

INDEPENDENT PROJECT (ACCA6020)**BA/MArts COMPUTER ANIMATION****INTERIM VIVA ~ THURSDAY 21 JANUARY 2021 (20%)**

Student Name:	KAROL SCHWARZ
Title of Project:	ISOLATION (KS)
Supervisor:	PHIL ORGAN
2nd marker:	AL KANG
Course:	BA (Hons) / Marts 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.	60%
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,	59%
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.	61%
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.	62%
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.	62%
TOTAL	61%

(Feedback/Comments on next page)

Feedback/Comments:

A good effort in detailing the progress from the earlier presentation (early-November) on MP#1. There has been movement and elements of starting to realise the settings and (droid) character within the scene(s).

As we near February (8 weeks of term; 3 weeks of Easter; 2 weeks before the May deadline) there is a lot to do on this production in order to showcase your strengths not least in the technical features, but in how you tackle the shots, the actions, the dialogue, and so on.

There was a discussion around the empty spaces and lack of detail, to underline the extent of isolation or lack of resources, but this can be done with a lot more in the space that anything *in absentia*. Consider a room of equipment or resources that have been stock-piled; yet, over time, have dwindled and been recycled, re-purposed or undergone rationing. In those instances the containers themselves become cherished artefacts, whether misshapen or over-used.

Aim to do more work to put on screen and to make the shots come alive. Aim to get ahead on ensuring the droid has some memorable scenes or screen-time, where we want to forget the keys that have been set, and to see the droid as a living representation, imbued with emotion and feeling and pathos.

What was on the day was fine, and it was explained well enough, if somewhat reduced or lacking more quantity (that allows for more quality). At times you also had a tendency to be short/abrupt in covering it all. You would want to review presentation methods and ways in which to have more impact, to find better techniques to highlight the nature of the work, in all its changes – that would then help to illuminate more on your design choices and critical thinking.

Phil Organ / January 2021