

INDEPENDENT PROJECT (ACCA6020) / BA/MArts COMP ANIM / 4TH MAY 2021

FINAL ARTEFACT(+VIVA) – 40%

WRITTEN WORK – 40 %

Student Name:	GARETH LEWIS
Title of Project:	THE KING OF WAYSIDE
Supervisor:	PHIL ORGAN
2nd marker:	AL KANG / RICH MORGAN
Course:	BA (Hons) / MArts COMPUTER ANIMATION

FINAL ARTEFACT (+VIVA) – 40%

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.

92%

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.

95%

TOTAL 93.2 %

BLOG / WRITTEN - 40%	
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.	78%
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.	85%
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?	90%
	TOTAL 84.9%

INDEPENDENT PROJECT 20/21 - SUMMARY				
INTERIM (20%)	FINAL ARTEFACT (40%)	BLOG/WRITTEN (40%)		FINAL IP 100%
91	93.2	84.9		89.3

Feedback/Comments:

PRACTICAL (40%)

- Ambitious project that has two characters, multiple settings, animated walks and character animation (including facial work), terrains and wasteland landscapes of refuse, etc. etc. All imagined and designed by one person; all modelled and animated by that same individual. An outstanding achievement.
- Not surprisingly (it often happens) you may only see faults or under-used moments or processes, but the level of detail and care in the style and look are fantastic and very endearing. You set yourself a high standards in terms of production management, in striving through and persevering some very technical challenges to arrive at the shots you want.
- The use of the space, the feeling of depth and scale, together with the extra features applied in the characters make-up (e.g. the various animated props that adorn the figure(s) or used within shots) are great. We make connections and empathic links in some moments, because we're persuaded that this character is there, living in that moment, living and moving in that environment. All of this adds up to a very credible, believable glimpse of an intimate world they inhabit and hide within...hiding in plain sight....with only the last vestiges of hope and direction, to keep them going.
- Excellent work. Well done on getting over the final piece of practical~project work and the final finishing line!

WRITTEN (40%)

- All of the presentation aspects of the submission that includes the layout, structure, language and phrasing (etc.) are all very well ordered, well covered (with visuals) and professional.
- There is a great mix of the personal reflection, the considered/selected, and pro's and con's between all. Some insightful nuggets of detail throughout (e.g. work on the eyeballs).
- You demonstrate a facility, upon graduation, to decide the options available and then go further in their adaptation and implementation, e.g. with reference to the Advanced Skeleton used you chart the modifications added and how you needed to integrate what was needed for the work in hand.
- Document covers all the production stages very well, together with a lot of coverage on tests and analytical work and rationale(s). It is an absorbing read, and finishes with a line that is reminiscent of Clive Staples Lewis (any relation?).