

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:	PHIL RICHMOND	Student P Number:	
Programme:	BA (Hons) Animation & VFX; BA (Hons) Computer Games Design		
Module:	L6 ADVANCED CHARACTER PERFORMANCE		
Module Code:	ACCA6031	Contribution to Module:	100%
Assignment Title:	<i>Searching for the right way to draw – animate – evoke a performance</i>		

SELF DIRECTED ANIMATIONS (100%)	Level of Achievement – In Percentages %															
	Overall % of I Mark	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%	
PRESENTATION (30%)																
ENGAGEMENT	30%													X		
KNOWLEDGE & UNDERSTAND	30%													X		
COGNITIVE	40%													X		
															77%	
PORTFOLIO (70%)																
PRACTICAL	70%													X		
TRANSFERABLE	30%													X		
															81%	

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 (40% Max)	☐	
	Over 1 week late (0%)	☐	80%

Tutor comments
PT#1 An instantly recognisable and iconic scenario, to adopt as the form of animated 'takes', but with a comedic twist. Provocative and intriguing, in equal measure. Time has been taken on breaking down the various interpretations (movements on a theme) and in defining categories of posture, motion, personality, etc. Extensive set of notes and breakdowns, isolating the changes, with lots of care and attention to detail. Reference listing indicates a lot of work watching Bond sequences and in reading on how they have evolved. Good to see the range of material included, from the opening layout (to the slides) , to the visual depictions and studies, to your own diagrams, a quote from Webster, etc. Lots to take away on the day (and for me to go through in the folders).The work using draw-overs on the line of action and power centres (poise) is well conceived and a neat addition. Overall, a well presented, thorough and enjoyable presentation, with a clear indication on the next stage, to end. Have fun with the animation work. PT#2 Lots of work has been done to stick to the original proposal and see it through effectively enough. With months before you finish, you are operating at a high level of initiative and resourcefulness (knowing what needs to be learnt >> to then perform / succeed), which is really one of the key attributes from gaining a HE award. To capture something of the <i>internal</i> processing and ideas of acting out a routine (in the gun barrel sequence) which is then given more <i>external</i> impetus with the number of takes adopted, all works well to an audience / viewers. Engaging, endearing and where it works best – where we see moments of strain or reaction – the character has more appeal and believability. Some excellent workflow patterns (and something to showcase, given the opportunity, post-graduation) and a fresh innovative response to notions of <i>performance</i> animation. Well done.

Assessed by:	Phil Organ	Date:	February 2026
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