

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:	TIEGAN HUGHES	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)

Up to 1 week late (40% Max)

☐

Over 1 week late (0%)

☐

56.7%

Tutor comments:

Short snappy introductory phrases, to begin. Would have helped to clearly signpost the ideas and objectives of expression and attitude and personality to be explored in this study, from the start. The later sections, where you start to review the animation, has more of this content. Interesting section on animation fundamentals and in providing starting points in tackling it all. Analytical statements are brief, but they're there - reviewing the quality of the animation, helping to emphasise your growing awareness of timing and staging within your final year(s). Good section on a) future work and interests, b) reference material and influences. The latter is insightful and engaging, with helpful imagery and a great quote on the psychology of anthropomorphic behaviour/interpretations. Would have been great to have had more quotes, but keep it up, especially in thinking that you will have opportunities on your research activity and academic study in other modules or other submissions. Practical work is a step in the right direction, from previous years, but is still too limited, needing more actions and gestures and posturing. The standing figure is too stiff and there is a missed opportunity here with what you might have exploited in this scene. Imagine wizard-like swirling arms or hands? Moments where the character loses the control and needs to recover it? Etc. Aim to do more in head tilts and head turns and in evocative posturing. The second animation is a little better, introducing more twist and angling. You would just want to see more, with changes in the speed (as it can be too constant), more jitteriness or random struggling moves. The character's legs could have started to swirl and bend – or do small toe-tapping flutters as the character goes through the machine. In summary, one of the better written submissions; practical work has a way to go, to be more convincing

Assessed by: Phil Organ

Date:

Jan 2021