

INDEPENDENT PROJECT (ACCA6020) / BA CA / INTERIM VIVA ~ JAN 2024 (20%)

Student Name:	SOPHIE KWINT-WILLIAMS
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.	75%
• 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,	78%
• 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.	80%
• 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	85%
• 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.	90%
FINAL	83%

Feedback/Comments:

• An excellent start to the INDY_P assessment stages (following on from MP in early November), with a carefully composed and thorough account of your current position – and with more to come. • There is genuine emotion coming across with the staging and approach to the scene(s), with an effective control of the line, colour, motion and in the visual structure (via the outline on the ten shots / parts). • This module is all about independent (graduate-level) initiative and independent study. You have these qualities in abundance, not least within the management of it all and the time it all takes to create – but also in the chosen aesthetics, in tackling new software and in covering your decision-making and response to questions. Storytelling skills (including the open / close parts) have moved on - where being more direct and less fussy with how we follow the action - is creating a winning formula. Stay true to your schedule, with aiming to complete a strong edit before the Easter break, and to provide any Easter post-production-time for any more work on the closing stages, on sound, fx, mise-en-scene, cross-cutting, etc. • A fantastic presentation with strong studio appreciations and commitment, to take forward, post-graduation. Keep up the workflow and progress reports / tutorials. Well done!
PHIL ORGAN / JANUARY 2024