

INDEPENDENT PROJECT (ACCA6020) / BA (HONS) ANIMATION & VFX / 2024/25**FINAL ARTEFACT(+VIVA) – 50%****WRITTEN WORK – 20 %**

Student Name:	LOWRI HART
Title of Project:	GLADIATOR BATTLE
Supervisor:	PHIL ORGAN
2nd marker:	NABEEL MASIH
Course:	BA (HONS) ANIMATION & VFX

FINAL ARTEFACT (+VIVA) – 50%**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.

80%**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.

75%**TOTAL****78%**

BLOG / WRITTEN - 20%	
Engagement with Literature Skills (30%)	
As a <i>blog/written</i> 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.	62%
Knowledge and Understanding Skills (30%)	
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.	65%
Cognitive and Intellectual Skills (40%)	
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?	70%
	TOTAL 66.1%

INDEPENDENT PROJECT 24/25 - SUMMARY					
PROPOSAL (10%)	INTERIM (20%)	FINAL ARTEFACT (50%)	BLOG/WRITTEN (20%)		FINAL IP 100%
73	86	78	66		77

Feedback/Comments:

PRACTICAL

- Bold, vocal, clear presentation style adopted (throughout). An enthused, energised delivery of the visuals and comments. Good to have the recap and overview on original goals / intent.
- Anatomy and style were consistent themes referenced with the films cited, in the colour associations and in the use of space / imagery. Model work (of the temple) was a departure from your usual form of work, but this only indicates your ambition to challenge your workflow and develop better techniques. It shows potential and it would be interesting to see more in the future, along similar veins perhaps (myths and legends?).
- Extensive coverage on the methods and stages of production, providing more insights on your decision-making and review. The impactful '*art-block*' period was also given due attention, and this re-appraisal are only helpful-L6/graduate-attributes to foster and develop, going forward.
- Some of the animation is slick and, as you covered in the presentation, you have grown as an animator-artist over the last three years, where you don't seem daunted by the level of complexity or quality to be reached.
- A solid evaluation to end proceedings, and in your career goals / future ambitions. Well done.

WRITTEN

- A very personal account, with lots of self-reflection and this is all fine. It would benefit, at times, from more academic rigour and critical underpinning (as covered below). Good to have the context / background to the main task, yet some of the text can be a little jumbled, needing better clarification (less repetition). Some of the opening passages (e.g. before research) touch on a variety of topics and, given the skimming, can lack cohesion.
- Some strong references to genre and movie studies. To have had more from the individual filmmakers / artists – on their selections and working the scene / visual motifs? Key themes are established and given due attention, worthy of their own subheadings (e.g. "Fighting styles considered" or "Historical accuracy and authenticity"). Interesting comments and observations on storytelling, on framing and pacing, etc. The writing style can be erratic at times, and more time was needed to define the structure and arrangement. Practical coverage, on the step-by-step breakdown of the stages / objectives, are honest and relevant. More criticism and evaluation starts to come through, especially in the closing parts.

- Overall, an impassioned and engaging account – if somewhat feeling rushed – that would benefit from more bridging across sections, but a good effort, nevertheless.

Phil Organ / May 2025

Your presentation is confident and energetic, clearly outlining your goals and showing strong growth as an animator. The shift to model work demonstrates ambition and potential for future exploration. You provide detailed insights into your process, including honest reflection on challenges like art-block, which shows maturity. The animation quality is impressive, and your evaluation and career goals are well presented. The written work is personal and reflective but would benefit from clearer structure, deeper academic analysis, and more focused references. Overall, it's an engaging effort with great promise, though refining coherence and critical depth will strengthen it further.

2nd Marker comments – Nabeel Masih