

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:	TOM WOODVINE	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)		74%
	Up to 1 week late (40% Max)	☐	
	Over 1 week late (0%)	☐	

Tutor comments:

Great opening to the work, outlining the goals and objectives, including reference to the assignment themes (via Keane). Helpful notes on the animation content, to provide ideas on the differences between them. Pertinent/relevant set of research material and clips. There is a clear indication of engagement with the film/visual references and how this is absorbed to help inform your own practice/development. Your adoption of exploiting the environment, camera, staging – as other facets of being ‘character’ – are insightful and inspiring. Excellent analytical work in chronicling the progress and the levels of performance you were aiming to express (and in any future work). Methodology is all sound, utilising thumbnails, storyboards, dope sheets, GE overviews, and with unfussy direct posing. Some good contemplations in balancing stylisation and reality; strong affirmations of implementing the animation principles.

The practical work shows that you enjoy animating (it comes over) and the displays of energy and action can be quite provocative. Great ideas (which is half the battle) and interpretations. The timing, at its best, is well coordinated and suits the force or strength in some of the more physical actions; intermingled with this are sensitive and subtle gestural keys and body language. Being picky ~ you would want to ensure you spend time in working on your moving holds and/or flattening/locking some motions, e.g. a hand may have been better to have stopped in one shape, rather than drifting to another key. This is picky. There’s lot to take from marking the work with a lot of ambition, drive, style and some degree of appeal throughout. Well done.

Assessed by:	Phil Organ	Date:	Jan 2021
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