

CREATIVE PRACTICE 4 22/23 – MODEL SUBMISSION FEEDBACK

Module: Creative Practice 4

Student: Ben Hawker

Knowledge and Understanding Skills - 15/20

Sound principles of polygonal modelling, UV unwrapping and texturing evidenced. Models/geometry show good evidence of an awareness of proper topology and edge flow. Well done.

Practical Application Skills - 45/60

Model presented is UV unwrapped in the scene and of a high quality. The model has clean topology with good edge flow throughout. Good awareness to scale has been shown and multiple separate pieces of geometry have been used to meet the original vision. Great job.

Multiple versions of the mesh present show iterations of design – well done.

The model of the whale itself shows good awareness of scaling and anatomy, creating a convincing mesh with interesting characterisations.

Transferrable Skills for Life and Professional Practice - 14/20

Files packaged correctly with texture files embedded in the Maya project, well done. In future be sure to watch out for jagged edges on elements of the model – this can happen especially when using low subdivision Booleans to cut away large swathes of geometry from the model. Pay special mind to smoothing groups as these can be important later on when using your model in a lit scene/animation.

Signed: (Lecturer)

A. Head

Date: 20/01/2023

**Overall Mark:
74/100**

