

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:	BECKY DAVIES	Student P Number:	
Programme:	BA (Hons) Computer Animation; BA (Hons) Games Design		
Module:	L6 ADVANCED CHARACTER ANIMATION		
Module Code:	M6X02056	Contribution to Module:	100%
Assignment Title:	Advancing believability. Advancing sincerity (G. Keane)		

SELF DIRECTED ANIMATIONS (100%)	Overall % of Mark	Level of Achievement – In Percentages %													
		Fail	MF	3 rd Satisfactory			2:2 Good			2:1 Very Good			1 st Exceptional		
		0-29%	30-39%	40-43%	44-46%	47-49%	50-53%	54-56%	57-59%	60-63%	64-66%	67-69%	70-79%	80-89%	90-100%
ENGAGEMENT	20%							X							
KNOW & UNDERSTAND	20%						X								
COGNITIVE	20%							X							
PRACTICAL	20%						X								
TRANSFERABLE	20%								X						

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		
	Up to 1 week late (40% Max)	☐	
	Over 1 week late (0%)	☐	56%

Tutor comments
- A well covered and clear account of your initial thoughts and considerations – through to your final decision. Good to see the coverage on animation archetypes and ideas of expression through limited – or minimal – visibly facial details. A good collection of reference material (WALL-E sheet is excellent) and with the .odt list of links. There are indications of an appreciation of what is needed in this type of work, but, in reading through it all, there was an expectation of seeing more of your own work. Your planning, storyboards, thumb's, etc. Aim to have more follow-up original work, to accompany the research, in future work / submissions / portfolio (and post-graduation). - To begin - the submitted clip has the beginnings of something there. Within the reaction and little jostle motion (going back) – and this can be hard to convey. There are signs of a thinking character, so this part does you credit. On the flip side you would have wanted to have done more passes, to heighten these aspects. - There is a tendency to be too linear / square – and you would have wanted more variety and adaptation, in the moves in what is indicated. For example(s) - WALL-E expresses so much through his shuffling and well-used joints and cranky-but-still-flexible gestures. EVE, on the other hand, and in contrast to tyre-based WALL-E, is all slick arcs and sweeping curves – but there is a lot of quick flicks and reactions and immediate reactions. You would have wanted more emphasis and more persuasive evocative motion – in whatever style you adopted – and to have worked the scene, to arrive at the best version. - A fair effort (a low 2:2 is considered 'good' in the criteria). Please keep on with more animation – as you show some good initiative and clearly enjoy the artform and what it can express through movement.

Assessed by:	Phil Organ	Date:	January 2024
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