

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:	XINYU SHI	Student P Number:	
Programme:	MA Computer Animation		
Module:	ANIMATION ALCHEMY & MOTION		
Module Code:	ACCA7038	Contribution to Module:	100%
Assignment Title:	Animate the energy; the fire and the water		

		Level of Achievement – In Percentages %													
		Outright Fail				MF	Pass			Merit			Distinction		
		0-9%	10-19%	20-29%	30-39%	40-49%	50-53%	54-56%	57-59%	60-63%	64-66%	67-69%	70-79%	80-89%	90-100%
ENGAGEMENT	20%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐	☐
COG & INTELLECT.	20%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐	☐
KNOW & UNDERSTAND	20%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐
PRACTICAL	20%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐
TRANSFERABLE.	20%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐

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		68%
	Up to 1 week late (50% Max)	☐	
	Over 1 week late (0%)	☐	

Tutor comments
A visually clear unfussy Powerpoint presentation, adopting a schematic style to the layout and list if animations. This combination of separating out your own sketches, the film study and the online resources works well, ahead of breaking down the process involved. Good to see an integration of reference starting points – that may then be further enhanced, including Script Editor customization(s). All parts of your workflow were given due attention, very much in the form of industry pipeline forms, finishing with post' work / editing. - The car's trajectory indicates considerations in the framing and presentation, that are very much part of staging and the readability of a sequence. The ideas are there, yet the motion would benefit from another pass or two (working over it, to refine it). See-saw bouncing is likeable, funny, with some good timing. It would be a worthwhile extra task to involve more bipedal forms (for further work perhaps) and to see what you could do with characters being catapulted or cast about, due to the force(s) applied. - The ship animation demonstrates further appreciation of composition and framing, with some shots on their way to conveying an epic / VFX shot nature. The last couple of moments need more work. - The martial arts fighting has been well choreographed and the moves are evocative – with some stopframe qualities - and stylish. - There is a limp on the right leg of the door-opening scene, although the walk itself is well timed. A great sense of struggling to open the door, using a lot of weight, with a fun ending and finish (pulling the handle off) - The eagle is of another different quality, with a gracefulness in the gliding, with some good camerawork. - The table shoving is effective and equally readable, conveying a lot of attitude and a fast frenetic urgency. - The skateboarding scene is a clever enough set-up / idea, however it would want something more dramatic as a move (or even a comedic <i>fail</i>) to have a strong ending / impact.

Assessed by:	Phil Organ	Date:	January 2025
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