

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:	ZHONGYI CONG	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	
	Up to 1 week late (50% Max)	☐
	Over 1 week late (0%)	☐

66%

Tutor comments
The presentation was vocally strong, well composed with some good points made throughout. Indications of working through problems / obstacles and it was good to see accompanying references, technical details (e.g. GE work with cycling) and in charting what you feel worked well / best, in your own appraisal. Some of the animation is strong, other parts need work, so of it can be inconsistent - but a good effort nevertheless. A good end to the slides, with wanting to be more adventurous and push the level of animation on show, in future work. - The ball animation works well enough, with good timing and a good feel to the motion. - The collision with the cart + figure has some good poses, yet the animation (timing) can be too slow. - The bird scene is fine. One suggestion (for further work) is to have another feature in the scene – to have the bird flap down to a perch or birdfeeder, perhaps, that allows for more variation (to show skills)? Seated figures are well posed, and there is a likeable casual nature. Again, you could utilise more ideas of staging and that there is some connectivity between them (e.g. passing an object?). - For the Knight – we only have a short beginning. For doing more reels in the future you will want to be more selective and be more rigorous with the edit, and in what is included, especially for the final end of year version (Sept+). Ball + Legs sequence has some great ideas. Watch out for IK knees locking, and some of it could be snappier / tighter, in places. - A dramatic end with the figure + spider. A great effort in doing a situation / conflict style animation, with an unexpected jump on the creature and punching (!).

Assessed by:	Phil Organ	Date:	January 2025
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