

Crab mimic turnaround

by Shaun Hancock

Submission date: 07-Jan-2025 02:41PM (UTC+0000)

Submission ID: 247504823

File name: 50519_Shaun_Hancock_Crab_mimic_turnaround_635551_731963001.pdf (491.26K)

Word count: 29

Character count: 167

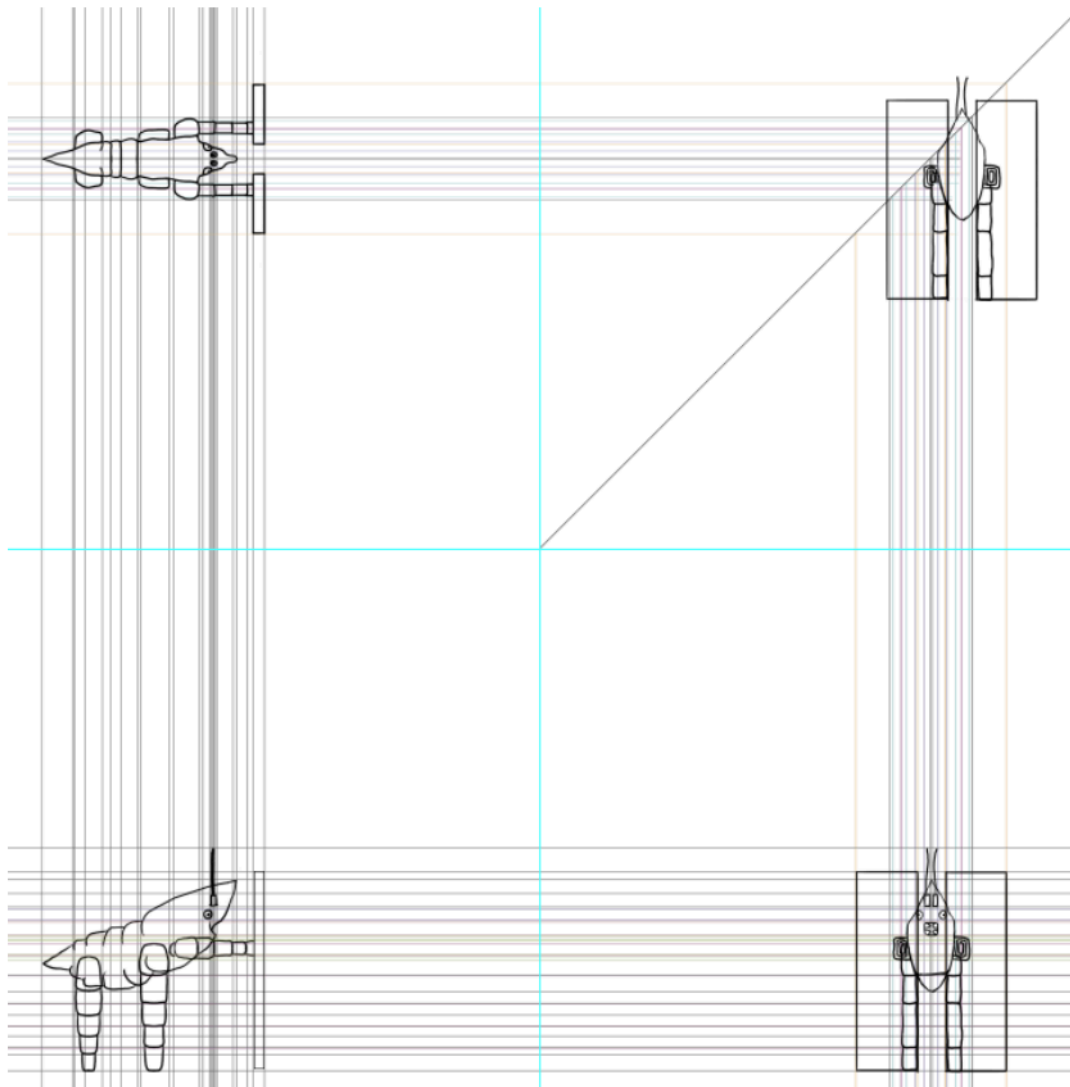
Name: Shaun Hancock

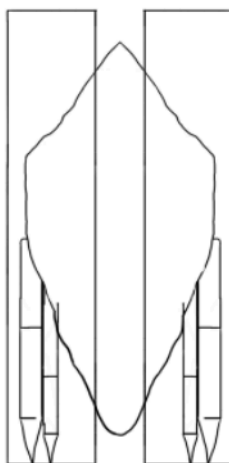
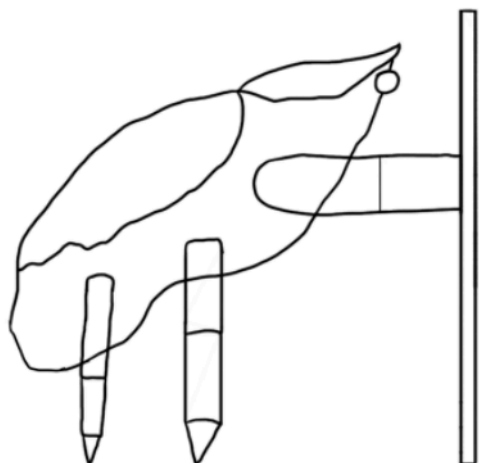
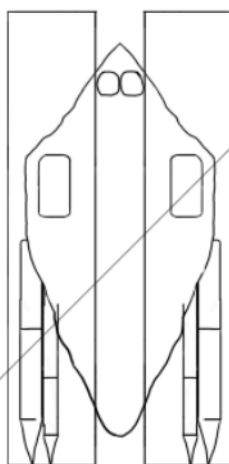
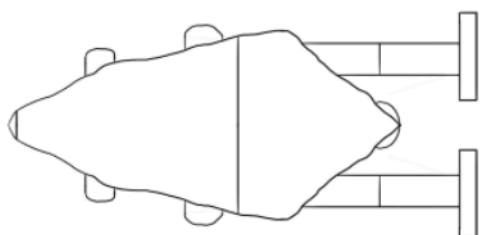
Student number: 2206301

