

PRESENTATION FEEDBACK/MARKS FORM

Module: Games Design & Asset Creation 1	Student: Thomas Nurse	Date: 06/01/2023
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1. Engagement with Literature Skills - 8/15
There is a good amount of research evident in the presentation with historical imagery used to bolster your inspiration. Well done. Clear evidence of self-directed learning with application of skills in another 3D platform. IEEE referencing and bibliography used.
2. Knowledge and Understanding Skills - 11/15
Use of Blender and substance painter throughout the project evidenced. Textured models show weathering, well done. Models have good topology although should be watched in future as potential for N-sided shape creation is possible when using Blenders tools.
3. Cognitive and Intellectual Skills - 6/10
Reflection given in depth on the project, with project planning touched on and an asset list explained. Team dynamic discussed along with communication methods used. Issues encountered explained along with solutions.
4. Practical Application Skills - 32/40
Modelling and texturing work shown is of a high standard and fits well with the chosen theme. There are direct correlations between research conducted and the final style of your assets, well done. Engine assembly of level has also used some blueprinting, along with placement of lights to dictate mood and colour in the scene. Engine used to connect levels and make objects interactable, great job.
5. Transferrable Skills for Life and Professional Practice - 14/20
Introduction given along with role explained. Presented confidently and clearly. Slides are consistent with rest of team and a reference list is shown.

Overall Mark:

71%