

INDEPENDENT PROJECT (ACCA6020)**BA/MArts COMPUTER ANIMATION****INTERIM VIVA ~ THURSDAY 21 JANUARY 2021 (20%)**

Student Name:	DYLAN HOPKINS
Title of Project:	ISOLATION (DH)
Supervisor:	PHIL ORGAN
2nd marker:	AL KANG
Course:	BA (Hons) / Marts COMPUTER ANIMATION

Engagement with Literature Skills (10%)	
Via this presentation you are looking to present any sources / references / influences that relate directly to the <u>practical</u> work.	63%
Knowledge and Understanding Skills (20%)	
You are looking to gain a better appreciation and respond to any findings that arose in doing this work, that relates specifically to the sequence/theme/genre,	66%
Cognitive and Intellectual Skills (20%)	
Information from each part of production should be analysed as to value in the project and overall influence as a result.	65%
Practical Skills (30%)	
Produce material that evidences the progress of the work undertaken to date. Propose innovative and technically appropriate solutions to the identified problem. Communicate those solutions effectively using contextually appropriate material at a level commensurate with IND PROJ/Level 6.	67%
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 that can include the use of a learning journal, blog, production diary, or something similar, to date.	74%
TOTAL	67.4%

(Feedback/Comments on next page)

Feedback/Comments:

A good opening section detailing the development from MP#1 and including information on how the progress is beginning to build upon themes of companionship and trust and isolation.

Plenty of coverage on the practical side, detailing a strong manipulation of the various software and techniques across platforms.

There is a quality that you are striving to reach, beyond simple shaping or lower-level perfunctory levels, that does you a lot of credit. This is within the main figure/model, but also in how you now consider clothing or animated features to pre-empt, later in the production.

Good to see that you are already in the process of doing animation tests. You are demonstrating a command of the process, especially when viewing the texturing treatment, that is showing authority and initiative.

Some parts were rushed over a little, where you could have expanded and detailed the thinking and analysis moreso (blowing your own trumpet more, for the future?).

Props and environments are coming along well. It will be great to see how the work progresses and, if in the final play-through, the visual aesthetics of the scene(s) and animation(s) match the quality of the torch – you will have a lot to offer prospective employers, and will have a commendable final piece.

Phil Organ / January 2021