

<u>INDEPENDENT PROJECT (ACCA6020) / BA COMPUTER ANIMATION</u>	
<u>FINAL ARTEFACT(+VIVA) – 50%</u>	<u>WRITTEN WORK – 30 %</u>

Student Name:	Thomas Cahill
Title of Project:	
Supervisor:	Nabeel MAsih
2nd marker:	Phil Organ
Course:	BA (Hons) COMPUTER ANIMATION

FINAL ARTEFACT (+VIVA) – 50%	
Practical Skills (60%)	
<i>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.</i>	68%
Transferable Skills (40%)	
<i>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.</i>	72 %
	TOTAL 70%

BLOG / WRITTEN - 30%	
Engagement with Literature Skills (30%)	
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.	66%
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.	70%
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?	68%
	TOTAL 68 %

INDEPENDENT PROJECT 23/24 - SUMMARY				
INTERIM (20%)	FINAL ARTEFACT (50%)	BLOG/WRITTEN (30%)		FINAL IP 100%
46.7	70	68		61

Feedback/Comments:

1. **Project Scope:** You did a great job identifying the challenges and reworking your project scope to fit within the available time and resources. This shows good project management skills.
2. **Adaptability:** Your decision to streamline the story and focus on one scene location demonstrates flexibility and adaptability, which are crucial skills in any creative field.
3. **Innovation:** Using 2D facial expressions and colored Lamberts to save time without compromising the visual quality is an innovative approach. It highlights your ability to think creatively under constraints.
4. **Technical Proficiency:** Your detailed explanation of the tools and techniques you used, such as Maya for posing tests and Lambert shaders for coloring, showcases your technical proficiency and practical application of your skills.
5. **Resource Management:** Opting out of complex physics for weapon props to focus on more critical aspects of your project shows effective prioritization and resource management.
6. **Realistic Planning:** Acknowledging that your initial plans were too ambitious and scaling them down reflects a realistic and mature approach to project planning.
7. **Learning and Growth:** It's commendable that you have recognized areas for improvement, such as working within your means and the need for further practice in certain skills. This self-awareness is essential for professional growth.
8. **Future Improvement:** Your plan to research low-poly character creation and improve essential skills like texturing indicates a proactive approach to continuous learning and skill enhancement.
9. **Efficiency in Animation:** Your confidence in your ability to efficiently produce character animation shows a strong grasp of your strengths and time management abilities.
10. **Final Touches:** The outlined steps for post-production, including rendering and editing, illustrate a clear and organized plan for completing the project on time, demonstrating thorough preparation and foresight.

