

STUDENT FEEDBACK FORM

This section details the *extent* to which the assessment criteria are demonstrated by you, which in turn determines your mark. The marks available for each category of skill are shown. Lecturers will use the space provided to comment on the achievement of the task(s), including those areas in which you have performed well and areas that would benefit from development/improvement.

Student Name:	HAMZA QASIM	Student P Number:	
Programme:	MA Computer Animation		
Module:	ANIMATION ALCHEMY & MOTION		
Module Code:	ACCA7038	Contribution to Module:	100%
Assignment Title:	<i>Animate the energy; the fire and the water</i>		

		Level of Achievement – In Percentages %													
		Outright Fail				MF	Pass			Merit			Distinction		
		0-9%	10-19%	20-29%	30-39%	40-49%	50-53%	54-56%	57-59%	60-63%	64-66%	67-69%	70-79%	80-89%	90-100%
ENGAGEMENT	20%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐	☐
COG & INTELLECT.	20%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐
KNOW & UNDERSTAND	20%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐
PRACTICAL	20%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐
TRANSFERABLE.	20%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐

Assessment Mark (Assessment marks are subject to ratification at the Exam Board. These comments and marks are to give feedback on module work, for guidance only until they are confirmed.)	Late Submission Penalties	
	Up to 1 week late (50% Max)	☐
	Over 1 week late (0%)	☐

74%

Tutor comments
The presentation was strong, vocally, and within the structure and content covered. A clear forthright delivery, with engaging touches and a thorough level of detail. All imagery and videos played well. Development was showcased, and there was clear evidence of embracing the thematic notions of <i>conjuring</i> motion (via animating) and experimenting with forces and <i>alchemical</i> elements (with manipulating water, smoke, collisions, etc.). Good to hear of elements that didn't make the edit, including work still-in-progress (bird animation) and there was an honest appraisal on what was learnt / achieved - and in what you might do further. Industry-facing approach and that the work created is wanting to be of the best visual design or of a final showreel strength. A well-worked and evocative sensibility to all of the sequences, with care taken in any rendering, presentation and post' (inc. sound) treatment(s). The CAN Birthday sequence was a good addition and a welcome start to the proceedings. A good breakdown on the stages and the fabric falling is well achieved / persuasive, especially for a building of this size, but the whole imagery, including the floating balloons has a strong aesthetic and corporate ident nature. The ball encircling the cube (hair particles) works well as a simulated effect, and is presented well, using the iteration videos. Spiralling / Spirograph marbles were well-explained well and created such an imaginative, engaging visualisation. The techniques adopted (inc. Booleans) create a compelling and hypnotically re-watchable sequence, of a dancing choreography of marbles(!). You clearly enjoyed adapting and experimenting with the motion. Dancing smoke figure (MoCap) may not be as polished or complete, but still shows a lot of potential and willingness for adaptation. Pepsi tower is playful, striving towards an optical-like effect of never ending soft drinks (!). Caustic water animation has a gentle shimmering touch, but also shows your range of thinking and not overdoing a swaying cycle of movement (to enjoy the motion graphic – ident repetition). Car#1 has a force, high speed, captures a great look and the timing is excellent – with a great camera move and merging smearing effect at the end. Car#2 – presents another high quality to the rendering, to the level of realism, to how you consider what could be moved / animated, with an appreciation of surface-on-surface interaction and physics. Great work. Keep striving for professional levels of imagery and an adoption of bold conceptual stand-alone pieces, via technical workarounds. Well done.

Assessed by:	Phil Organ	Date:	January 2025
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