

ECC_Assignment 1 Santino Luzzi 2320579

by Santino Luzzi

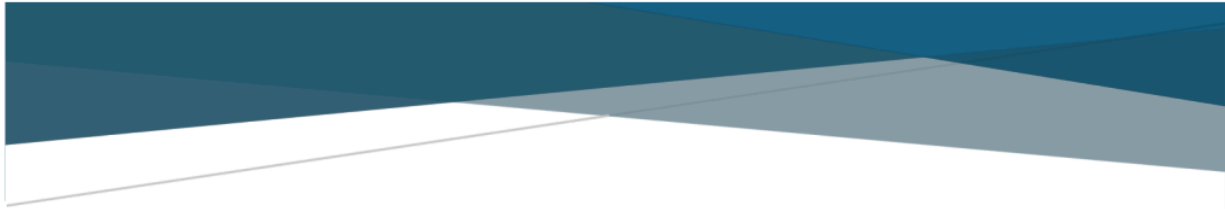
Submission date: 14-Nov-2024 11:17PM (UTC+0000)

Submission ID: 242726165

File name: 51528_Santino_Luzzi_ECC_Assignment_1_Santino_Luzzi_2320579_614576_782824996.docx
(4.67M)

Word count: 133

Character count: 1457



HND / BA ANIMATION & VFX / COMPUTER GAMES DESIGN

Evolving Your Creative Craft ACCA5045

Santino Luzzi (2320579)