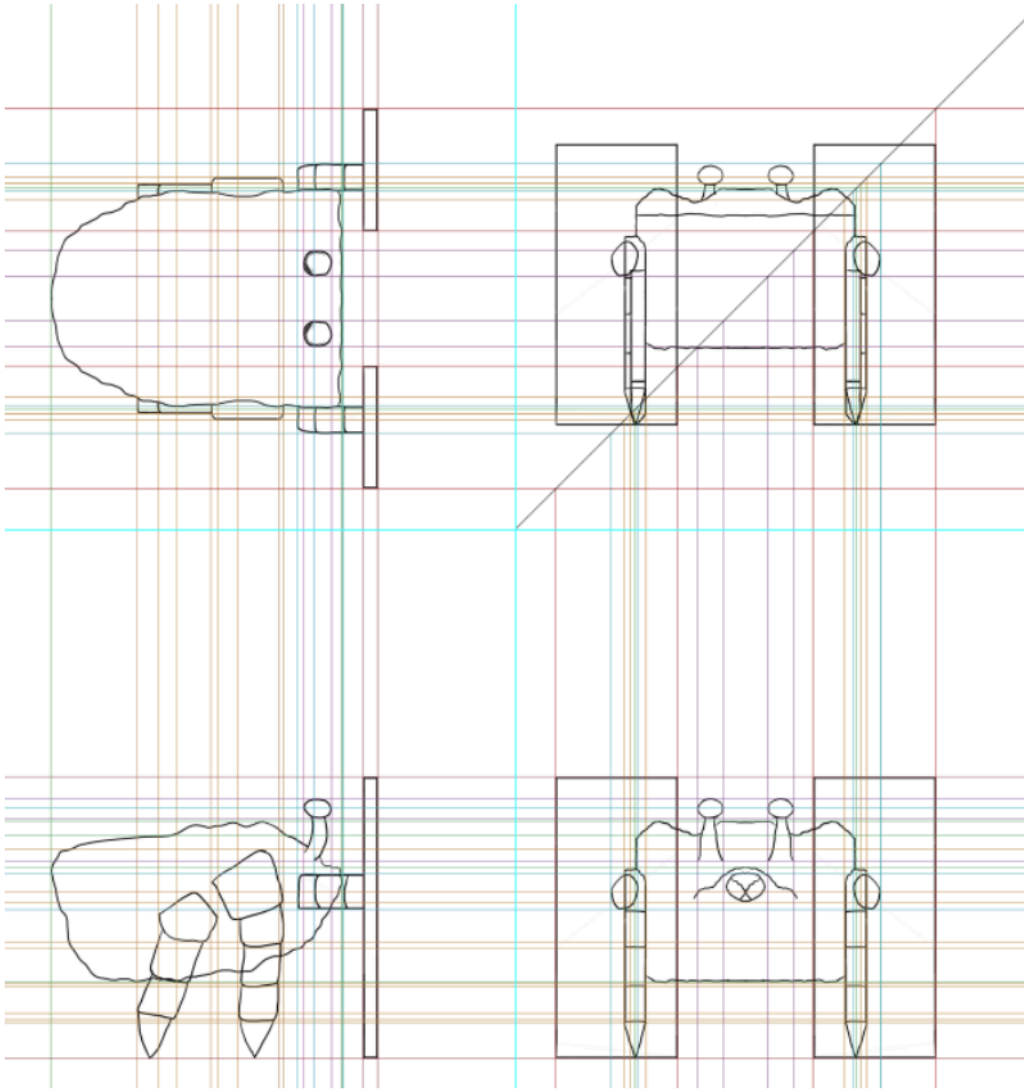
Course: BA Animation & VFX

