

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:	KAROL SCHWARZ	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)		69.8%
	Up to 1 week late (40% Max)	☐	
	Over 1 week late (0%)	☐	

Tutor comments:

Matter of fact style adopted and explained well enough, to begin. It all takes on more life and passion in the series of scrolling entries, in considering the rigs and/or breaking down initial poses. You have a keen grasp of what was needed for this submission, injecting more L6-style independence and initiative. As a droid character one of the key notions, as you say, is what to consider in how best to convey a consciousness; something we all have to do with imbuing life into any character, but underlined here moreso as you are doing a representation-of-a-representation (if you follow me). Good section on the research into 'emotions', thought-provoking and insightful, with a good solution to look at montages of expression from trained actors. Great section on conducting initial movements and the importance of the internal – and external – influences and connections that motivate the action(s). The Moyerbridge-style strip of keys are neat and well observed. Good overviews with the clips, that are arranged and compiled well. One thing ~ sound? To use mechanical whirring? To help in your animation stage, but, also, we're often persuaded by the illusions if we hear the sound with the visuals – fooling the eye, or making ropey animation come across better. A well composed blog and your animation awareness is continuing well. The animation itself has an effective punchy style. Some actions can run too close to one another, at times, so you would want to look at the shot and make decisions on what the viewer is watching – and when – so that it can read better. All to do with offsetting (staggering) the keys at the right time. All in all it is good response and indicates you will have a lot to take forward on the IND PROJ. Ideas are solid. An animation reel quality, with plenty of intent and approach and management.

Assessed by:	Phil Organ	Date:	Jan 2021
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