

INDEPENDENT PROJECT (ACCA6020) / BA COMPUTER ANIMATION	
<u>FINAL ARTEFACT(+VIVA) – 50%</u>	<u>WRITTEN WORK – 30 %</u>

Student Name:	CONNOR HUMPHREYS
Title of Project:	Skylines & Turnstiles
Supervisor:	Phil Organ
2nd marker:	Nabeel Masih
Course:	BA (Hons) COMPUTER ANIMATION

FINAL ARTEFACT (+VIVA) – 50%	
Practical Skills (60%)	
<i>You will want to ensure the animation has been worked on, to raise the level of action or believability; the visual design is commanding and persuasive/evocative; the composition or structure has appeal and is engaging, etc.</i>	57%
Transferable Skills (40%)	
<i>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.</i>	62%
	TOTAL 59%

BLOG / WRITTEN - 30%	
Engagement with Literature Skills (30%)	
As a blog/written account you have the facility to branch off from the main practical piece and provide entries or posts on animators, artists, films, techniques, (etc.), and with links to articles or other blogs and references. You are aiming to substantiate the main content with underlying academic research skills, relevant to L6/graduate-year levels.	%
Knowledge and Understanding Skills (30%)	
Your targeted studies will help to inform the direction of the project, but also highlight the degree of understanding and engagement with particular subjects and methods and your growing adoption and application, towards the practical elements. Explain how the narrative/animation/technical problems were developed, how you grasped ideas/concepts and were able to interpret them, to influence your own decision-making.	%
Cognitive and Intellectual Skills (40%)	
You would be looking to provide indications on your rationale and reasoning, comparing the before-and-after perhaps, charting the impact this has made and why you feel it improves the flow of the sequence, etc. As before, you would want to consider what are the reasons and implications and impact on the visual design/message?	%
	TOTAL 0%

INDEPENDENT PROJECT 23/24 - SUMMARY				
INTERIM (20%)	FINAL ARTEFACT (50%)	BLOG/WRITTEN (30%)		FINAL IP 100%
62	59	NS		42%

Feedback/Comments:

- Good to have the opening overview and recap on research / background, etc. Interesting to hear that there were ambitions to do more via Claymation (what were the obstacles there?). Good mix of complimentary-contrasting colours, to create the sensation of being in a dream state. Methodical coverage, with going through each point, in turn.
- Vocally / tonally it could have been a lot more upbeat and energised – especially given this is a project of your own devising and something you wanted to see on screen. Reading directly from notes can create something of a low-key-presentation – and you were looking to really promote what you have achieved. You would also want to a) make regular appointments to provide updates / progress, b) work with staff on what else could be utilised / explored, to enhance the visuals and composition. Something to bear in mind, going forward, if you're doing more video-to-music animations.
- Technically there is a lot on the process and the adoption of various software, showing some innovation and embracing new approaches / techniques. However, despite these strengths you seemed to have underplayed what you could have done / achieved. As way of an example ~ the reversed arm, the glowing eyes, the darkness that reveals the character – are all neat conceptually, as starting points, yet the final execution needs to be more persuasive and have more impact.
- Some good levels of insights and ideas. The potential comes over, yet it does not all hold together cohesively, as well as it could. To have spent more time on developing some key moments – that gel better thematically – and to have worked and worked on them? Extensively! Instead, we have shots that have moved on from January, but not significantly, to achieve higher marking bands / grades.

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- To date, no submission for the report / written work.

Feedback: Phil Organ / Summer 2024.