

INDEPENDENT PROJECT (ACCA6020) / BA (HONS) ANIMATION & VFX / 2024/25**FINAL ARTEFACT(+VIVA) – 50%****WRITTEN WORK – 20 %**

Student Name:	KATHRINE WILLIAMS-KIRBY
Title of Project:	NOVA
Supervisor:	PHIL ORGAN
2nd marker:	NABEEL MASIH
Course:	BA (HONS) ANIMATION & VFX

FINAL ARTEFACT (+VIVA) – 50%**Practical Skills (60%)**

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.

65%**Transferable Skills (40%)**

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.

67%**TOTAL****65.8%**

BLOG / WRITTEN - 20%	
Engagement with Literature Skills (30%)	
As a <i>blog/written account</i> 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.	66%
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.	67%
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?	70%
	TOTAL 67.9%

INDEPENDENT PROJECT 24/25 - SUMMARY

PROPOSAL (10%)	INTERIM (20%)	FINAL ARTEFACT (50%)	BLOG/WRITTEN (20%)		FINAL IP 100%
66	63	66	68		66

Feedback/Comments:

PRACTICAL

- Good to have a brief summary and reminder and review, including target audience. The progression through the work on the shots and storyboards is clearly outlined and defined, charting the changes to the look, colour, shadow, etc. A clean line is established and although you have some reticence in 'sketchy animation', there is still room to reverse-engineer some of the moves, to evoke more believability and familiarity. The level is very good, especially with the character work aimed at the younger ages, but the best 2D animation (looking closely at classic Disney) is that there is a full appreciation of the form and structure > that brings out the best warmth and appeal.
- Good to see the coverage on colour theory, and with introducing more on backgrounds on this project (with potential to do more there). All the end production stages, including an effective lighting set-up and the use of FX (e.g. with more simulation of natural forces) would only enhance your shots, and, in turn, add more to the organic character motions.
- A mid-to-high 2:1 level (that is 'very good') and you have worked hard to keep moving through the various scenes. For future work, keep challenging yourself to consider the best version of the framing, of the movement, of the staging - and keep animating, as you show real strengths for children's tv.

WRITTEN

- A brief statement at the start, for the opening / introduction (too brief?). Useful to see the storyboards and intended visual style. Structure is there, yet more context - linked to the project - would help to support and uphold your aims, goals, direction (etc.) throughout. The latter half of the document benefits from these connections.
- Some heartfelt honest self-reflection included on the art and artistry involved in undertaking this form of animation and / or defining an endearing character / scenario. A range of critical thinking and research study options are used, with quotes from professionals / practitioners, from websites and staff suggestions, and in approaching peers for responses. Clear indications of being open to feedback, with efforts in implementing anything reviewed or proposed.
- Good level of overview on the process and development, with insights and views on the value / contribution of techniques and approaches (e.g. on the use of rotoscoping). Indications of wanting to improve, to arrive at an accomplished visual narrative style. Lots of statements near the end, in evaluating the project's scope and quality, strengths and weaknesses, and in what could be achieved in the future.

Phil Organ / May 2025

This is a strong piece of work showing clear practical and written progress. Your practical development is well documented, especially in storyboards and visual elements like colour and shadow. While the 'sketchy animation' could be refined for more warmth and believability, your character design suits the young audience well. There's good use of colour theory and background work with room to expand, and enhancing lighting and FX could elevate the animation further. The written work is structured and reflective, showing thoughtful research and openness to feedback, keep refining your staging and animation to build on your strengths.

2nd Marker comments (Nabeel Masih)