

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:	THOMAS CAHILL	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)	☐	51%
	Over 1 week late (0%)	☐	

Tutor comments
In the written there is a good effort in detailing an account of what was involved and challenges faced. There are a lot of problems encountered – and this can be par for the course – but you may overwork this too much, especially when thinking of employers reading / looking over anything you publish / share – and how you consider it all. By way of another suggestion ~ the tone and constructive phrasing at the end (conclusion, etc.) has more of a progressive, resilient quality – and works better. Does this make sense? This is not to say the written work is poor. This is feedback to help, with the end of year looming and other modules to complete, that's all. Lots of very specific detail. The best parts have a good appreciation of what constitutes 'character' and / or working a scene (even when commenting on what you needed to leave / reject), especially with reviewing Archer and the hover (moving hold) and within the theatrics / gestural posing > and then camera placement. All good character strengths, to build upon and extend and emphasise (for future work / post-graduation promotional work). The practical work shows such a good level of staging and movement through the space, some overlap and then working-the-shot, for effect. You continue to show admirable character-animation strengths, that need further extension and more on-screen time (outside of any technical problems encountered). There is something to be said for using a rig that you prefer, that has everything you like / want to use, and creating a full-on animation reel. What do you think? (I'd be happy to help with reviewing the movements). I feel you could do some quality work. Within my current assessment mode – I have to acknowledge it is only 10 seconds – and then mark accordingly, given the supporting material does not lift the banding, as it could have been more visually awe-inspiring (if making up marks). Yet, it is difficult not to credit your drive and what comes through in what you were wanting to build.... In conclusion, something of a missed opportunity, in a lot of ways, but learn from this – essentially for what remains as we near the finish line.

Assessed by:	Phil Organ	Date:	January 2024
---------------------	------------	--------------	--------------