

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:	KATHRINE WILLIAMS-KIRBY	Student P Number:	
Programme:	BA (Hons) Animation & VFX		
Module:	L5 BODY MECHANICS & CREATURE ANIMATION		
Module Code:	ACCA5039	Contribution to Module:	100%
Assignment Title:	<i>We want to believe the characters moved themselves (Wayne Gilbert)</i>		

SELF DIRECTED ANIMATIONS (100%)	Overall % of Mark	Level of Achievement – In Percentages %													
		Fail	MF	3 rd Satisfactory			2:2 Good			2:1 Very Good			1 st Exceptional		
		0-29%	30-39%	40-43%	44-46%	47-49%	50-53%	54-56%	57-59%	60-63%	64-66%	67-69%	70-79%	80-89%	90-100%
ENGAGEMENT	20%										X				
KNOW & UNDERSTAND	20%											X			
COGNITIVE	20%											X			
PRACTICAL	20%											X			
TRANSFERABLE	20%												X		

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 (40% Max)	☐	
	Over 1 week late (0%)	☐	68%

Tutor comments
- A good collection of early tests, sketch videos and progress indicators > illustrating your aims and goals. - The accompanying PPT provides further insights and a helpful numbered series of references / research. - Good mix of animal, character design, natural history imagery and design work, from bold single line strokes to the more illustrative / rendered linework. - A realisation comes through that less = more, in the approaches to the scenarios and that colour levels are important, moving more towards children's tv production qualities. - Timing is generally fine. Ideas are sound, but aim for more ambition in 24/25, as you show potential and animation-instinct there, when you go beyond the clip / reference (e.g. bunny escaping the Arctic Fox). - A good / very good (high 2:1) appreciation of working a shot / scene, that is thorough and meticulous, and that you respond well to animation guidance and feedback. - You have clearly learnt a lot from the module, that helps to set up your target(s) for the final year and larger practical module (INDEPENDENT PROJECT).

Assessed by:	Phil Organ	Date:	May 2024
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