

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:	RANSHU GUO	Student P Number:	
Programme:	MA Computer Animation		
Module:	ANIMATION ALCHEMY & MOTION		
Module Code:	ACCA7038	Contribution to Module:	100%
Assignment Title:	<i>Animate the energy; the fire and the water</i>		

		Level of Achievement – In Percentages %													
		Outright Fail				MF	Pass			Merit			Distinction		
		0-9%	10-19%	20-29%	30-39%	40-49%	50-53%	54-56%	57-59%	60-63%	64-66%	67-69%	70-79%	80-89%	90-100%
ENGAGEMENT	20%	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐	☐	☐
COG & INTELLECT.	20%	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐	☐	☐
KNOW & UNDERSTAND	20%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐	☐
PRACTICAL	20%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐	☐
TRANSFERABLE.	20%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐	☐

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		63%
	Up to 1 week late (50% Max)	☐	
	Over 1 week late (0%)	☐	

Tutor comments
For the presentation you will want to ensure you spend more time putting it all together and that it all flows well enough. Although the use of using the side-slider in the file (scrolling down) was OK, aim for more professionalism in future work, and that everything is ready ahead of the deadline / time. You made some good points, rushing over some parts, but there was an amiable quality, with its own element of character to the overview(s). - The dog tired (with Jimmy Stewart voice) has an endearing funny walk, including sluggish steps and ideas of working in the fatigue. - The spaceship would benefit from a point of reference – fixed or otherwise – so that we have a better indication of the space traversed. It can appear a little too floaty and random, lacking grace / banking co-ordination. - More anticipation needed in the golf-swing. There are signs of working the animation and on the impact (hitting the ball) but the arc of the ball is too shallow / acute, falling away too sharply from the view displayed. Pinball has an engaging squash~stretchy cartoonish style and shows your range of approaches. Sitting figures show potential, but you would want to find ways for them to share the moment (e.g. some collision, reaction, passing something – or a whispering piece of gossip?). - For the ball + kart we could be more involved with the action (closer) but this may be due to wanting to show the character the character landing back in (which is a neat idea). 'Snowman scene is very close to the original and it would be good to add more of your own interpretation, to try out alternative facial expressions perhaps or gestures? - Some good moves in the dance, but it would benefit from another pass (work-over) or two, as some of it is too slidey or needs more stabilizing (in the contacts).

Assessed by:	Phil Organ	Date:	January 2025
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