

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:	DEACAN HOSKINS	Student P Number:	
Programme:	BA (Hons) Computer Animation		
Module:	PRODUCTION DESIGN & ANIMATION		
Module Code:	M4X02046	Contribution to Module:	100%
Assignment Title:	"Art....is real sorcery"		

VISUALs (PRAC) 70%	Overall I Mark % of	Level of Achievement – In Percentages %													
		Fail	MF	3 rd Satisfactory			2:2 Good			2:1 Very Good			1 st Exceptional		
		0-29%	30-39%	40-43%	44-46%	47-49%	50-53%	54-56%	57-59%	60-63%	64-66%	67-69%	70-79%	80-89%	90-100%
KNOWLEDGE & UND	30%	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐	☐	☐
PRACTICAL.	50%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐
TRANSFERABLE.	20%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐
														67.3%	

WRITTEN 30%	Overall I Mark % of	Level of Achievement – In Percentages %													
		Fail	MF	3 rd Satisfactory			2:2 Good			2:1 Very Good			1 st Exceptional		
		0-29%	30-39%	40-43%	44-46%	47-49%	50-53%	54-56%	57-59%	60-63%	64-66%	67-69%	70-79%	80-89%	90-100%
KNOW & UNDERSTNDG	30%	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐	☐	☐
COG & INTELLECT.	30%	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐	☐	☐
PRACTICAL	40%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐	☐
														62.8%	

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		65.9%
	Up to 1 week late (40% Max)	☐	
	Over 1 week late (0%)	☐	

Tutor comments:
A diverse and evocative submission. Not what was expected, in a lot of ways (which is fine). The corona-style reference imagery and designs, together with the inverted aurora wave-motions are great to see, providing an interesting walkthrough on your thinking and creativity. You mention that there were technical difficulties to do with hardware, but you at least provided an indication of a coloured frame to show where the work could have gone (good practice). Some of the conceptual work looks too close to the 3D stages (or leaning too heavily on frames/scene files). Generally, the methodology in constructing and developing a key shot/scene, with the combination of layering and overlays, together with the animation, is very effective. Lacks some polishing but the methods will serve you well for 2 nd year+.

Assessed by:	Phil Organ	Date:	May 2021
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