

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:	XINYUAN HU	Student P Number:	
Programme:	MA Computer Animation		
Module:	ANIMATION ALCHEMY & MOTION		
Module Code:	ACCA7038	Contribution to Module:	100%
Assignment Title:	<i>Animate the energy; the fire and the water</i>		

	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	20%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐
COG & INTELLECT.	20%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐
KNOW & UNDERSTAND	20%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐
PRACTICAL	20%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐
TRANSFERABLE.	20%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐

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		70%
	Up to 1 week late (50% Max)	☐	
	Over 1 week late (0%)	☐	

Tutor comments
A lot of time and care was taken on the structure and visual qualities of the presentation, with a lot of accompanying text, that was neither intrusive or distracting (which can be hard to balance). Clear images and a good arrangement with the layout (with some range to them also) that kept the interest and attention. The use of timelapse video was excellent, and vocally - everything was outlined with a good level of insights and mix of points, influences and approaches. Good to see sketches – and to consider having them keyed / sequenced? (and to have more 2D / figure work in the future?). - The skittles scene, incorporating dynamics, has a sensitive earthy weight to the roll and impact. A suggestion to review the animation and consider a shot from the back of the ball, moving towards the skittles, and then something of a reversed match-cut, where the skittles fall off the edge and to the camera....? - A neat fly-pass to the flight, over the camera and towards the asteroid. Care taken with the style and look. - The dragon has a great sense of power and agility in the wing movements. Subtle, but commanding, although there is not a lot to the scene (a case of less = more). - Good to see the use of facial work in the figure-drinking animation, although you will want to work through upper body gesturing with future work, as they can appear stiff and unnatural / unreal. - The monster adds another change in the pace and style, and you show a lot of strong adaptable skills with the set of work. Aim to get closer to the creature, so that we / audience / employers can appreciate it all fully. - An excellent representation of ferocity with the winged beast – that is different again to the dragon – but very fluid and a strong VFX creature feature in its own way. - Big scale visualisation of the dominoes, and is it case that we are very close to them – or that they are massive? (minor query) Given the weight to the contacts they come across as large monolithic forms. - An aim for photo-real qualities with the bottle – and it could benefit from missing or sloshing about or making a mess (even breaking the fourth wall and spilling on to the camera?)

Assessed by:	Phil Organ	Date:	January 2025
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