

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

Student Name:	CIAN WEST
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.	56%
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,	58%
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.	58%
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.	64%
FINAL	60%

Feedback/Comments:

- At the start of any new presentation / update, aim to include a short reminder, to help to provide more context for the listeners / assessors. A strong enough structure, with plenty to highlight and you made good use of the screen and viva' time. Some parts were given a fair amount of attention (e.g. L&LD – in regards to blood, candle flame, etc.) but others were underplayed (e.g. with the modelling of the set and within preparing for animating). Overall, a good effort – and a low 2:1 is a good level to reach. - It was interesting to hear of your environment goals, but, to arrive at the best work, you will need to a) push the level of detail, layout, storytelling in what we see of the space, b) develop a strong visual style, irrespective of the decision to go low-poly, rather than high-res photo-real perhaps. - In detailing the current tests and plans you created something of an R&D quality (this is a good thing), but you will want to ensure you do not spread yourself (i.e. shots) too thinly, where the visual quality could become too inconsistent in the final run (May). Keep up with it all and keep sending through progress.
PHIL ORGAN / JANUARY 2024