

STUDENT FEEDBACK FORM

This section details the *extent* to which the assessment criteria are demonstrated by you, which in turn determines your mark. The marks available for each category of skill are shown. Lecturers will use the space provided to comment on the achievement of the task(s), including those areas in which you have performed well and areas that would benefit from development/improvement.

Student Name:	SHAUN HANCOCK	Student P Number:	
Programme:	BA (Hons) Animation & VFX; BA (Hons) Computer Games Design		
Module:	L6 ADVANCED CHARACTER PERFORMANCE		
Module Code:	ACCA6031	Contribution to Module:	100%
Assignment Title:	<i>Searching for the right way to draw – animate – evoke a performance</i>		

SELF DIRECTED ANIMATIONS (100%)	Overall % of Mark	Level of Achievement – In Percentages %													
		Fail	MF	3 rd Satisfactory			2:2 Good			2:1 Very Good			1 st Exceptional		
		0-29%	30-39%	40-43%	44-46%	47-49%	50-53%	54-56%	57-59%	60-63%	64-66%	67-69%	70-79%	80-89%	90-100%
PRESENTATION (30%)															
ENGAGEMENT	30%												X		
KNOWLEDGE & UNDERSTAND	30%													X	
COGNITIVE	40%													X	
														70%	
PORTFOLIO (70%)															
PRACTICAL	70%													X	
TRANSFERABLE	30%													X	
														71%	

Assessment Mark (Assessment marks are subject to ratification at the Exam Board. These comments and marks are to give feedback on module work, for guidance only until they are confirmed.)	Late Submission Penalties		
	Up to 1 week late (40% Max)	☐	
	Over 1 week late (0%)	☐	71%

Tutor comments
PT#1 A clear start and identification of the work in hand, outlining ideas of the space / surfaces at play and the intended interaction with the objects, with the set moves of run, jump, etc. Interesting development within the sense of location (domestic scene) that may be largely derived from your own experience(s), and with the notion of navigating a fence. A relevant and pertinent mix of research, from the technical to entertainment releases, and in promoting the type of animation that you're opting to emulate (e.g. via FLOW). Some of the timing of the class work / tests could be snappier, but this is only a constructive suggestion, and it was great to see how much you had already invested in the layout and practical material. The terms used, in the analysis of the animation (e.g. 'accents' and 'quick actions') are more in keeping with animator-speak and do you a lot of credit, and the slide with the arrangement of photography and 3D works well. This is good work Shaun. You may have gone over the time (fractionally), but the enthusiasm and strive for stronger evocative character touches and personality comes over very well. Keep it up, towards the second and last submission, in January. PT#2 Referencing the last assessment, this remains some of your better work, as you show more affinity towards the feline and wanting to bring the personality across. Class content covered the importance of poses and we have these in abundance. An expression of lazy-ing in the sun, that leads on to the stretch (with all four limbs in place), then the forward movements and run. Some of the feet placements / contacts could be better, but I know you see these and know what to do to correct (which is all part of the process / degree). The pace changes and there is a good attempt at the leap (needs refining). The camera also needs another pass or two (to tone it down). All of these are small constructive comments, as you have done very well in your depiction of bringing life and style and appeal to the character. We see the changes of what the cat is thinking – on screen – and the iconic characteristics in terms of the positioning and evocation. Strong work and all key L6 skills to extend and showcase and promote (post-graduation).

Assessed by:	Phil Organ	Date:	February 2026
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