

ANIMATION 381D: Demo Reel Completion		
Winter - 2019	March 12 - April 04 (4 weeks, 48 Hours)	Tues - Wed - Thurs
Instructor: Julie Sweetin		09:30 - 13:30

Ayotte, Meara	Grade: INC	Attendance: 48 / 48 hours (100%)
Mid-Term Review	Assignments	
I would like to see Meara focus a little more on the projects at hand, as she tends to be distracted from completing her work. I am looking forward to seeing her completed projects at the end of the class. Meara, I am here to help if you are lost and need some more direction; Don't be afraid to ask. Review Date: 2019-03-26	All assignments to be marked end of term due to nature of rendering.	
End Of Term Review	Assignments	
Due to health reasons, Meara was unable to complete the course. I'm going to recommend she re-take it at a later date when she is feeling better. Review Date: 2019-04-04		

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Bailey, Haaken	Grade: B+	Attendance: 48 / 48 hours (100%)
Mid-Term Review	Assignments	
<p>Haaken is performing his work diligently, is participating and asking questions during demos. He catches on quickly, and I look forward to seeing his final renders.</p> <p>Review Date: 2019-03-26</p>	<p>All assignments to be marked end of term due to nature of rendering.</p>	
End Of Term Review	Assignments	
<p>Haaken worked diligently through class though if he runs into any issues or problems during his work, I suggest that he ask the instructor for some assistance to avoid wasting too much time troubleshooting. A little help can go a long way! You did a really good job in this class Haaken!</p> <p>Review Date: 2019-04-23</p>	<p>Fusebox 3/5 Very nice work Haaken! Your texturing could have used a bit more detail and definition, especially some blemishes (such as rust or scratches) to give it a more realistic feel.</p> <p>Tavern 4/5 All of your render layers were good! Nice work.</p> <p>Orc Head 3/5 I am very happy with how fast you were able to complete this orc head texture! My only comment is on the specular map, it has very little detail. It would ne nice to see some specular working in tandem with your bump map, but the rest of your maps are looking very nice.</p>	

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Cromwell, Shelbie	Grade: B	Attendance: 46.75 / 48 hours (97%)
Mid-Term Review	Assignments	
<p>Shelbie is working hard and participates well. But some personal health issues have resulted in her being ever so slightly behind. Because texturing and rendering takes much time, I have given the entire class more time to hand in their work, and I look forward to seeing the final renders of her projects.</p> <p>Review Date: 2019-03-26</p>	<p>All assignments to be marked end of term due to nature of rendering.</p>	
End Of Term Review	Assignments	
<p>Shelbie did an excellent job understanding texturing and all the layers involved with rendering. I am satisfied that she has enough know-how to texture and render her own projects if she should choose! Nice work Shelbie!</p> <p>Review Date: 2019-04-23</p>	<p>Fusebox 5/5 Very nice work Shelbie! All of your texture maps look really nice, there is no seams or stretching of UVs that I can see and all your maps are workinf very nicely. Good work!</p> <p>Tavern 3/5 All of your render layers are there and it looks pretty good, but watch out with certain things like the Ambient Occlusion pass; there seems to be some colour involved and you definitely want to keep the AO pass black and white, as it will give you a better outcome once it's all composited together.</p> <p>Orc head 4/5 Beautiful work! I love the paint smears and the skin texture looks very nice. Watch out for seams in the back of the head. Make sure you are duplicating and flipping sections of your color/spec/bump maps to avoid seams.</p>	

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Samagalski, Conal	Grade: A+	Attendance: 48 / 48 hours (100%)
Mid-Term Review	Assignments	
<p>Conal is diligent in his work and makes sure to ask questions when necessary. He pays attention to detail and always tries to challenge himself. I look forward to seeing his final renders.</p> <p>Review Date: 2019-03-26</p>	<p>All assignments to be marked end of term due to nature of rendering.</p>	
End Of Term Review	Assignments	
<p>Conal did excellently in this class! He seems to have a very good grasp on what is involved in texturing/lighting. To avoid losing work in the future, make sure you save versions and back up your work onto an external drive or thumb drive.</p> <p>If you are working between Mac and PC, a good way to transfer files is to export them as FBX or OBJ, and import them into a new scene. You can also save UV maps and re-apply them to the model if you lose your UVs.</p> <p>Review Date: 2019-04-23</p>	<p>Fusebox 5/5 Very nice color/spec/bump maps! Excellent work Conal.</p> <p>Tavern 3/5 I know you ran into some issues losing work for this project and that is very unfortunate, but what you were able to achieve was very nice looking! Most of my feedback given in person during class.</p> <p>Orc head 4/5 You created a very graphic look with your texturing which ended up working quite well! I think going forward from here, things like the tendons in the neck and deep wrinkles could look a lot better as a displacement map. You've created some faux lighting within your color map which is really working, but the shadows are just a wee too dark compared the actual shadows in the final render. So I think a displacement map would've fixed that, to make it look more like a 3D surface feature than a faux-lit color map. I hope that makes sense! Nice work!</p>	

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Singaravel, Akshaya	Grade: A	Attendance: 47.5 / 48 hours (99%)
Mid-Term Review	Assignments	
Akshaya participates during demos and is very thorough in her work completion. She always pushes her work further than I ask, and it is nice to see her taking up the challenge. I am happy with her work so far and look forward to seeing her final renders. Review Date: 2019-03-26	All assignments to be marked end of term due to nature of rendering.	
End Of Term Review	Assignments	
Akshaya has a very good work ethic and is always asking for feedback. I can tell she is constantly learning and evolving with her work. I'm very excited to see her future projects! Review Date: 2019-04-23	<p>Fusebox 4/5 Most of my feedback was given in person. We talked a bit about how to avoid seams and flat lines that show up from the different maps used. I can still see them a little bit in these final versions. Aside from that, your texturing looks really nice and the added touch of layers or stickers/posters and rust really give it character. Nice work!</p> <p>Tavern 4/5 Very nice job! While your camera angle is good, the lighting doesn't quite match the background and the bottom of the tavern (where it meets the ground) would need a bit more of a shadow. But all your layers are set up well, the textures look great. Nice work!</p> <p>Orc 4/5 Really cool!! The anatomy of the wrinkles really work with this texture, especially in the jowl area. They get a bit lost in the eye area. I know we had a bit of a difficult time getting the displacement to work properly on this guy, but I think a bump map suffices. I would have liked to have seen a little bit more detail in the teeth texture/color. great job akshaya!!</p>	

