

INDEPENDENT PROJECT (ACCA6020) / BA/MArts COMP ANIM / 4TH MAY 2021

FINAL ARTEFACT(+VIVA) – 40%

WRITTEN WORK – 40 %

Student Name:	DYLAN HOPKINS
Title of Project:	DECIMATION (group work)
Supervisor:	PHIL ORGAN
2nd marker:	AL KANG / RICH MORGAN
Course:	BA (Hons) / MArts COMPUTER ANIMATION

FINAL ARTEFACT (+VIVA) – 40%

Practical Skills (60%)

You will want to ensure the animation has been worked on, to raise the level of action or believability; the visual design is commanding and persuasive/evocative; the composition or structure has appeal and is engaging, etc.

61%

Transferable Skills (40%)

Evidence the ability to manage your own learning using project planning techniques and how you have met your own self-imposed deadlines. Provide insights on your development and challenges to the project/ process.

64%

TOTAL 62.2 %

BLOG / WRITTEN - 40%	
Engagement with Literature Skills (30%)	
<i>As a blog/written account you have the facility to branch off from the main practical piece and provide entries or posts on animators, artists, films, techniques, (etc.), and with links to articles or other blogs and references. You are aiming to substantiate the main content with underlying academic research skills, relevant to L6/graduate-year levels.</i>	58%
Knowledge and Understanding Skills (30%)	
<i>Your targeted studies will help to inform the direction of the project, but also highlight the degree of understanding and engagement with particular subjects and methods and your growing adoption and application, towards the practical elements. Explain how the narrative/animation/technical problems were developed, how you grasped ideas/concepts and were able to interpret them, to influence your own decision-making.</i>	64%
Cognitive and Intellectual Skills (40%)	
<i>You would be looking to provide indications on your rationale and reasoning, comparing the before-and-after perhaps, charting the impact this has made and why you feel it improves the flow of the sequence, etc. As before, you would want to consider what are the reasons and implications and impact on the visual design/message?</i>	66%
	TOTAL 63%

INDEPENDENT PROJECT 20/21 - SUMMARY				
INTERIM (20%)	FINAL ARTEFACT (40%)	BLOG/WRITTEN (40%)		FINAL IP 100%
67.4	62.2	63		63.5

Feedback/Comments:

PRACTICAL (40%)

- A good acknowledgement on aspects you have learnt and how you now integrate processes more cohesively. You covered all the features of the project well, aiming for some consistency in the look (once realistic options were dropped) and with an aim for arriving at '*purposefully cartooney*'. However, there are some parts that can be too distracting (e.g. fingers/hands) where you may have better placed to simply hold + switch in/out different gestures for those relevant moments on screen.
- Some more effective workarounds, dropping Blend's and creating Z-Brush layered mouth shapes and there are (generally) an interesting mix of shots. You talked at length upon the difficulties and/or issues/problems encountered, and that can be OK, providing you aim for a productive or innovative compromise (it's what the outcomes from doing L6 on a BA are all about).
- Some parts of the storytelling are too contrived or too limited, e.g. the search and discovery of the power cell). Character work needed to be stronger in order for the communication, emotion and connectivity (to the droid) to work. But you did well to have some scenes played out, given all the obstacles that arose. One of your best presentations with some good responses on where you take the best practices and experiences and how you can utilise/employ such methods for the future.

WRITTEN (40%)

- Document does an effective breakdown on the processes and development. Always aim for 3rd person phrasing to provide better academic impersonal communication (for anybody that may read over it all in the future). Good level of detail initially, with reference to how this project has helped in your progress and links across the year.
- Be careful on sentence order and punctuation. You need to proof-read it before submission to remove lower case starts (of sentences) and/or try raising the level of tone and academic writing. It may not suit, but there is no (e.g. on lyp-syncing instead of "...we had a fairly easy time..." <<< (which can seem limited or vague) >>>> "...this particular task proved to be relatively straightforward..." (which suggests more focus. What do you think?).
- Lots of different stages covered throughout. The issues and problems take up a large portion, and you would be looking to flavour it more constructively or with more progressive positivity. This is not to belittle the problems (and you did well to persevere) but try to see the written work as another opportunity to show how you can adapt, re-learn, innovate, etc. A solid enough conclusion (that is more in keeping with those notions). Good effort overall.