

PRESENTATION FEEDBACK/MARKS FORM

Module: Games Design & Asset Creation 1	Student: Luke Rees	Date: 06/01/2023
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1. Engagement with Literature Skills - 8/15
There is a good amount of research evident in the presentation with moodboards of relevant games shown along with art of a similar genre to the one you're aiming for, well done. Story ideas presented in a way that they can be used to inspire your practical work, Good job.
2. Knowledge and Understanding Skills - 11/15
Use of maya and substance painter throughout the project evidenced. Mentions of colour and light theory are a good touch as it reinforces your knowledge and understanding of key artistic principles. Textured models show weathering, well done.
3. Cognitive and Intellectual Skills - 7/10
Some reflection given on issues that have arisen during project. This was explained verbally but would liked to have seen more slides based around this for visual aid. Asset list used as well as MoSCoW method applied to prioritise, well done.
4. Practical Application Skills - 31/40
3D Work is of a high standard, with clean topology. Usage of alphas/planes is a good touch. Application of light theory in Unreal engine using point lights to dictate mood/colour in the scene. All models textured and lit, shown in unreal engine. Well done.
5. Transferrable Skills for Life and Professional Practice - 14/20
Introduction given along with role explained. Presented confidently and clearly. Slides are consistent with rest of team and a reference list is shown.

Overall Mark:
71%