

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.

development/improvement.			
Student Name:	CIAN WEST	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)	☐	64%
	Over 1 week late (0%)	☐	

Tutor comments
- A better effort in constructing a solid account (than other submissions on other modules). This structure and approach will certainly help elsewhere, in the remaining tasks and with the INDY_P document. There is still a tendency to be too conversational and also descriptive – with overplaying the chronology – and you will want more of a final year academic-style nature. That said, there is more analytical probing, reflection and insights within this submission, e.g. the final conclusion has a lot to show where you feel your strengths and weaknesses. Keep this up! Good to have the references. Avoid too much MAYA interface – and have more keys – in detailing your own visuals / scene work. Aim for more direct quotes – from the artists, animators – and more reference to animating or blocking or process (from industry leads / specialists). - The animation mirrors similar aspects to the written – in that you show some good appreciation and progress, but would want to really push the quality and level of performance and attitude. It is there – and there are great moments! It's considering how you might reach a higher 2:1 or First level. It was good to see the work before the deadline, to provide more feedback and pinpoint areas. It retains the strange unnaturalness, and you have managed to convey a thinking-biped, albeit an altered fractured state, descending to primal predatory instincts! A blend of quirky flickering moves with eating; uncanny dis-jointed forms with twisting arms; sudden 'takes' to the camera, that can be eerie / uncomfortable (with the quick head turn at the end) >>> there are feelings of unease and the weird - and it was good to have animation in this genre to go through. Your timing and staging is getting better at every consecutive stage. - The work will clearly help for the bigger project. In the weeks to come it would be helpful to sit with you and select the very best frames / seconds – to discuss why these are better – and what can be developed (I'm thinking INDY_P shots and gestures) for future work. A really good effort, Cian. Well done!

Assessed by:	Phil Organ	Date:	January 2024
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