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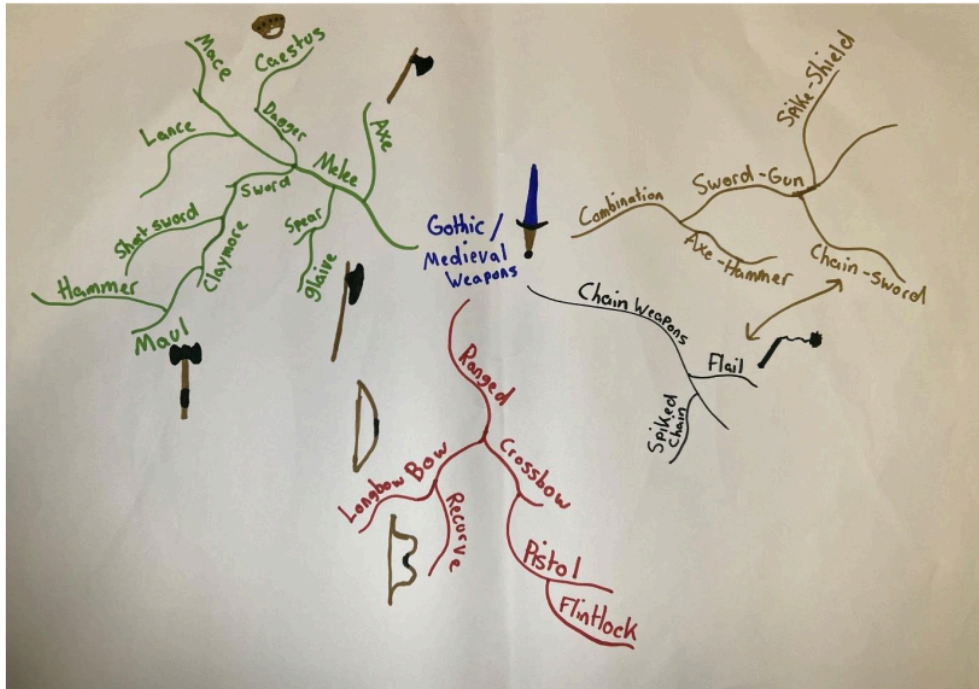
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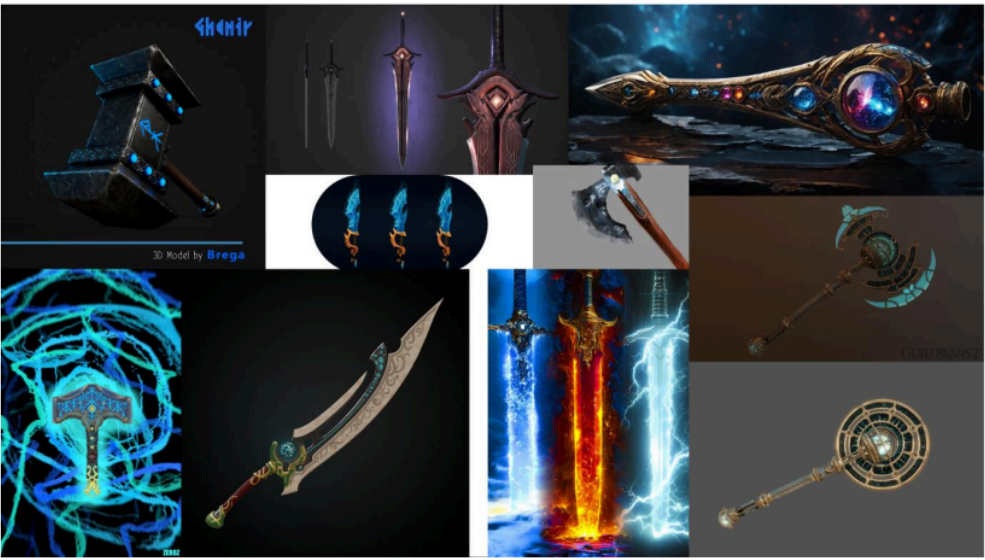
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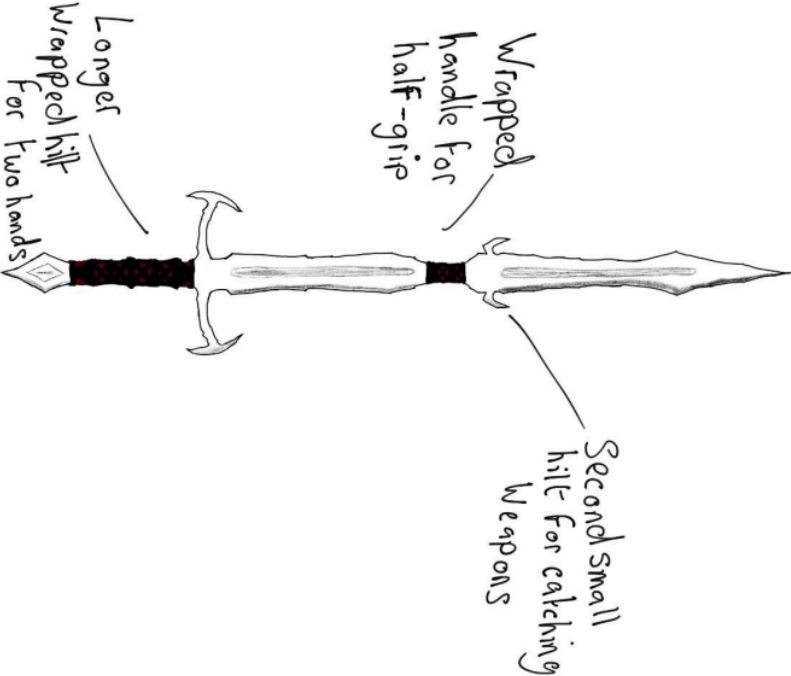
Mind Map

