

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:	ELLY MORGAN	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)		73%
	Up to 1 week late (40% Max)	☐	
	Over 1 week late (0%)	☐	

Tutor comments:

Well covered entries and overviews on your plans and development of the actions. Interesting, engaging nuggets of information in tweaking and adjusting the quality and impact. You are developing a keen eye and a perceptive/intuitive sense of how best to stage and present the scene that will a) help the main project, b) indicate an 'animator's' insight in to talking future scenes or working professionally. Good sections on the decisions in establishing differences via texturing, within the work on drawovers, in the primary observational research (acting out the moves) and in technical endeavours with splitting the screen. All useful uploads in detailing not only the methods employed but also signposting your thought process and animation acumen. Comments on what you have learned and where to take your experiences are all valid and constructive. Keep up this balance of wanting to improve and learn, and in not settling for low or minimum quality. Practical work is all very stylish and adopts a stopframe-fashion of stepped timing. There could have been a little more time (hold) on those first expressions, where we see one look – pause/hold – and then the reaction from the other character. Just a little more distance between them, to stagger the exchange. Great build up the leap across, gaining momentum and rhythm. Props are choreographed/exploited well and it's great to have little nuances of character (e.g. the wink) in amongst the bigger, broader actions. Well controlled and effectively realised, where characters have a flexible athletic agility, plenty of attitude and personality, and likeable/appealing posturing and context. Well done.

Assessed by:	Phil Organ	Date:	Jan 2021
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