

INDEPENDENT PROJECT (ACCA6020)
BA COMPUTER ANIMATION
INTERIM VIVA ~ JANUARY 2023 (20% of module)

Student Name:	LEAH MARIE WILLIAMS (2005113)
Title of Project:	NOMED Mart
Supervisor:	Phil Organ
2nd marker:	Nabeel Masih
Course:	BA (Hons) COMPUTER ANIMATION

Engagement with Literature Skills (10%)	
Via this presentation you are looking to present any sources / references / influences that relate directly to the <u>practical</u> work.	60%
Knowledge and Understanding Skills (20%)	
You are looking to gain a better appreciation and respond to any findings that arose in doing this work, that relates specifically to the sequence/theme/genre,	58%
Cognitive and Intellectual Skills (20%)	
Information from each part of production should be analysed as to value in the project and overall influence as a result.	62%
Practical Skills (30%)	
Produce material that evidences the progress of the work undertaken to date. Propose innovative and technically appropriate solutions to the identified problem. Communicate those solutions effectively using contextually appropriate material at a level commensurate with IND PROJ/Level 6.	50%
Transferable Skills for Life and Professional Practice (20%)	
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 that can include the use of a learning journal, blog, production diary, or something similar, to date.	53%
TOTAL	56%

(Feedback/Comments on next page)

Feedback/Comments:

- A confident opening, defining the nature of what will be covered in this presentation.
- Good to see topics covering notions of physiology and motion, colour schemes, symbolism, scale, etc. It has been some time since anyone mentioned Jamie Hewlett's GORILLAZ, aiming to broach the subject of realism vs. representation (and on decisions with mouth shapes). Clearly, you have some good researching attributes and cover these effectively enough.
- In terms of raising these areas (for debate) you demonstrate a firm grasp of what you're looking to achieve and the direction you want to take your project.
- However, to help via a presentation, to determine how this is to be achieved aesthetically, you would have wanted more visuals and more progression – visually – rather than the lengthy verbal descriptions or dwelling on text on screen. A bulk of the assessment was detailing very fine details – verbally and with on screen text – without seeing the context or development or contribution this has on the animation, the look, the shots, etc.
- This is not to say that script/shot development in this fashion is not important to this process. It's that more was needed to communicate how the project has progressed, via the portfolio of work in November, in order to show a productive step-up / interim-update from early November. In a pragmatic or singularly practical - checkpoint - sense.
- The project has strengths and you do have a lot of strong animator sensibilities and appreciation. If part of this process is helping you to prepare for industry, you would need to ensure you create a captivating, visually rich overview for any remaining presentation needed (to end your degree) and/or work opportunities.
- This was the initial part of the INDY_P module, where it has resulted in a mid-2:2. This is a good mark, but you have demonstrated you can achieve higher. There is now over 3 months (or so) before the final 80% (artefact + written). Aim to provide weekly updates on what you are working on, across all areas, going forward.

PMO. JAN 2023.

Signed:	Phil Organ	(Supervisor)
	Nabeel Masih	(2nd marker)