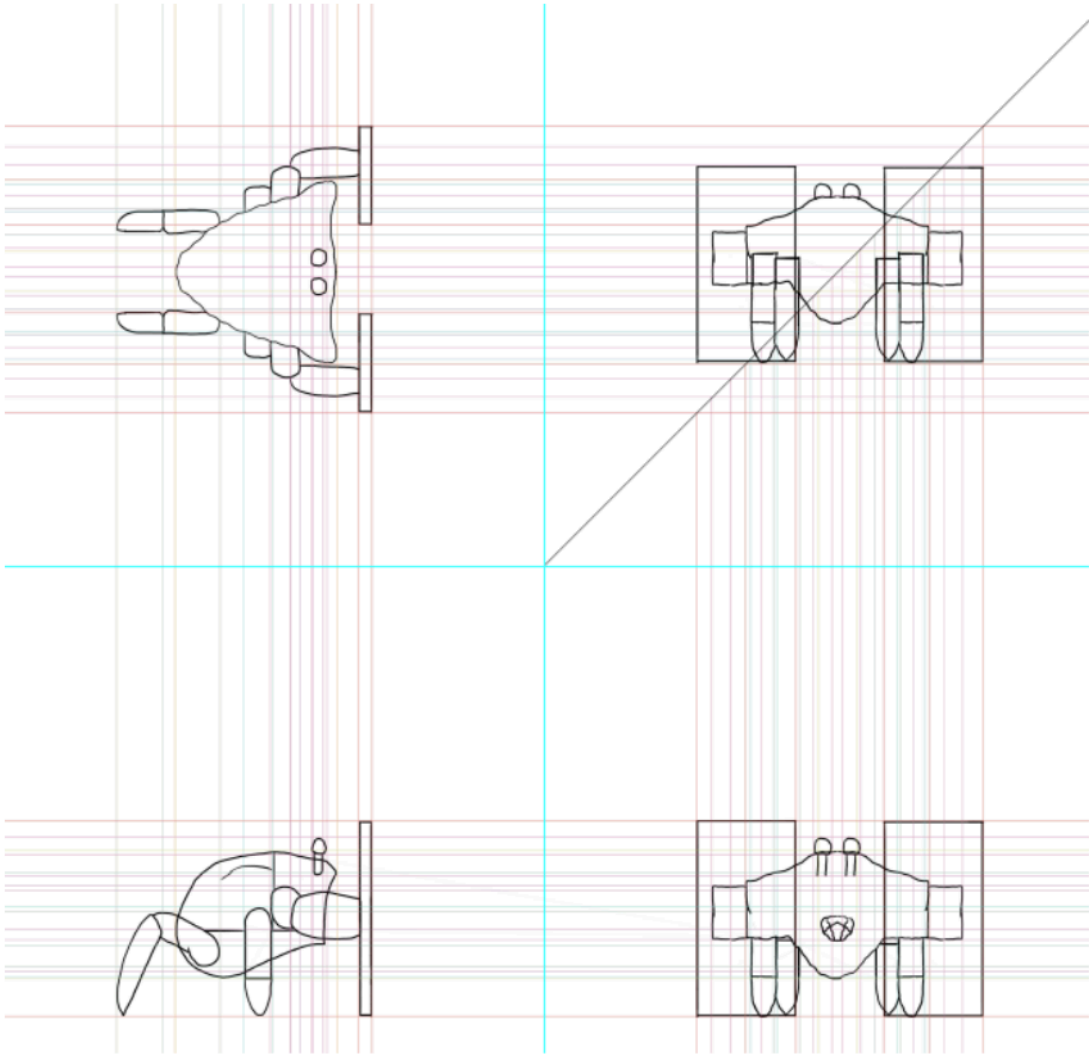
Module name: 3D Model / Turnaround

