

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:	MATTHEW MARTIN	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)		67.2%
	Up to 1 week late (40% Max)	☐	
	Over 1 week late (0%)	☐	

Tutor comments:

Concise opening to the written work, establishing the scene set-up. Plenty of sources and topics covered, identifying the importance and relevance of storyboarding, body language, etc. Following the references and supporting material we move into an exacting step-by-step breakdown on the work conducted. Commentary on reaction speed is valid, especially for animator's selections in staging and timing. Lots of specific technical detail and coverage throughout. The sections on what was changed to bring out the principles of animation served you well. You will have exploited a lot here, to help in any future work. Some great ideas at play, in considering the character's eyeline, proximity to objects, etc. Overviews on the personality and feeling (the character is experiencing) is there, especially with the inkwell and the sigh, although these parts could have been a more significant element. One analogy would be to think that you're directing a performer, that would then help you to justify and defend levels of acting and expression and application of 'character' being conveyed. A good piece of written work, well developed, to accompany the practical.

Animation work has been established well and it was a good effective response and display of character. There is a sense of contrived spontaneity here, that is not that easy to evoke. Well controlled. 2nd section starts to drift (in the timing) but the personality comes over. Some effective subtle touches and curved motions (arcs) but avoid being too square or stiff when we see the whole body. A well worked submission.

Assessed by:	Phil Organ	Date:	Jan 2021
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