














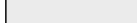














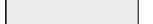






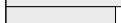




Subject: 32543 - 3D Animation	Class: Fri - 09:00
Coordinator: Yusuf Pisan	Enrolled/Responding: 27 / 17 (63%)
Teachers: Robert McGowan, Jimmy Gunawan	Online 13.05.2013 - 9.06.2013

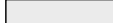
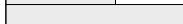



Survey No: 83792 32543-AUT-U-S-CMP1-02	Mean (SD)	Number of Responses			
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1. The subject was delivered in a way which was consistent with its stated objectives.	3.76 (0.97)	3 9 4 0 1 0 0	SA  A  N  D  SD  Not Applicable No Response		18 53 24 0 6
2. My learning experiences in this subject were interesting and thought provoking.	3.41 (1.12)	2 8 3 3 1 0 0	SA  A  N  D  SD  Not Applicable No Response		12 47 18 18 6
3. I found the assessment fair and reasonable.	3.29 (1.4)	4 4 5 1 3 0 0	SA  A  N  D  SD  Not Applicable No Response		24 24 29 6 18
4. There were appropriate resources available to support the subject.	3.59 (1.37)	6 3 5 1 2 0 0	SA  A  N  D  SD  Not Applicable No Response		35 18 29 6 12
5. I received constructive feedback when needed.	4.18 (1.01)	7 8 1 0 1 0 0	SA  A  N  D  SD  Not Applicable No Response		41 47 6 0 6
6. Overall I am satisfied with the quality of this subject.	3.41 (1.33)	4 5 4 2 2 0 0	SA  A  N  D  SD  Not Applicable No Response		24 29 24 12 12



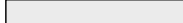
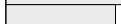

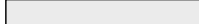
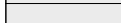

Teacher: Robert McGowan (111868)

7. The teacher appears to be well prepared and presents the material in a well organised manner.	3.88 (1.22)	6 7 1 2 1 0 0	SA  A  N  D  SD  Not Applicable No Response		35 41 6 12 6
8. The teacher is able to explain concepts clearly.	3.65 (1.11)	4 6 5 1 1 0 0	SA  A  N  D  SD  Not Applicable No Response		24 35 29 6 6

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9. Overall, I am satisfied with the teaching of this staff member.	3.76 (1.3)	5 8 1 1 2 0 0	SA 	29	
			A 		47
			N 		6
			D 		6
			SD 		12
			Not Applicable		
			No Response		

Teacher: Jimmy Gunawan (114733)

10. The teacher appears to be well prepared and presents the material in a well organised manner.	4.29 (0.69)	7 8 2 0 0 0 0	SA 	41	
			A 		47
			N 		12
			D		0
			SD		0
			Not Applicable		
			No Response		
11. The teacher is able to explain concepts clearly.	4.24 (0.83)	8 5 4 0 0 0 0	SA 	47	
			A 		29
			N 		24
			D		0
			SD		0
			Not Applicable		
			No Response		
12. Overall, I am satisfied with the teaching of this staff member.	4.41 (0.71)	9 6 2 0 0 0 0	SA 	53	
			A 		35
			N 		12
			D		0
			SD		0
			Not Applicable		
			No Response		

Open questions:

13.	What did you like particularly in this subject?	6	Open question	35.29
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- 13.1 it's my only 3d subject this semester, that's about it. i've done 3d before so it's a rather frustrating because the content is so rushed and everyone is getting confused and unmotivated cause 2 teachers for such a large class is dumb. also it is alot of stuff to cover in such a short time.
- 13.2 it enlightened me to new paths of imaginative construction and ability that I was unable to proceed with before
- 13.3 I particularly enjoyed the subject overall and the opportunity we as students get to be able to produce and deliver a 3d animation movie, it is really fascinating! However and even though the lecturer (Robert) is a pro in Maya; I don't think he delivers the content and or/teachings in an efficient way. I found myself learning more through tutorials online than from the actual lecture he would give us. He talks through the concepts really quickly without even giving a chance to let us try as he explains!
- 13.4 This is where I want to go in life. Both teachers are extremely helpful - Rob is a fantastic teacher (though he moves WAY TOO FAST, but I understand why), and Jimmy is always ready to answer any questions I have through email instantly. Both your efforts are really appreciated :)
- 13.5 I like this animation, so I am interested in learning maya
- 13.6 I like 3D, and have a very small amount of experience in it... which in the end was lucky because there is ABSOLUTELY NO WAY I would have produced a good piece of work at the end of the 6 weeks we were given to create the short animation. It is very unbalanced and unreasonable to give us 6 weeks to do a simple SimpleBot animation task and a simple modelling rigging task, and give us 6 weeks to do AN ENTIRE 1 MINUTE SHORT FILM!!
I learned a lot in this class, but unfortunately none of it was thanks to the teachers. It was because I have friends in the class who have more experience than me and could help with things I did not know. The teaching was way too fast for vital aspects such as rigging and modelling. And I don't remember much or anything on UV mapping at all so it was unlikely people would create anything with decent textures who had never touched the program before.
Honestly, Rob is fantastic at modelling, and that is what he should be teaching if that is what he is good at.
And another point is that having only 2 teachers for 100 students (even if they are in 2 different classes) is NOT ENOUGH!! You need at least 1 teacher for about 15 students to be sure that the students are understanding what is going on. One guy in Masters of Animation fell so behind that he was told by Rob not to come anymore as he had other subjects to pay attention to. And when it gets that bad you know that something is wrong with the set-up of this class. Especially for the Masters of Animation students who are paying at least \$2500 for this subject!! If nothing will be changed in this subject for next year I would strongly suggest to the organisers