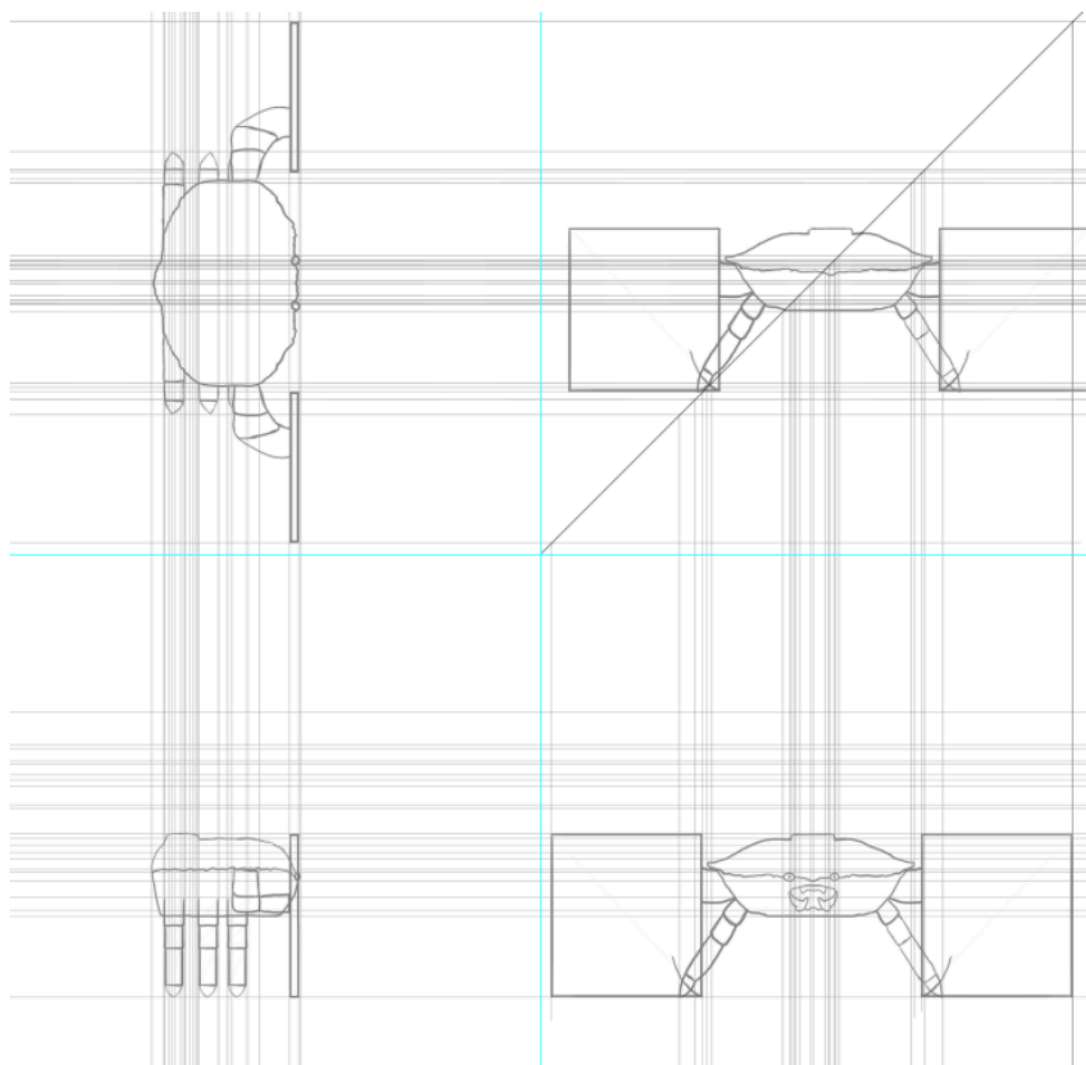
Due: Tuesday 7 January 3PM

