

<u>INDEPENDENT PROJECT (ACCA6020) / BA COMPUTER ANIMATION</u>	
<u>FINAL ARTEFACT(+VIVA) – 50%</u>	<u>WRITTEN WORK – 30 %</u>

Student Name:	CIAN WEST
Title of Project:	Knight's Quest (WT)
Supervisor:	Phil Organ
2nd marker:	Nabeel Masih
Course:	BA (Hons) COMPUTER ANIMATION

FINAL ARTEFACT (+VIVA) – 50%	
Practical Skills (60%)	
<i>You will want to ensure the animation has been worked on, to raise the level of action or believability; the visual design is commanding and persuasive/evocative; the composition or structure has appeal and is engaging, etc.</i>	66%
Transferable Skills (40%)	
<i>Evidence the ability to manage your own learning using project planning techniques and how you have met your own self-imposed deadlines. Provide insights on your development and challenges to the project/ process.</i>	65%
	TOTAL 65.6%

BLOG / WRITTEN - 30%	
Engagement with Literature Skills (30%)	
As a blog/written account you have the facility to branch off from the main practical piece and provide entries or posts on animators, artists, films, techniques, (etc.), and with links to articles or other blogs and references. You are aiming to substantiate the main content with underlying academic research skills, relevant to L6/graduate-year levels.	62%
Knowledge and Understanding Skills (30%)	
Your targeted studies will help to inform the direction of the project, but also highlight the degree of understanding and engagement with particular subjects and methods and your growing adoption and application, towards the practical elements. Explain how the narrative/animation/technical problems were developed, how you grasped ideas/concepts and were able to interpret them, to influence your own decision-making.	65%
Cognitive and Intellectual Skills (40%)	
You would be looking to provide indications on your rationale and reasoning, comparing the before-and-after perhaps, charting the impact this has made and why you feel it improves the flow of the sequence, etc. As before, you would want to consider what are the reasons and implications and impact on the visual design/message?	64%
	TOTAL 63.7%

INDEPENDENT PROJECT 23/24 - SUMMARY				
INTERIM (20%)	FINAL ARTEFACT (50%)	BLOG/WRITTEN (30%)		FINAL IP 100%
60	66	64		64

Feedback/Comments:

- A solid starting point with providing a recap on the project, your goals or favoured production stages, etc. The presentation follows others (previously) in showing a large image + accompanying text and insights.
 - Good to hear you have learnt more via audio and would like to continue to practice more with this medium > and its important link to visual storytelling.
 - Practical work has a strong aesthetic, in terms of the colour scheme adopted and the manipulation of the camera (something overlooked in some submissions), with attempts to capture the 1st person manoeuvrability / gait. Some of it is disorientating, which is not necessarily a bad effect, given the intended tone of the sequence. The fleeting corner-of-the-eye look at the creature demonstrates some emerging compositional strengths (with the camera placement). There is also a sense of an atmosphere established with the opening, with Games-level style design, as noted on the day.
 - The Knight model shows promise, however the subsequent animation – and work on the creature / fight / confrontation / blood – is not as persuasive or compelling. There were plenty of challenges in tackling the work and you have had to ‘cut the cloth’ on what you were able to achieve, but you will have learnt a lot from the experience, both technically and in any future endeavour, post-graduation.
 - A mixed bag of material, overall, with giving marks for what you managed to do / convey, using a mixture of framing and camera techniques, with some effective colouring, overall.
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- The written submission has a lot of specific detail and outlines the narrative of your a) aims, b) workflow, c) obstacles, d) workarounds (etc.). All strong L6 indicators of striving through months of problems or workarounds or compromises. In this regard, it has a lot of information and descriptive qualities, but lacks analytical thought and critical insight in places (where more research or new productive turning points could have helped or added more to the visuals) to show what you have learnt *academically*, beyond the practical skills alone. A good effort nevertheless and the structure, phrasing and breakdown(s) are well-worked.

Feedback: Phil Organ / Summer 2024.