

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:	LUKE PENHALAGAN	Student P Number:	
Programme:	MA Computer Animation		
Module:	ANIMATED WORLD BUILDING		
Module Code:	ACCA7037	Contribution to Module:	100%
Assignment Title:	“...The fabric of the world had triggered the story....”		

		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	30%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐
TRANSFERABLE.	10%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐

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

Tutor comments
- All of the work demonstrates a solid appreciation of this area, and the importance of thinking through and iterative work on the design and visualization of characters, setting, weapons, etc. The range of visuals, from the layout of the spaces, to fine details (tattoos, etc.) all build a strong evocation of this scenario and intended animation. Regrettably, as a late submission, the work is capped to 50%, but the table indicates the levels reached (for reference). - Figure work, including structural awareness and form, is improving all the time, but you also integrating the pose(s) with more aspects of the costuming and narrative design elements. There is more cohesion and a unifying nature to the work. You may not want to do something of this length or scope for the final module, but please continue to extend and advance the skills adopted here, albeit the sequence itself may be shorter / VFX shots length (but less = more, often). - Good to see the cutaway / vignette-style structure to the storyboarding, and with wanting to add more dynamism and flow. This also continues through to the final pages of script work (that reads very well). Some submissions can be visually impressive, but averages may drop due to low-level research or reference (fractionally), but here we have evidence of the idiosyncrasies and tropes, representative of these types of worlds, and that you're immersed in the terms and common features. - Great work, with some subtle but compelling designs throughout.

Assessed by:	Phil Organ	Date:	May 2025
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