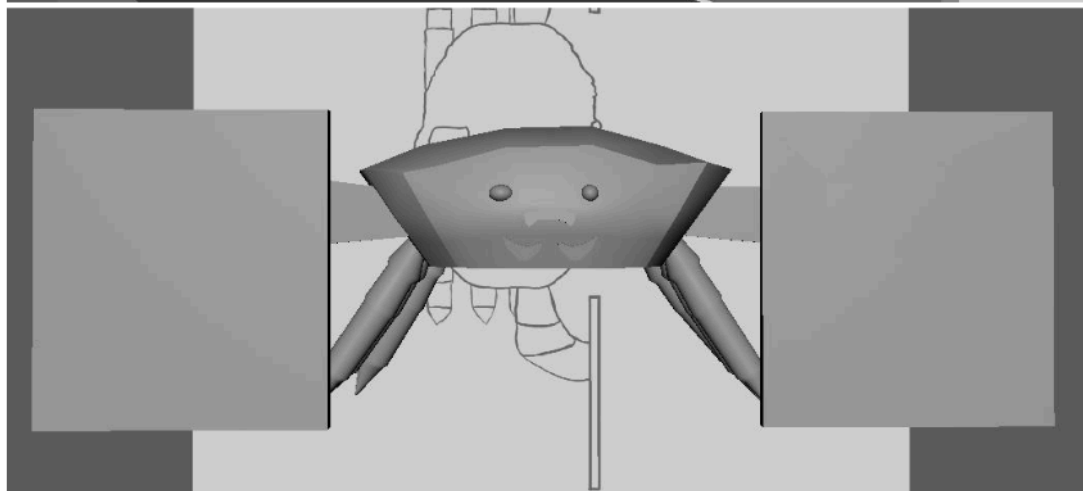
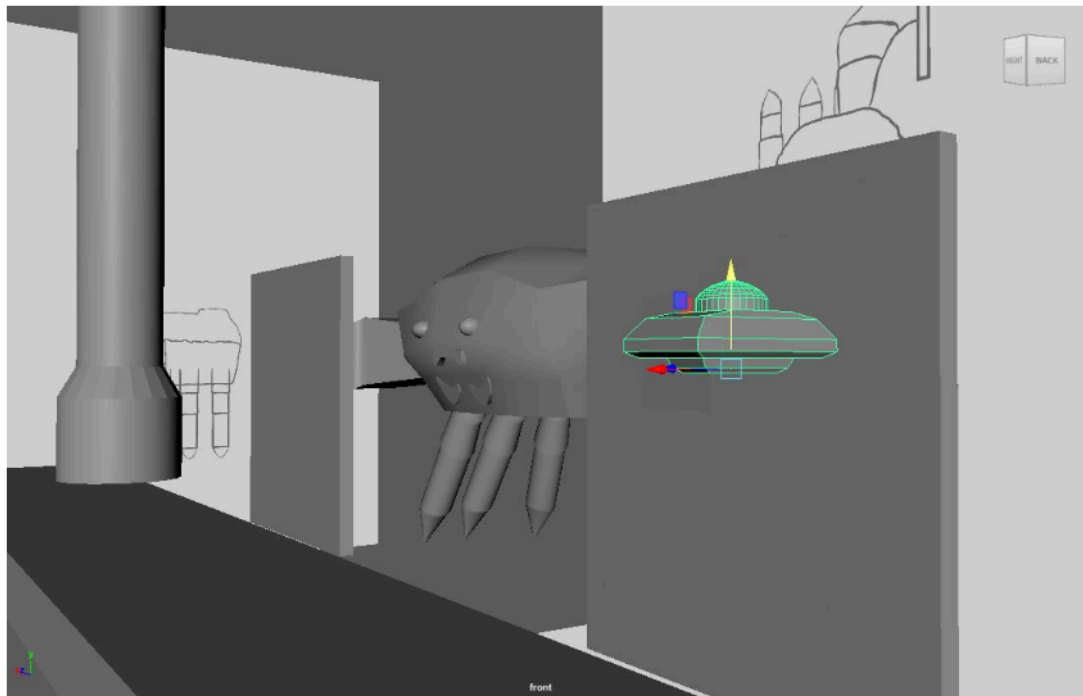


