

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:	YUFEI WANG	Student P Number:	
Programme:	MA Computer Animation		
Module:	RESEARCH METHODS & COMMUNICATION		
Module Code:	M7X01586	Contribution to Module:	100%
Assignment Title:	CHIMERA proposal		

PROPOSAL – RESEARCH (50%)		Level of Achievement – In Percentages %													
		Outright Fail				MF	Pass			Merit			Distinction		
		0-9%	10-19%	20-29%	30-39%	40-49%	50-53%	54-56%	57-59%	60-63%	64-66%	67-69%	70-79%	80-89%	90-100%
ENGAGEMENT	40%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐
COG & INTELLECT.	30%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐
KNOWLEDGE & UNDERSTANDING	30%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐
														68%	

PROPOSAL – COMMUNICATION (50%)		Level of Achievement – In Percentages %													
		Outright Fail				MF	Pass			Merit			Distinction		
		0-9%	10-19%	20-29%	30-39%	40-49%	50-53%	54-56%	57-59%	60-63%	64-66%	67-69%	70-79%	80-89%	90-100%
PRACTICAL	60%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐	☐
TRANSFERABLE.	40%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐	☐
														66.4%	

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)	☐	67%
	Over 1 week late (0%)	☐	

Tutor comments
Within the research-study work and initial proposal on CHIMERA: Short, direct set of sections at the start. A suggestion to include titles for any diagrams or illustrations used. E.g. <i>Figure #1</i> << becomes >> <i>Fig. 1 / Shield of Chimera</i> (+ source info) – and to include a list of more details / further reading at the end / appendices. Abstract works well, as does the adoption of a narrative style to the research and writing, giving it more of an engaging quality (which is what you're wanting from the reader). A great reference from Marchesini "<i>Postmodern Chimeras</i>". A good handling of the source material and in the breakdown and analysis of the design / creature aspects and design. A good blend of criteria established (with appearance, habit, agility) and in the mix of creatures identified. An innovative departure with the whale + crane! Some elements of creature design coming through, utilising narrative design, whenever possible. Good concise summary. Pitch~proposal: Submission is a clear continuation from part#1. Very much a case of 'this is what was stated in the document – and this was then made for the prototype'. That's fine. Aim to promote what you have designed / constructed / animated. As way of an example – imagine having a) your sketch mapped and rotating in the scene, b) replaced by a wireframe / low-poly version, c) refined limbs, d) colour added, e) against backplate environment image, f) then textures – and so on. To use captured or time-lapsed or turntable view. To discuss in class / Sem #2. The creature comes across well and the renders have a great level of detail and a sensitive touch within the colour scheme and lighting. Keep this up!

Assessed by:	Phil Organ	Date:	January 2024
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