

PRESENTATION FEEDBACK/MARKS FORM

Module: Games Design & Asset Creation 1	Student: Shaun Tierney	Date: 06/01/2023
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1. Engagement with Literature Skills - 6/15
A good amount of research evident on the technical side of things with tutorials noted and linked to, but really needed to see more artistic based research. What inspired your characters? Why did you design them the way you did? What did you look at while creating your work?
2. Knowledge and Understanding Skills - 9/15
Character orthographic drawings created show a good awareness of the requirements for character modelling. ZBrush used to create a character sculpts which shows good amount of self directed learning, well done. Substance painter used with Maya throughout project.
3. Cognitive and Intellectual Skills - 6/10
Team dynamic discussed along with communication methods used. Issues encountered explained along with solutions. Reflection on personal contributions given with extensive look into possible solutions for future practice.
4. Practical Application Skills - 25/40
2 full characters created in Zbrush and textured, good work. Would liked to have seen more detail in the textures as well as possibly posed shots with the rig. Enemy character created consistent with theme but unsure where other character really fits in, in the world.
5. Transferrable Skills for Life and Professional Practice - 11/20
Make sure to introduce yourself clearly at the start of your section. 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:
57%