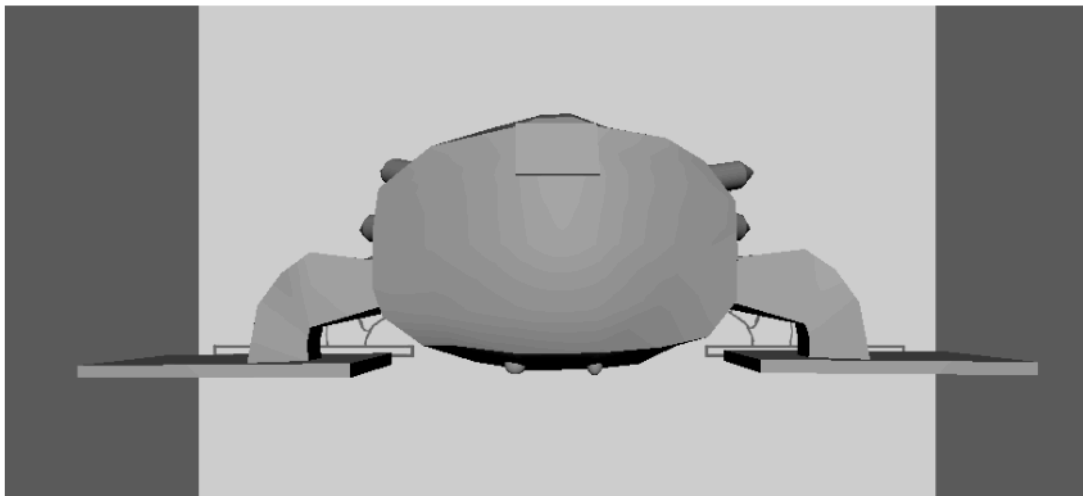
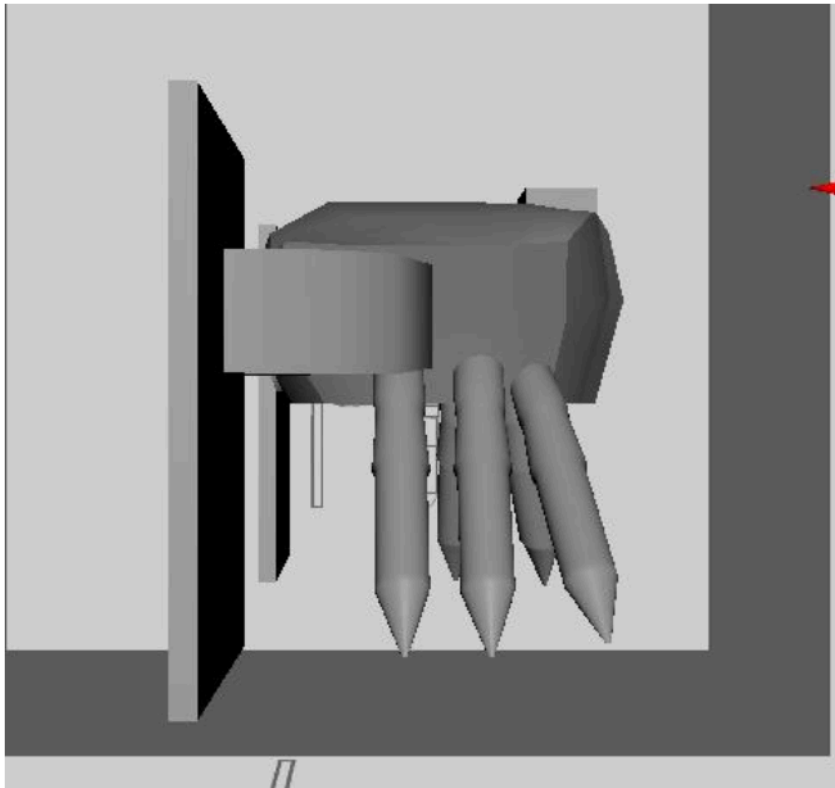






