

PRESENTATION FEEDBACK/MARKS FORM

Module: Games Design & Asset Creation 1	Student: Hamza Qasim	Date: 06/01/2023
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1. Engagement with Literature Skills - 9/15
Tutorials used in order to create particle systems and interactable objects, this is good evidence of self directed learning, well done. Inspiration images shown which are relevant and in keeping with the theme of the project.
2. Knowledge and Understanding Skills - 10/15
Clear demonstration of knowledge in engine with creation of both lighting effects and Niagara based particle systems, well done. A focus on optimization with the work completed on character models, well done. Use of maya and substance painter detailed.
3. Cognitive and Intellectual Skills - 7/10
Usage of Asset lists in project evidenced. Team dynamic discussed along with communication methods used. Issues encountered explained along with solutions. Reflection on personal contributions given with extensive look into possible solutions for future practice.
4. Practical Application Skills - 28/40
Use of Maya and ZBrush to retopologise the character and optimize the performance of the final packaged game are a good touch and show good awareness of wider scope of development, well done. Game is packaged and playable during presentation. Interactable items created along with lighting effects. Multiple 3D models and textures shown, would liked to have seen more inspirations for each specific item.
5. Transferrable Skills for Life and Professional Practice - 14/20
Introduction to self and role given. Presented clearly but some issues remembering certain procedures. Slides are consistent with rest of team and a reference list is shown. IEEE Refs and Bibliography present.

Overall Mark:

68%