

<u>INDEPENDENT PROJECT (ACCA6020) / BA COMPUTER ANIMATION</u>	
<u>FINAL ARTEFACT(+VIVA) – 50%</u>	<u>WRITTEN WORK – 30 %</u>

Student Name:	RHYS CARTER (1903338)
Title of Project:	SOAC IP / <i>Space Chase-style sequence</i>
Supervisor:	Phil Organ
2nd marker:	Nabeel Masih
Course:	BA (Hons) COMPUTER ANIMATION

FINAL ARTEFACT (+VIVA) – 50%	
Practical Skills (60%)	
<i>You will want to ensure the animation has been worked on, to raise the level of action or believability; the visual design is commanding and persuasive/evocative; the composition or structure has appeal and is engaging, etc.</i>	47%
Transferable Skills (40%)	
<i>Evidence the ability to manage your own learning using project planning techniques and how you have met your own self-imposed deadlines. Provide insights on your development and challenges to the project/ process.</i>	42%
	TOTAL 45%

BLOG / WRITTEN - 30%	
Engagement with Literature Skills (30%)	
As a blog/written account you have the facility to branch off from the main practical piece and provide entries or posts on animators, artists, films, techniques, (etc.), and with links to articles or other blogs and references. You are aiming to substantiate the main content with underlying academic research skills, relevant to L6/graduate-year levels.	50%
Knowledge and Understanding Skills (30%)	
Your targeted studies will help to inform the direction of the project, but also highlight the degree of understanding and engagement with particular subjects and methods and your growing adoption and application, towards the practical elements. Explain how the narrative/animation/technical problems were developed, how you grasped ideas/concepts and were able to interpret them, to influence your own decision-making.	54%
Cognitive and Intellectual Skills (40%)	
You would be looking to provide indications on your rationale and reasoning, comparing the before-and-after perhaps, charting the impact this has made and why you feel it improves the flow of the sequence, etc. As before, you would want to consider what are the reasons and implications and impact on the visual design/message?	54%
	TOTAL 53%

Feedback/Comments:

PRACTICAL

- Some interesting new updates / features covered on the day, using the Viva' time to highlight progress and further decisions on the layout and environment, etc.
- The references to films such as TRON are helpful, however references can appear too artificial or arbitrary, where your justification for the link can be too superficial (ie. that you like the look and wanted something similar). Character model and ship would need further iteration in order to achieve the desired connection or intent. The sequence shows some potential but it is also too wayward, lacking control, especially within the main movement of the ship. This is highlighted when the ship moves quickly, lacking weight / force / gravity. This would not be something that you needed to correct technically (or with how it is set-up), but in the way it is positioned and keyed, moreso.
- With rendering in the last few days there seemed to be little room for editing or working the actions / shots. There is a narrative to follow, although it can be difficult at times, needing more emphasis on key shots – for more appeal - and for the audience / viewer to appreciate the turn of events.
- Credit is noted for tackling it all, and in the techniques covered (e.g. the old method of keeping the ship stationary and moving everything around it).
- Response to questions were often too focussed upon a lack of familiarity or practice (inc. research) throughout.
- The presentation was clear, in parts; needing more structure - on other sections.

WRITTEN

- The abstract lacks more focus, needing better links to the specific work in hand, often stating the nature of writing the report or conducting a project. More could have been done with the opening sections (e.g. Intro') to provide a rationale and outline how this project fits in with previous work or contemporary trends (industrially, perhaps?). The later sections do start to do more of this coverage, beginning to outline methods or plans.
- Research can be too perfunctory, lacking depth or better associations to the project shots and scenes and designs. It is interesting to see the early example of the main character, with something of a totem-esque structure. That more could have been done exploring/researching cultural or social representations and motifs perhaps, (despite the sci-fi setting)?
- A lot of the document is a list of problems encountered – and underlining a need for grasping the opportunity, to push your level of modelling, animating, etc.
- As the conclusion states – you have learnt a lot via the project – but there is also plenty of scope for raising the standard and aiming for higher degrees of detail / design.

Phil Organ / May 2023