Scale	SD - strongly disagree	D - disagree	N - neutral	A - agree	SA - strongly agree
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of the Masters of Animation that they pull them from that subject and have an Introduction to 3D in the DAB Faculty only for those students who have not done 3D before.

14.	Please suggest any improvements that could be made to this subject.	10	Open question	58.82
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- 14.1 Suggest that when teach about 30mins, should let students to practice what have been taught. no one can see clearly what is going on through the projection. it will be much much much better if teacher can show the demonstration by displaying on each student's PC, not the projector.
- 14.2 start the final project sooner, it's too rushed for the level of what rob is expecting. also because of rushed content others in the class are struggling to keep up. learn the process of creating an animation through the semester in weekly steps. storyboarding, camera moves, modelling, UV, rigging, animation, rendering.
- 14.3 the course progress is going too fast,it is difficult to remenber everythings.
- 14.4 need more hour for this subject ortherwise it just too hard to pack everything in 3 hour/week
- 14.5 it was a blind introduction to the subject that really required previous experience for myself, and I believe the projects could require a more extensive focus on the 'tools' to be used in the field rather than producing a final work it should show that you know the ways to progress it the subject with a better explanation by the lecturers
- 14.6 Rob is frequently rude & condescending towards students. He teaches at a rate which no one in the class can follow, and rather than give constructive feedback, tears students work apart. Although we were supplied a Unit Outline, he refuses to follow it, citing that he ???didn't write it???. For example, the Outline tells us to submit our assignments in a specific spot on UTS Online, with a specific naming convention, whilst Rob tells us to put them somewhere different & that the naming convention doesn't matter. The Outline is our guide & contract with the uni, it can't simply be discarded whenever Rob feels like it. He also, put forward one of our assessments by one week, late in the semester. Out of the students surrounding me in class, 4 out of 4 of them share this view of Rob, and have had similarly negative experiences. I know of at least 3 people who have done this class in previous years under Rob, they all either complained directly to our head of course (MMIM) or to myself about his teaching methodology. He is patronizing & gears his teaching at a TAFE level, rather than at the Masters level to which it should be directed at. In contrast, Jimmy is exceedingly helpful & diligent in his teaching efforts. This class would be drastically improved with the simple removal of Rob as primary lecturer.
- 14.7 Like any technical subject I think it is important to let students try for themselves to create things as the lecturer explains, combining lecture with lab time. For example: If you click here (and wait a second whilst the students click) and then here (let students click again) and so on... This would be a more efficient way to teach for the type of subject, rather than talk talk talk and then leave 2 hours for lab time, when students don't even know what they can practise at lab time due to having the lecturer gone so quickly at explaining something. I hope that makes sense.
- 14.8 Rob could slow down... but again as I said before, I understand why there is a need to get through the subject so quickly, as there is not as much time. A tutorial on Mixamo would be useful also, not because it was difficult to put through the system, but because it was not explained enough (i.e. 'Mixamo does this and has these restrictions' etc).
- All in all as stressful as this subject has been I'm very very happy. And I will probably bug the both of you in the future somehow. :P
- 14.9 I think separate the final assignment. because it is too much.
- 14.10 Though my experience is limited, it is that of a student so I have some good advice to give for this course as a real introduction to 3D. I would suggest that if the teachers would like to keep the final 3D animated short in there as an assignment then it should last the entire semester. This way the students can be taken through the entire process of creating a good piece of animation in a clear and organised way. The first week can work on storytelling, then the second storyboarding and character design, third and fourth can be modelling, then a couple of weeks can be given to UV mapping and texturing, a couple to rigging, a couple to animation principles (and simplebot can be used in class as an example for students to play with) and animating their characters. You could talk more about how to give your character real personality, what makes it different from other characters you might have created? Then another couple of weeks on lighting (where people will probably still be working on animating, but thinking about rendering) and then the last week or so on rendering and any other things people have problems with. Each of these small steps towards creating the project can be assessed also as the student goes through the process.
- I think this set-up is much fairer and clearer, and you will end up with much more accomplished pieces of work by students and I think they will be more likely to take in more of what is said if they work on the major project throughout and are always thinking about it. I was asked about this subject by a Master of Design student this semester and she asked if I recommended it, and I unfortunately had to say no. This could be a great course, but as it is now I will not be recommending it to anyone or saying many positive things about it at all.

Scale	SD - strongly disagree	D - disagree	N - neutral	A - agree	SA - strongly agree
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