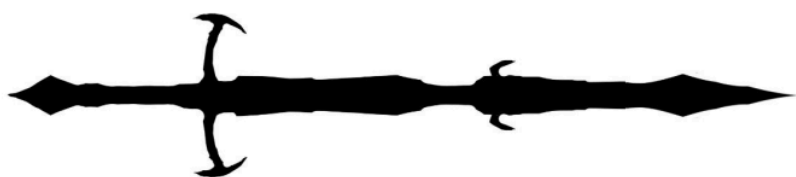


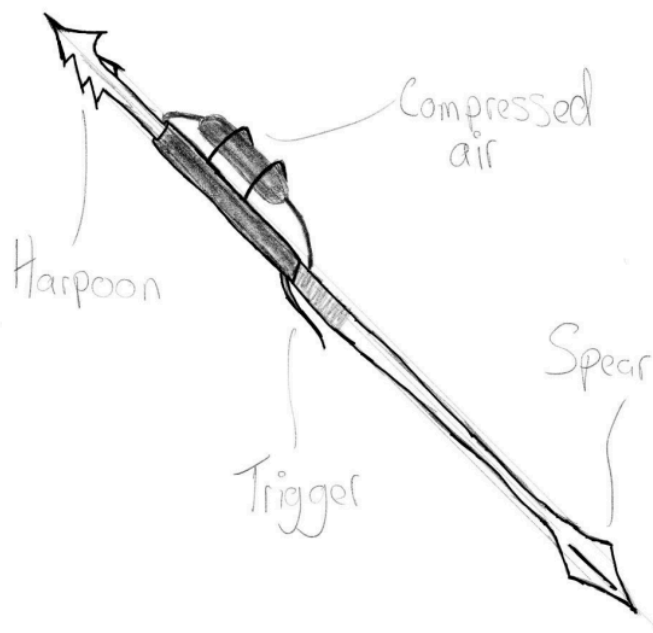
A collage of various weapons and armor designs. The top row features a long spear, a sword with a large shield, a sword with a large shield, and a character in armor. The middle row shows a collection of weapons, a character in armor, a collection of weapons, and a character in armor. The bottom row features a character in armor, a collection of weapons, a character in armor, and a character in armor. The collage includes various weapons like swords, axes, and shields, some with glowing effects and others with detailed mechanical components.

