

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:	HANNAH GUICHARD	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)		56.4%
	Up to 1 week late (40% Max)	☐	
	Over 1 week late (0%)	☐	

Tutor comments:

Opening statements help to provide context and setting, laying out the goals and objectives. Good to read you're attempting new ground and exploring untapped animation potential and/or skills. Clear recognition of the importance of the start pose(s). Indication on the practicalities of what was needed on moving the dragon for a walk, but you could have gone in to greater detail on ides of force, weight, COG, etc.

Camera is a character. Considerations here are well balanced and pertinent. Work via pterosaur research, illustrating keys, was great to see. Subsequent poses in the topple demonstrate a keen sense of what you were wanting to evoke. Adjustments made – with more research on wing structure and physiology – and problems encountered, provide a good sense on ongoing review and assessment of the results.

The document becomes stronger the more you read on, acting as a journal of changes made and discoveries found. All well composed and appropriately illustrated (via reference images) with a solid set of insights into your own methodology.

The practical animation begins with a great sense of stealthy, predatory, a 'Dragonslayer' (Tippett)-style dragon-out-of-water nature to having to negotiate the ground. Following the feet placements we have a clear hold, before anticipating the leap and struggle at the top. A good effort, especially in the subtle positioning of the head and neck, outside of the broader motions/keys. The shift into flight, through the bookcase, works well. However, we don't have a full amount of the animation, running under with the submission. The quality is there, but the quantity is under. Please do more, when you have time, to do more on ending the flight and going out of shot.

Assessed by:	Phil Organ	Date:	Jan 2021
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