

INDEPENDENT PROJECT (ACCA6020)
BA/MArts COMPUTER ANIMATION
INTERIM VIVA ~ THURSDAY 21 JANUARY 2021 (20%)

Student Name:	GARETH LEWIS
Title of Project:	KING OF WAYSIDE
Supervisor:	PHIL ORGAN
2nd marker:	AL KANG
Course:	BA (Hons) / Marts 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.	83%
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,	90%
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.	89%
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.	90%
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.	96%
TOTAL	90.3%

(Feedback/Comments on next page)

Feedback/Comments:

An excellent presentation. There was so much to cover, but you managed to give it all equitable levels of detail and screen-time. As way of any checklist we had a lot of strong design, modelling, texturing, rigging, planning, and more. All of a high level.

You gave yourself enough of a challenge back in the MP#1 module, e.g. multiple locations, interior waste and mountains of debris, characters of different qualities and personality traits, animated-props-on-the-main-character(s), etc.).

Current version of the sequence captures a distinctive, personal form of animated expression. Pragmatically, you will have a lot to offer prospective employers; artistically/aesthetically there is a lot for an audience to absorb, with emotional resonance within the messages.

As a final year project this is an excellent example of a First Class piece from the animation degree. It is not that you find this easy. Far from it (from listening to some of your commentary). It is the acknowledgment this is an accumulative process, studying in *HE*, where the ethos becomes one of self-directed study and innovation and vision (in keeping with BA graduate attributes).

Interestingly, you continue to use and reference methods and topics covered throughout your time on the course but then going further and finding your own methodology and criteria. This short almost acts as an accumulation on a lot of these different themes and features, not only from class, but from quality time spent determining (i) what you're trying to do? (ii) how do I learn what I need to learn? (iii) how do I get the best results for what I want to evoke/communicate?

To see it all coming together, with so much more 3D work to consider, nearing the animation stage, is fantastic.

Keep it up, don't lose the ambition - and see the job through.
As close to the intended animated drama as you can.

Phil Organ / January 2021