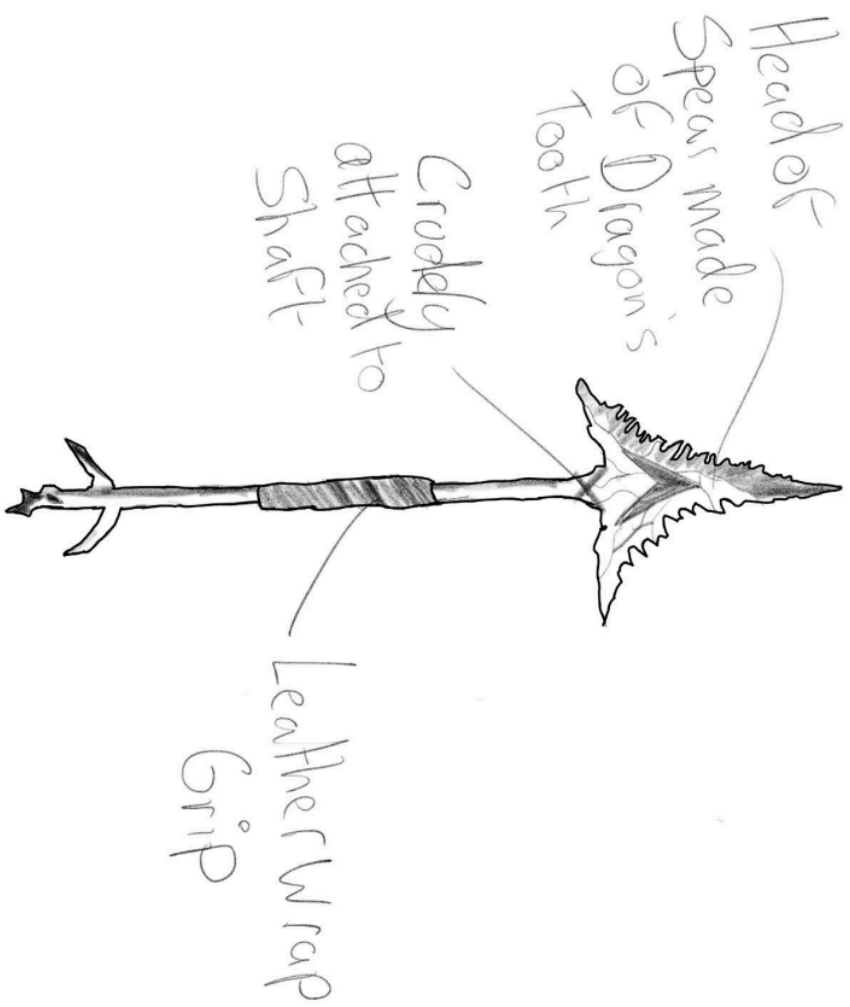


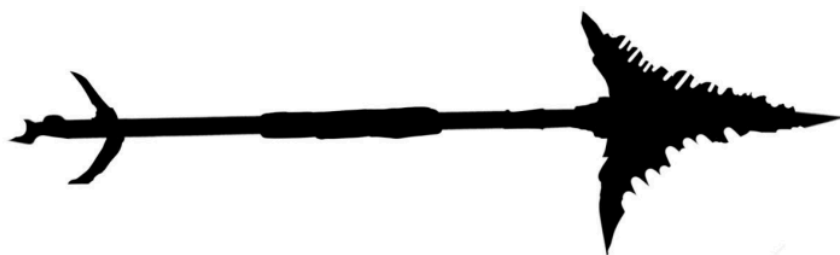
Drawings

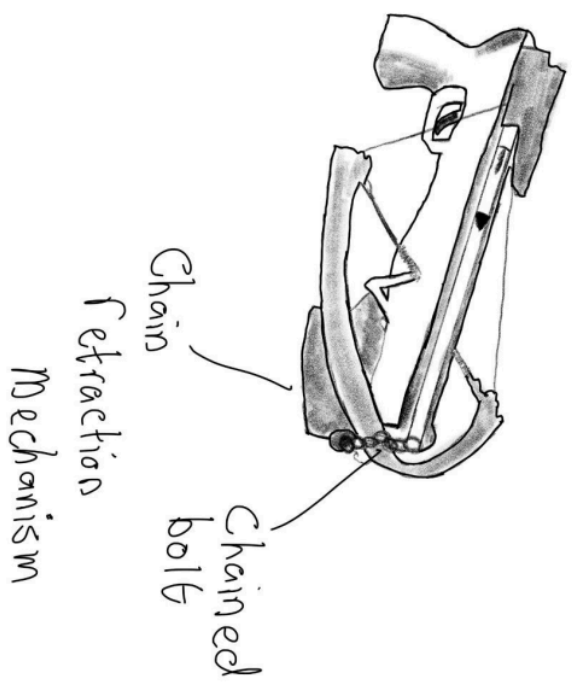


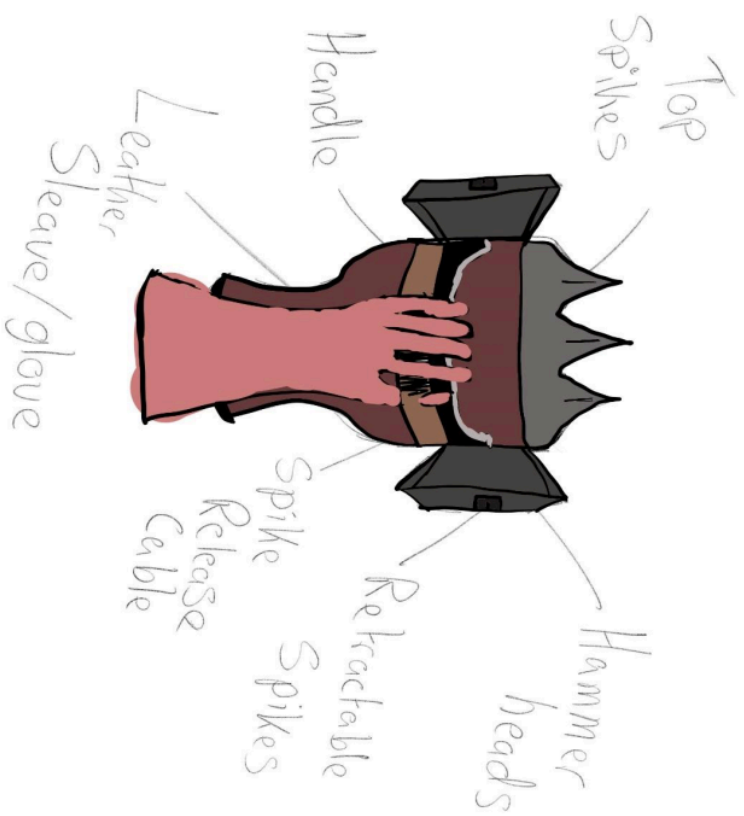


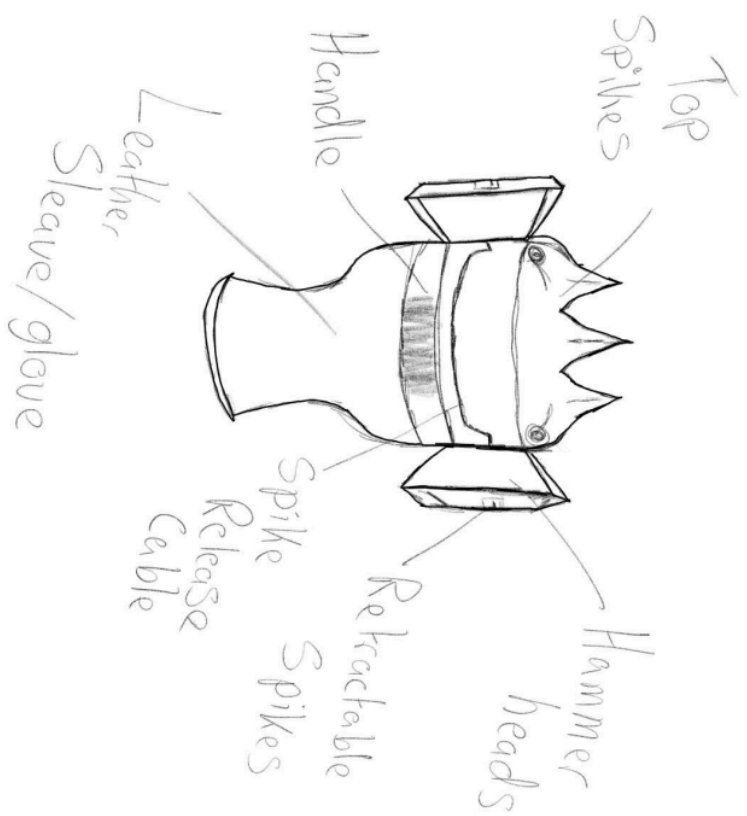












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FINAL GRADE

65 / 100

GENERAL COMMENTS

1. Engagement With Literature Skills (61%)

BIBLIOGRAPHY: A Bibliography has been supplied with the work in IEEE format – this contains a good number of sources, though I would recommend looking at additional sources alongside Artstation, just to help diversify some of the idea generation.

MOODBOARDS: The moodboards show application of visual research from a range of sources indicating that exploration of ideas has taken place.

2. Knowledge & Understanding Skills

(not assessed in this assignment)

3. Cognitive & Intellectual Skills (67%)

TASK A (Mind Map): The mind map shows analytical thinking with regards to themed weapon design and follows Tony Busan's Mind Map methodology with colours, organic shapes and keywords identified – this shows a good application of module content. Consider developing this further, such as the kind of combat or conflict these weapons may have been used for, or by whom, etc. This would allow for more creative influence to feed into your ideas and research.

4. Practical Application Skills (65%)

TASK B (Moodboards): The moodboards show weapon designs and colour schemes, which is good to see – try also expanding these in a similar style to the mind maps, so you go beyond the weapon ideas and explore material, texture, the culture surrounding the weapon lore, for example.

TASK C (Visual Designs): Initial design work is exploratory in nature and some different designs are proposed in the portfolio, each with contextual labels indicating design features and functions – this is good to include. Silhouettes have also been utilised here, which is good, though you may want to experiment a little more with the silhouettes as they're a good way to conduct rapid prototype style sketching to come up with alternative shapes and styles to your ideas.

5. Transferrable Skills for Life and Professional Practice

(not assessed in this assignment)

Overall Mark: 64.5%

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