

PRESENTATION FEEDBACK/MARKS FORM

Module: Games Design & Asset Creation 2	Student: Luke Morgan	Date: 20/05/2023
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1. Engagement with Literature Skills - 7/15
Inspirations for project noted in presentation with relevant games mentioned/shown on screen, along with concept art from relevant media/artists shown. Artist name given in presentation along with brief context, well done.
2. Knowledge and Understanding Skills - 9/15
There is a good overview of the game given during the presentation that gives context. Understanding of substance workflow demonstrated and unreal engine 5 competence demonstrated. Multiple examples of maya modelling shown with a good awareness given to scaling and proportion.
3. Cognitive and Intellectual Skills - 7/10
There is an evaluation given on model designs and their changes throughout the project, displaying critical thinking in a creative context. There is analysis of both research images presented and consideration given to optimisation. Issues encountered during project explained and solutions presented.
4. Practical Application Skills - 27/40
Good examples of photo bashing/compositing present in the presentation with an exploration undertaken of wartime technology. 3D models shown in presentation with wireframes which show clean topology, well done. Texturing examples shown with substance painter being used, weathering effects applied to player model give that extra level of detail, good job.
5. Transferrable Skills for Life and Professional Practice - 14/20
Make sure to introduce yourself as a lead in to the presentation as it gives the viewer context on what is to come. Backup videos used in presentation are good as this shows evidence of a contingency in place should the engine not perform on the day. Well articulated presentation with supporting visual material, good work.

Overall Mark:

64%