

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:	SOPHIE KWINT-WILLIAMS	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)	☐	71%
	Over 1 week late (0%)	☐	

Tutor comments
- It wasn't a specific requirement as such – more of an aim – but this module was to align itself with the INDY_P originally, and you have taken full advantage of this notion, exploring areas that will only help in the months to come. Ensure you use your name, module title (etc.), and – for a more general point / suggestion - to consider using more of your own subheadings and phrases for the section you want to cover, e.g. <i>Ribbon dynamics syncopation</i>, etc. (maybe not as lofty, but you get the point). There has been a lot of time in structuring this account, with taking the reader through the process and decision-making, with more analytical insights than other years, perhaps. There are more indications of reflecting upon what is working and why – and / or if a new step is needed to correct. A good record and with some good levels of academic rigour and housekeeping (in the compositional nature and presentation of imagery / text) creating a strong accompaniment to the practical side. - Practical animation work is as equally thorough, with a very good understanding of what is needed to convey the 2D representation of this motion. Yes, the volumes (head / frame) need closer refining at some points, and more care is needed with any perspective / depth, but this does not attract from a compelling and graceful version of a ribbon & wand floor display. The considerations cited in the written (e.g. ribbon wave) are given due recognition here, creating a great sense of 3D space in the twirling spiralling effect (the tonal difference helps a lot). Technical additions and adapting to new software has been a good move / decision – and there will be further rewards (visually) to come in tackling these routes - as the INDY_P gains more traction and level of detail, I'm sure. All of the administration qualities (e.g. playable clips, production stages, etc.) are all included – and it was enjoyable picking up on the clear admiration you have coming through in classical <> digital 2D work, and in where you feel you want to dedicate more time / more showreel work. Well done!

Assessed by:	Phil Organ	Date:	January 2024
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