

STUDENT FEEDBACK FORM (UG)

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:	DYLAN HOPKINS	Student P Number:	
Programme:	BA & MARTs (Hons) Computer Animation / Games Design		
Module:	ADVANCED CHARACTER ANIMATION		
Module Code:	M6X02056	Contribution to Module:	100%
Assignment Title:	Advancing believability. Animating sincerity.		

Generic Assessment Criteria	% of Overall Mark	Level of Achievement – In Percentages %													
		Fail	MF	3 rd Satisfactory			2:2 Good			2:1 Very Good			1 st Exceptional		
		0-29%	30-39%	40-43%	44-46%	47-49%	50-53%	54-56%	57-59%	60-63%	64-66%	67-69%	70-79%	80-89%	90-100%
1. Engagement with Literature Skills	20%	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐	☐	☐
2. Knowledge and Understanding Skills	20%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐	☐
3. Cognitive and Intellectual Skills	20%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐	☐
4. Practical Application Skills	20%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐	☐
5. Transferable Skills for Life and Prof Prac.	20%	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☐	☒	☐	☐

Assessment Mark (Assessment marks are subject to ratification at the Exam Board. These comments and marks are to give feedback on module work and are for guidance only until they are confirmed.)	Late Submission Penalties (tick if appropriate)		66.8%
	Up to 1 week late (40% Max)	☐	
	Over 1 week late (0%)	☐	

Tutor comments:

Upbeat start and welcoming nature to the written work, including a statement of intent and goals that are clearly established from the off. The text reads well, in some sections; a little jumbly and wayward in other parts. Aim for more consistency, especially with thoughts towards the end of year written work (in IND PROJ for example). Good set of alternative animal movements considered, indicating a criteria for what you wanted to convey in your own work, with reference to the gait, weight, COG, etc. The breakdown on the animation with a step-by-step explanation is precise and informative. Indications of L6-style appreciations of what works best for you now and in how you tackle the challenge(s). Well composed and with likeable touches, given the nature of the beast.

The animations provide menace and predatory prowling steps. Well handled. There is a threatening quality and underlying strength or power (force) to the positioning and slight adjustments. The attack has an effective snarl or growl, balanced well in being channelled across the main torso and body line, that serves this main aspect well. The death seems a little more boxey in its shaping and posture, with timing that is a little off. It may have been better to offset the action where the leg goes down first, followed by a drop on one shoulder, that it supported with a scrabbling clawing motion, that may lead to a drop, but not completely, ...and so on. Rather than the one main roll over.

A good effort overall, with some interesting features and qualities on animating.

Assessed by:	Phil Organ	Date:	Jan 2021
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