

PRESENTATION FEEDBACK/MARKS FORM

Module: Games Design & Asset Creation 1	Student: Luke Morgan	Date: 06/01/2023
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1. Engagement with Literature Skills - 10/15
A good amount of research evidenced during presentation with in depth explanations of inspirations and their impact on the creation process.
2. Knowledge and Understanding Skills - 10/15
Extensive use of Maya and Substance painter evident with advanced features/tools of maya being used in the workflow, well done. I'd liked to have seen some more weathering on some of these items to make them more believable. A character mesh created but later not used. UV unwrapped and textured, well done.
3. Cognitive and Intellectual Skills - 7/10
Good reflection on creative process given, with an eye for workflows in the future – problems and solutions encountered considered in detail. Use of asset list mentioned but would liked to have seen this.
4. Practical Application Skills - 30/40
3D work is of a high quality and directly inspired by research/inspirations. There is a good eye for scaling with the character being used to determine size of objects, well done. Character model is of a high quality and is a shame that it was not rigged and animated. All models have good quality texture work applied.
5. Transferrable Skills for Life and Professional Practice - 14/20
Introduction to self and role given. Presented clearly but some issues remembering certain procedures. Slides are consistent with rest of team and a reference list is shown. IEEE Refs and Bibliography present.

Overall Mark:
71%