**ASSIGNMENT BRIEF – BTEC**

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| **Course/Qualification** | | | BTEC Level 3 Extended Diploma in Creative Media Production (Games Development) | | | |
| **Unit Number(s) and Title covered** | | | Unit 5: Working to a Brief in the Creative Media Industries | | | |
| **Assignment Title and Number** | | | Assignment Three: Reviewing Completion of a Brief | | | |
| **Student Name** | | | Lewis Hawkins | | | |
| **Assessor** | | David Matravers | | **Internal Verifier** | James Shaun | |
| **Date issued** | | 22.05.2019 | | **Submission deadline** | 13.06.2019 | |
| **Assessment Criteria** | **To achieve the criteria, the evidence must show that the student is able to:** | | | | | **Assessor confirm met** |
| **P4** | Comment on own work on completion of a brief with some appropriate use of subject terminology. | | | | |  |
| **M4** | Explain own work on completion of a brief with reference to detailed illustrative examples and with generally correct use of subject terminology | | | | |  |
| **D4** | Critically evaluate own work on completion of a brief with reference to professional practice, and consistently using subject terminology correctly | | | | |  |

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| **Assessor feedback - 1st submission** | | | | | | | |
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| **Did the learner meet the original deadline or agreed extension?** | | Yes  No | | | | | |
| **Assessor signature** |  | | | | **Date** | |  |
| **Resubmission authorised?** | | Yes  No | | | | | |
| **New agreed deadline date for submission** *\* must be within 15 days of receiving original assignment back* | |  | | | | | |
| **Lead Internal Verifier signature** |  | | | **Date** | |  | |
| **Assessor feedback - Resubmission** | | | | | | | |
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| **Assessor signature** (resubmission only) |  | | **Date** | | | |  |

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| **Vocational Scenario/Industrial Context** | | | | |
| Now that you have completed your animation for “Animation Revelation” you are now required to review how you think that project went which will allow you to understand that strengths and weaknesses but also areas you can focus on for development. | | | | |
| **Tasks and criteria covered – Task One (P4, M4, D4)** | | | | |
| In this task you are required to critically evaluate your own work; you must ensure you cover all the topic areas below; remember when writing about these topic areas you should be focussing on reviewing your final animation and also working practices.  You must evidence all of the **bold** headings; in *italics* are areas that you may wish to write about.   * **Constraints** **experienced**: *legal; regulatory; financial* * **Management**: *time management; leadership skills; communications; meeting requirements; achieving agreed outcomes; working to agreed timescales; recommendations for future tasks* * **Feedback**: *e.g. from peers, from client, from audience, from supervisor; contribution to workplace goals; own suitability for industry* | | | | |
| **Evidence you must produce for this task** | | | | |
| Written report covering all bold headings. | | | | |
| **Sources of information** | | | | |
| Textbooks Baylis P, Freedman A, Procter N et al – BTEC Level 3 National Creative Media Production, Student Book (Pearson, 2010) ISBN 978-1846906725  Baylis P, Freedman A, Procter N et al – BTEC Level 3 National Creative Media Production, Teaching Resource Pack (Pearson, 2010) ISBN 978-1846907371 | | | | |
| **Student checklist** | | | | **Complete?** |
| Proofread | | | |  |
| Reference List (if applicable) | | | |  |
| All pages attached and numbered – including introduction/conclusion/front sheet | | | |  |
| **Authenticity of Evidence Student declaration** | | | | |
| I certify that the evidence submitted for this assignment is my own.  I have clearly referenced any sources used in the work.  I understand that false declaration of authenticity (i.e. plagiarised work) is a form of academic misconduct and the relevant College procedures will be instigated if I am found to be in contravention of these. | | | | |
| **Student signature** |  | **Date of submission** |  | |
| **Re-authentication of Evidence Student declaration *(for resubmission only)*** | | | | |
| **Student signature** |  | **Date of resubmission** |  | |

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* **Management**: *time management; leadership skills; communications; meeting requirements; achieving agreed outcomes; working to agreed timescales; recommendations for future tasks*

**Feedback**: *e.g. from peers, from client, from audience, from supervisor; contribution to workplace goals; own suitability for industry*

**Task One:**

**Constraints experienced:**

**Legal:** During the development (of the models) I had to make sure they weren’t too like copyrighted material. The original design for the aliens were based of the Chimera from Resistance, so I had to alter the appearance (skin colour, eye placement, legs, hands, gun, and armour).

**Financial:** If I were to use sound effects or freelance some models, I would’ve needed to spend some money. Fortunately, I didn’t need to do this because the animation doesn’t need sound effects and I’m able to model everything myself.

**Management:**

**Time:** During the development I need to keep track of time to avoid reaching the end of the time frame with no animation started. To keep track I created a chart with everything I need to do and their completion dates.

**Recommendations for Future Tasks:** In the animation I was unable to use the models of the aliens because I ran out of time and the model wasn’t complete. In future tasks I will make sure to give myself more time than I need to make the 3D models. Other than that, everything went better than expected.

**Feedback:**

Client: The animation fulfils the brief to a very high standard. Although it had a consistent art style it would have been good for the models to have more detail throughout.

**My analysis of feedback:** Based on the feedback I have learned that they were not high enough detail and where it did have a consistent art style the models were not right for the animation. If I did it again, I would change the art style to photorealistic.