

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:	HAMZA QASIM	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%)				☐	80%	

Tutor comments

- A well-worked and provocative / directed submission. Well done! The ReadMe file helped with detailing the structure of it all, and to ensure nothing was overlooked. **The blog** expresses a lot of purpose and personal targets. For the summer you may want to review some lines or some phrasing – if thinking of employers – to give it more of an industry-level tone. Some of the narrative sections are well written, indicating a good level of storytelling skills. Aim to add more details (e.g. to name – even paraphrase – the link, rather than ‘here’, here’ here’) and to ensure you provide enough coverage on whatever the core outcomes are focussed upon, i.e. this was an animation study and project – albeit with a lot of freedom – but with notions of ‘*character*’ prominent. These are minor points / observations, as the write-up is bold, clear, forthright and conveys a lot of engagement and passion and vision. A clear L6 / graduate year standard established.
- The practical work** is excellent. A stylistic and impressive sequence, in the professional titling and presentation. I have been - and always will be - engrossed with the art of visual effects, although I have more of a keyframe-character-animator background. When discussing what you could do with the scenario outlined (when asking you to stay on the call to go through it in more detail) I immediately grasped the animation potential with the buoy, adrift on a vast expanse of ocean. As with one of your technical references and MOANA – the Ocean is a character! That the artists were encouraged to consider how the water is very much part of the communities there, rather than a separate entity inbetween the island masses. In a similar fashion you have given the rolling waves an evocative powerful rise and fall, where it feels that the buoy / boat is very much in the shifting grip of this form – rather than something keyed in software. An excellent appreciation of timing and natural forces – complimented by a visually striking and evocative visual style. All of the additional elements – the rendering, the soundscape, the edited swipes – all raise the quality of the motion. Sound, done well, can make animations *look* better. Great work. Keep going with more stand-alone shots and projects – and enjoy the journey and end goals / discoveries.

Assessed by:	Phil Organ	Date:	January 2024
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