

STUDENT FEEDBACK FORM

This section details the *extent* to which the assessment criteria are demonstrated by you, which in turn determines your mark. The marks available for each category of skill are shown. Lecturers will use the space provided to comment on the achievement of the task(s), including those areas in which you have performed well and areas that would benefit from development/improvement.

Student Name:	HAMZA QASIM	Student P Number:	
Programme:	MA Computer Animation		
Module:	ANIMATED WORLD BUILDING		
Module Code:	ACCA7037	Contribution to the module:	100%
Assignment Title:	<i>"...The fabric of the world had triggered the story...."</i>		

		Level of Achievement – In Percentages %													
		Outright Fail				MF	Pass			Merit			Distinction		
		0-9%	10-19%	20-29%	30-39%	40-49%	50-53%	54-56%	57-59%	60-63%	64-66%	67-69%	70-79%	80-89%	90-100%
ENGAGEMENT	20%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐	☐
COG & INTELLECT.	20%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐
KNOW & UNDERSTAND	20%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐
PRACTICAL	30%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐
TRANSFERABLE.	10%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐
														30%	

Assessment Mark (Assessment marks are subject to ratification at the Exam Board. These comments and marks are to give feedback on module work, for guidance only until they are confirmed.)	Late Submission Penalties		
	Up to 1 week late (50% Max)	☐	71%
	Over 1 week late (0%)	☐	

Tutor comments
- As with a lot of your submissions (that I also remember from the UG), there is a lot of personal expression and distinct individual design elements to the work. In the layout and arrangement, in the structure, in describing (visually and thematically) the characters and situations. Eloquent language and phrasing used throughout, with wanting to engage and enthuse the reader / client / audience, to buy-in to this world view and the vistas conjured. - The considerations in the exterior representation, combined with the underlying (inner) concepts, work very well, enabling us to gain an appreciation of how the parts connect and flow. - You have strengths in detailing the scenes and building – descriptively – the various components and features that are prominent, for the storytelling and evocation. - Good to see more effort here with the character designs and storyboarding, that aims to define shape and form, weight and posture. It may appear scribbly or lack the polish that you prefer (via rendered sequencing) but it shows a lot more potential, with indications of understanding body mass, and some indications emerging of O'Reilly-style workflow depictions. Keep it up. - Attention to detail and all-encompassing aspect(s) to including lots of fine detail. An imaginative, absorbing delve into a dark dystopian vision. It would be good to continue this on (post-graduation perhaps) where you bring 2D / 2.5D / 3D cross-over skills to the fore, even as single images, to create more refined conceptual design material.

Assessed by:	Phil Organ	Date:	May 2025
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