

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

Student Name:	JOE STONE-EVANS (2003730)
Title of Project:	SOAC IP / <i>LacharIgnis</i>
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>	82%
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>	85%
	TOTAL 83%

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.	75%
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.	75%
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?	74%
	TOTAL 75%

Feedback/Comments:

PRACTICAL

- Initial recap helped a lot to set the scene for what was covered, as there was clearly a lot that transpired along the journey (post-Interim). The final sequence was 4 shots and each had enough there to chart all of the production trails and obstacles (with the danger of over-doing these), however it was all kept to a good level of constructive review.
- Technically, it was useful to have coverage on the character set-up and on what was treated on the shots, and the progressive nature of staying on target and on deadline. This was helped, in the first instance, with the choice to create a creature-reel-style-narrative – rather than being tied to a more complex story. The motions and glimpses of the creature all capture something of the other-worldly, especially when shown against re-saturated landscapes / vistas. To be really picky – the end shot would still want further passes / iteration (in the wing movements / weight), although, you now have time to work on revisiting any of this material, post-graduation+
- Great to see the creature model / prop. To keep up with this work? To consider investing in doing more via 3D printing (?), as this does you a lot of credit. Companies and recruitment personnel would be impressed with the dedication towards your designs and how you use variety of techniques and production methods in tackling a film / animation.
- An excellent submission, across all assessment points. Well done!

WRITTEN

- Abstract is persuasive and captures the nature of the practice / project well. Opening sections all convey a good overview and summary on what-is-to-come. One consideration – to have used a Contents with page numbers (?) and/or page numbers through the file?
- Matter-of-fact progression outlined, with the reader provided just the right level of insight and direction / decisions made. Some interesting research covered on analysing motions of birds and lizards. This includes short asides' with the reference to the physiological goals inherent within the associations of this fantasy creature to the natural world (e.g. a bird's 'head stabilisation').
- Innovations, workarounds and new additions (e.g, minnow) all help to serve the narrative of the work undertaken, with charting the turning points and technical challenges. It is good to read (from a L6 graduate year student) a growing dependency and reliance upon your own judgement with the work, and that you will strive on, undeterred, with more of the demanding rigging features.
- Each section is given enough depth and you do not shy away from stating what was cut (and why), with an honest open appraisal to finish. 6 pages of references / book titles! Excellent!

Phil Organ / May 2023