

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

Student Name:	SAM FENWICK (2003537)
Title of Project:	<i>*Day in the Life*</i> style animation
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.	65%
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.	68%
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.	68%
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.	70%
TOTAL	68%

(Feedback/Comments on next page)

Feedback/Comments:

- Interesting new direction from the last overview. It has retained the same construct and quality of storytelling, but drops the 1st person (good move) and there was more to see in terms of stage design, animation technique and aesthetic (camera, colour, lighting, etc.).
- Some persuasive stylistic touches with the framing and in following the intended action(s). Most significantly the decision to use 3D as the basis for a 2D lighting and look development route has been influenced by more research and discovery. The project aims have become a lot more stripped back (for the better) and a spotlight on a more intimate, domestic, urban travelogue tale (*Day in the life* for a title?).
- Your methods work well, particularly in the planning and pre-visualisation, and in your thoughts towards conveying the different parts of the day, their contribution to mood, in representing the routine (mundanity or otherwise), etc. The reduction of colour and a de-saturation in surroundings is an evocative aim, both visually and dramatically.
- A strong presentation, where you seemed more positive and directed, with good responses to questions and in referring back to slides to help support your intentions.
- There is still plenty to schedule and focus upon in these coming weeks. As we discussed on the day – you may still need to scrutinise how it will all work, shot by shot, frame by frame, when you have more done, but this is only a good thing, in wanting to engage your future audience(s) or prospective employer(s).
- This assessment has helped everyone to lay down a benchmark, and to then move towards completion. Aim to provide more updates via tutorials, especially as you will be doing more animation now and/or with the offer of more support (e.g. inc. sound recording) for what remains. Well done.

PMO. JAN 2023.

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