

INDEPENDENT PROJECT (ACCA6020)
BA COMPUTER ANIMATION
INTERIM VIVA ~ JANUARY 2023 (20% of module)

Student Name:	RHYS CARTER (1903338)
Title of Project:	Packet Chaser
Supervisor:	Phil Organ
2nd marker:	Nabeel Masih
Course:	BA (Hons) 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.	58%
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,	61%
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.	63%
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.	65%
Transferable Skills for Life and Professional Practice (20%)	
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.	68%
TOTAL	64%

(Feedback/Comments on next page)

Feedback/Comments:

- Good to begin with a look back at where you were in November (MP, low 2:2). Your approach to the Interim presentation, generally, was upbeat and positive throughout.
- After only a few introductory slides we (assessors) had a clear picture of what has transpired since last term and the direction of the project. Everything that you chose to isolate and to mention had some relevancy to the narrative design and cause-and-effect nature to the intended sequence. The details all had a part to play and were given just the right amount of coverage verbally/visually.
- Some of the quality in the designs, sketches, models has areas for improvement but there was a definite indication the project had moved on, and for the better.
- With video references cited, or for any remaining research needed for Sem#2 modules, aim to provide better links and assessment of the methods, their influences (directly to what you then did) and contribution(s). At L6 you would want to go beyond simply stating what you looked into, to help.
- Importantly, try not to get too bogged down technically with the tasks ahead. You mentioned rigging, however, with the character design you have there is potential to utilise simple and effective controls (and combinations) to achieve the motion/shot. When you have a character that is segmented in this fashion, with a lot of parts (i.e. no single mesh/shell) you may find more workarounds and solutions to help you move on (faster/more efficiently).
- Animatic needs more care. As a working version for the assessment it worked well enough, but there is plenty to work on over these weeks, before Easter, to create the best composition of cameras and on-screen action.
- Considering where you were – this was a lot better. A 2:1, where you have turned a corner and with a recognition that less = more sometimes, structurally, but also in grappling what you're really trying to do for a long project.
- Keep up the tutorial sessions and keep up the momentum – and productivity - you have established here.

PMO. JAN 2023.

Signed:	Phil Organ	(Supervisor)
	Nabeel Masih	(2nd marker)