

PRESENTATION FEEDBACK/MARKS FORM

Module: Games Design & Asset Creation 1	Student: Alex Jenkins	Date: 06/01/2023
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1. Engagement with Literature Skills - 7/15
Good reference images shown with clear inspiration translated over to 3D models created. I'd liked to have seen evidence of any tutorials used as this would reinforce any self-directed learning explained during the presentation.
2. Knowledge and Understanding Skills - 10/15
Extensive use of Maya and Substance painter evident with advanced features/tools of maya being used in the workflow, well done. Weathering effects applied in substance give a believable look to some of these objects, but try to avoid just simply covering everything in dirt. Keep the weathering contextual. Sculpting evidenced in Maya but perhaps experiment more with ZBrush next time.
3. Cognitive and Intellectual Skills - 6/10
Some good reflection on workflow shown with problems encountered explained alongside solutions found and implemented. I'd liked to have seen a more iterative design process here, with perhaps multiple passes of textures to ensure you are still meeting your intended art target. Cancelled/Scrapped assets shown and explained why not used, good awareness of scope.
4. Practical Application Skills - 28/40
Extensive amount of 3D textured models shown with mostly clean topology. Some of the wireframes show potential areas of concern (N-Sided faces) but largely all of a good quality. Models textured and lit, renders shown in presentation. Use of UE character mannequin as a base for scaling is a great idea and has worked well during the implementation process, well done.
5. Transferrable Skills for Life and Professional Practice - 14/20
Introduction to self and role given. Presented clearly but some issues remembering certain procedures. Slides are consistent with rest of team and a reference list is shown. IEEE Refs and Bibliography present.

Overall Mark:

65%