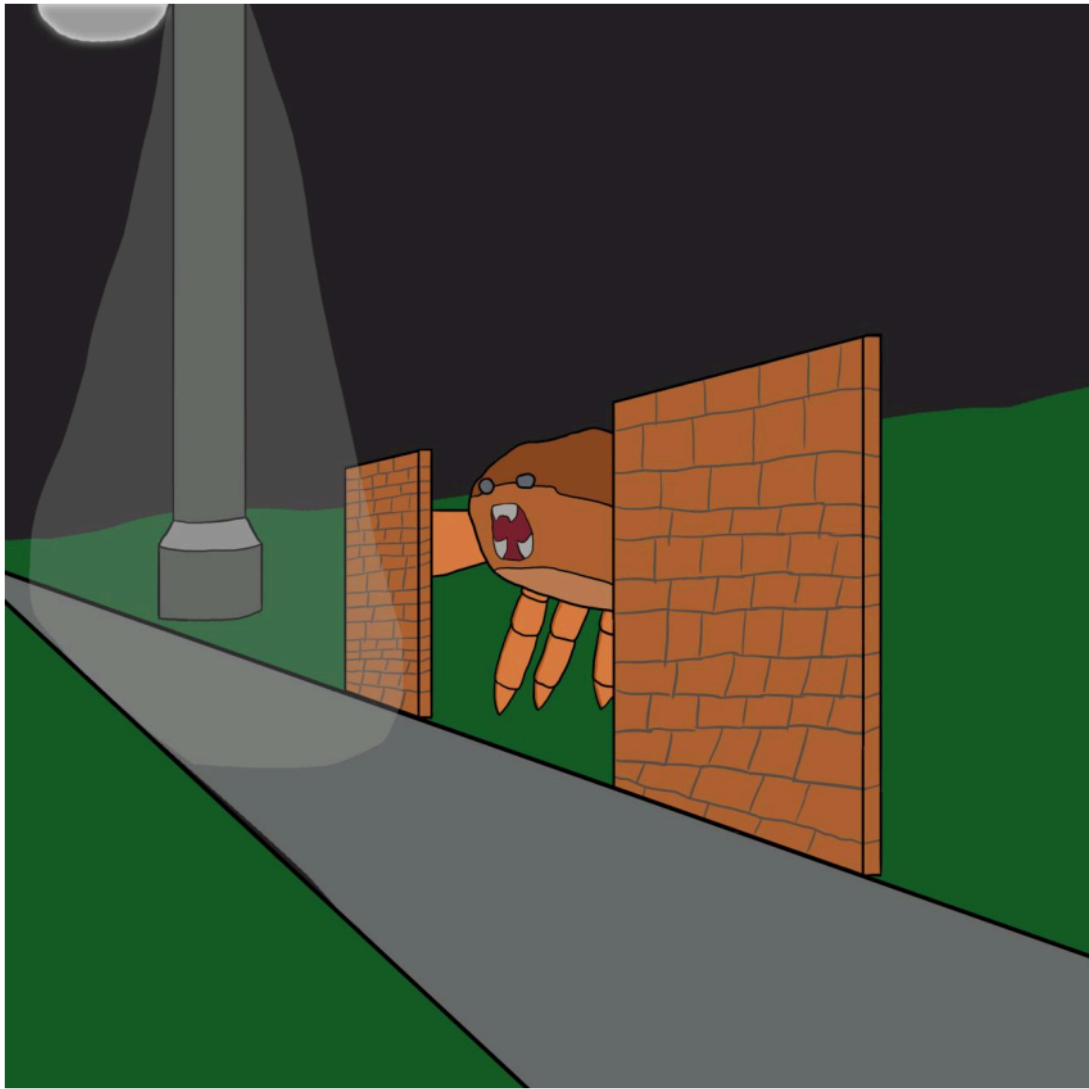






(Reference model for proportions, quick model)

Final concept art



Crab mimic turnaround

GRADEMARK REPORT

FINAL GRADE

55 / 100

GENERAL COMMENTS

1. Engagement With Literature Skills

(not assessed in this assignment)

2. Knowledge & Understanding Skills (58%)

TASK E (Orthographic projections): Orthographic work submitted in the project is good as it shows an understanding on the process to create scaled, useable reference images. Hidden details are also included which helps with referencing and modelling. Only one set of orthographic designs is necessary though as this should be the final step you develop before a finished model/concept.

3. Cognitive & Intellectual Skills (55%)

TASK D (Iterative design): There appear to be multiple orthographics for iterative designs – this should be reserved for your chosen design as this is a lot of work for designs you plan to discard. Iterations should be variations on a single theme or selected few designs, with attention on the finer details rather than entirely different designs – that part of the process was already explored in the first assignment.

4. Practical Application Skills (53%)

TASK F (Final Design): 3D models have been created but the final piece is a 2D concept – this is acceptable for the assignment but it seems like effort has been made to create 3D models as well. I would assume if these have been created it would be best to work with those as final assets, because otherwise it's a lot of additional work that isn't being utilised.

The final concept could do with more of the creature's body on show as the camouflage walls are hiding the body. Consider a different angle that will allow the concept to benefit from what can be seen. Consider also lighting techniques and use of colour, as shading and application of cold/warm tones would really help with the atmosphere in the finished concept.

5. Transferrable Skills for Life and Professional Practice

(not assessed in this assignment)

Overall Mark: 55.3%

PAGE 1

PAGE 2

PAGE 3

PAGE 4

PAGE 5
