field. Once your technical skills are in place, you will address advanced topics such as storytelling and auteurship.

In order to achieve the SQA Advanced Certificate award you will need to successfully complete 12 SQA Credits comprising:

♦ 11 SQA Credits from the mandatory section of the award (this includes Graded Unit 1 worth 1 SQA Credit)
♦ 1 SQA Credit from the optional section

Should you wish to progress to the second year of the SQA Advanced Diploma award you should complete an additional 3 SQA Credits during your first year of study.

In order to achieve the SQA Advanced Diploma award you will need to successfully complete 30 SQA Credits comprising:

♦ 26 SQA Credits from the mandatory section of the award (this includes graded units comprising 3 SQA Credits)
♦ 4 SQA Credits from the optional section

The graded units are designed to show that you can integrate the knowledge and skills across the different areas of study. Your graded unit assessment, which will be project based, will be awarded a grade of A, B or C.

You will be given opportunities to develop Core Skills throughout the award, in particular Working with Others, Problem Solving and Information and Communication Technology.

On successful completion of the SQA Advanced Diploma award you may articulate to the 2nd or 3rd year of a variety of degree courses at a number of Higher Education Institutes. SQA Advanced Certificate graduates may articulate to the 1st or 2nd year of a degree course. You are advised to liaise directly with the HE establishments prior to each year's intake as unit credits that count towards entry requirements can vary.

SQA Advanced Certificate/Diploma

Successful completion of the awards could lead to employment as a:

♦ concept artist/character designer
♦ R&D artist/look dev artist/pre-vis artist
♦ storyboard assistant
♦ junior animator/modeller/rigger/shader/texture artist
♦ compositor/wire remover
♦ scanner/recorder
♦ production assistant
♦ editing assistant

Although it is likely that these awards will be offered on a full-time basis some centres may offer them on a part-time or open learning basis.