

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:	LUKE MORGAN	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%)	☐
		72%

Tutor comments
- An enjoyable submission, from reviewing and in feedback every week (or so) in class – and in seeing the final version. You have clearly been inspired to create something fun, free and not without its own demands or challenges! The written work has an engaging likeable style, albeit needed more academic acumen or more direct referencing and insightful quotes / case studies. It's there, but there is a tendency to be more descriptive – than critical – which is common, across years. The films cited all help to build your criteria and directions / goals, although it would have been helpful to have seen any of the companies' diagrams, tests, workflows, whathaveyou. These are constructive points, more than anything, as the document gives a good account of what you were aiming to do, where the Tripod project may have stumbled (pardon the pun) and in detailing the workarounds and re-thinking. Good to see the big colourful shot of the Heat Ray. I wonder if there is potential to do more family-friendly children's versions of these stories? Verne's 20,000 Leagues' Nautilus? Well's Time Machine? Lovecraft's Cthulhu? Carroll and Alice's flight down the Rabbit-Hole, and so on? Something educational, fun and helpful for your CV. What do you think? (It has me inspired already...) - Returning to your submission – the sequence has a lot of great touches. You may only see the elements that make you flinch (on the IKs perhaps?), but this is certainly not the whole story. There is the staging and unfolding start, using the leg as the first thing seen. There is the sensation of having to adjust to an unknown terrain and the lack of co-ordination – which is very difficult to do. Weight and balance, with ideas of grinding gears or waiting for positional / spatial anchoring, before moving on to the next step or rise. The subtle overlapping action demonstrates a care in all of the multi-limbed parts and tentacles and weaponry, with a neat solution for the Heat Ray effect! A rewarding and clever piece of animation, that loses nothing from repeated viewings. You demonstrate a keen eye and an attention to detail with this type of work – and it would be good to see more in the summer / post-graduation (if I can help). Well done!

Assessed by:	Phil Organ	Date:	January 2024
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