

INDEPENDENT PROJECT (ACCA6020) / BA/MArts COMP ANIM / 4TH MAY 2021

FINAL ARTEFACT(+VIVA) – 40%

WRITTEN WORK – 40 %

Student Name:	KAROL SCHWARZ
Title of Project:	DECIMATION (group work)
Supervisor:	PHIL ORGAN
2nd marker:	AL KANG / RICH MORGAN
Course:	BA (Hons) / MArts COMPUTER ANIMATION

FINAL ARTEFACT (+VIVA) – 40%

Practical Skills (60%)	
<i>You will want to ensure the animation has been worked on, to raise the level of action or believability; the visual design is commanding and persuasive/evocative; the composition or structure has appeal and is engaging, etc.</i>	61%
Transferable Skills (40%)	
<i>Evidence the ability to manage your own learning using project planning techniques and how you have met your own self-imposed deadlines. Provide insights on your development and challenges to the project/ process.</i>	63%
	TOTAL 61.8%

BLOG / WRITTEN - 40%	
Engagement with Literature Skills (30%)	
As a blog/written account you have the facility to branch off from the main practical piece and provide entries or posts on animators, artists, films, techniques, (etc.), and with links to articles or other blogs and references. You are aiming to substantiate the main content with underlying academic research skills, relevant to L6/graduate-year levels.	57%
Knowledge and Understanding Skills (30%)	
Your targeted studies will help to inform the direction of the project, but also highlight the degree of understanding and engagement with particular subjects and methods and your growing adoption and application, towards the practical elements. Explain how the narrative/animation/technical problems were developed, how you grasped ideas/concepts and were able to interpret them, to influence your own decision-making.	63%
Cognitive and Intellectual Skills (40%)	
You would be looking to provide indications on your rationale and reasoning, comparing the before-and-after perhaps, charting the impact this has made and why you feel it improves the flow of the sequence, etc. As before, you would want to consider what are the reasons and implications and impact on the visual design/message?	66%
	TOTAL 62.4%

INDEPENDENT PROJECT 20/21 - SUMMARY				
INTERIM (20%)	FINAL ARTEFACT (40%)	BLOG/WRITTEN (40%)		FINAL IP 100%
61	61.8	62.4		61.8

Feedback/Comments:

PRACTICAL (40%)

- A good upbeat opening and start. Some interesting themes emerging, from a variety of visual elements that would include the character work, the sparseness of the space, the prints on the wall, etc. More could have been done with more props/assets to indicate more debris or time passing or decline aesthetically, but an effective shift in the colour, half-way through.
- The rigging period certainly helped with your character. Some aspects of the motion work very well, especially in timing and positioning of the crouching and in how the body works with the floor and the wall (sounds easy, but it's easier to make the character look floaty or contacts not to be credible enough).
- An attempt to convey some affinity with the other character; it's there, from the opening shot of the hand and his robot arm, but under-used largely. Something of a missed opportunity. The exchanges needed something more substantial visually, to be explored more fully and exploited better on screen.
- Good to have the coverage on all of the processes involved in getting the sequence to render. Clear moves to wanting to use better framing and/or image+sound integration. Responses were solid and it was good to end with summing up the processes involved, problems encountered and some degree of isolating SAW within your methodology and future goals.

WRITTEN (40%)

- Good to see adoption of the 3rd person phrasing and an identification of the main focus/priorities outlined from the start. A well composed engaging piece of work, within the informative/descriptive and the reflective/contemplative. Lacks academic weight in places (to reference other work or animators or authors) but there is a genuine aim to illuminate your thinking, your area(s) of study, your thinking, etc.
- Good indications of collaboration covered, with notable rationales provided in the best course of actions made and/or summarising decisions or strengths (e.g. within the texturing and rigging)
- Clear indications of challenges presented and obstacles to overcome, but you seem to confront these well (to adapt). Very insightful, and these are all strong BA-worthy attributes and outcomes within self-learning, independence and critical thinking. Final sentence sums up the experience well.