

Subject: 31241 - 3D Computer Animation	Class: Mon - 18:00
Subject Coordinator: Yusuf Pisan	Enrolled/Responding: 26 / 11 (42%)
Teacher(s): Robert McGowan	Online 12.05.2014 - 8.06.2014

Survey No: 98232 31241-AUT-U-S-CMP1-01	Mean (SD)	Number of Responses			%
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1. The subject was delivered in a way which was consistent with its stated objectives.	4.27 (0.65)	4 6 1 0 0 0 0	SA A N D SD Not Applicable No Response		36 55 9 0 0
2. My learning experiences in this subject were interesting and thought provoking.	4.36 (0.67)	5 5 1 0 0 0 0	SA A N D SD Not Applicable No Response		45 45 9 0 0
3. I found the assessment fair and reasonable.	4.09 (0.83)	4 4 3 0 0 0 0	SA A N D SD Not Applicable No Response		36 36 27 0 0
4. There were appropriate resources available to support the subject.	4.27 (0.79)	5 4 2 0 0 0 0	SA A N D SD Not Applicable No Response		45 36 18 0 0
5. I received constructive feedback when needed.	4.73 (0.47)	8 3 0 0 0 0 0	SA A N D SD Not Applicable No Response		73 27 0 0 0
6. Overall I am satisfied with the quality of this subject.	4.18 (0.75)	4 5 2 0 0 0 0	SA A N D SD Not Applicable No Response		36 45 18 0 0

Teacher: Robert McGowan (111868)

7. The teacher appears to be well prepared and presents the material in a well organised manner.	4.36 (0.81)	6 3 2 0 0 0 0	SA A N D SD Not Applicable No Response		55 27 18 0 0
8. The teacher is able to explain concepts clearly.	4.27 (0.79)	5 4 2 0 0 0 0	SA A N D SD Not Applicable No Response		45 36 18 0 0

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9. Overall, I am satisfied with the teaching of this staff member.	4.36 (0.81)	6	SA	55
		3	A	27
		2	N	18
		0	D	0
		0	SD	0
		0	Not Applicable	
		0	No Response	

Open questions:

10. What did you like particularly in this subject?	7	Open question	63.64
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- 10.1 Realising the whole animation process from concept to final product. Seeing your characters come to life. Very rewarding albeit extremely hard work.
- 10.2 - The first assignment really helped plan assignment 3 and I really enjoyed drawing storyboards and my character. It really showed me the true importance of storyboards, screenplays and character designs.
- The Simple-Bot assignment was very fun and I loved working with that character.
 - The content was quite interesting.
 - Maya is a very cool program and easy to obtain for free.
 - Jimmy (the lab assistant) was extremely helpful and able to assist students with any technical issues they had, he is a life saver and is VERY VERY smart.
 - There is no exam :)
- 10.3 covered all aspects to make an animated video clip, not just the animation itself
- 10.4 It is extremely fun to do. I like how we have a feedback session every lesson.
- 10.5 Exploring Maya, even if it was, and still is, overwhelming. Seeing your work come to life. Both Rob and Jimmy were extremely helpful and understanding and guided our projects into the right direction. They also gave us good advice regarding our projects.
- 10.6 Rob knows his stuff and takes great pains to make himself available and accessible. The structure of the course allows students a lot of flexibility and creativity.
- 10.7 How much I learned. Ive gone from "no idea" to being able to confidently model, rig(although not as confidently) and animate 3D scenes. I was also given a look at some more advanced 3D techniques during the course which I will be able to move on with on the future.

11. Please suggest any improvements that could be made to this subject.	7	Open question	63.64
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- 11.1 WAY too much content in a subject. It should at the very least be split into 2 subjects. Modelling/rigging and animation. Maybe have another tutor for the class as only having 2 did not work well. One student could spend 30-40 mins with a tutor. What about the other 20 students (in a one and a half hour-ish session). All in all help was scarce in the labs (which is not the tutors fault).
- 11.2 There is a lot of content in this subject which makes it hard to put in the hours you want outside of class if your studying more than two subjects in the same semester. Maybe breaking down the subject even further or splitting the subject into two semesters.
- 11.3 - Content needs to be taught MUCH slower especially because this is an extremely technical subject. In some lectures, Rob tries to cover too much content and goes through it way too fast and I found it impossible to keep up.
- As Rob is teaching, he should ask students to do what he does so then we know exactly how to do things in Maya... not just watch him do it.
 - There should be a class in the 2-week break so students can come in and check with Rob (or Jimmy) with how their major assignment is going. The 2-week break was VERY stressful because all I could use for help with my assignment was email, and I wasn't very confident with this assignment during the break...
 - The amount of work is overwhelming, for example; assignment 3 is a HUGE workload. If I was doing 4 subjects I would definitely be forced to drop one to keep up with this subject. Assignment 3's size should be smaller, or maybe just have 2 assessments in the subject and not 3.
- 11.4 It will be great to have more resources on uts online
- 11.5 I understand that there is a lot of content to cover and so many weeks, however I found that Rob's teaching style was really hard to catch and the concept just flew over my head. However it probably takes a lot of time to explain all the concept slowly which equates

Scale	SD - strongly disagree	D - disagree	N - neutral	A - agree	SA - strongly agree
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to lost time to complete projects.

While there were notes about each week's lesson on UTSONline, I felt like they were sometimes not concise and I ended up going to google, youtube and friends for help because it would take a great deal of time for me to solve the issue myself.

- 11.6 The resources in UTS online don't appear to be up-to-date with what's been presented in class; given that the structure of the course appears to be pretty fluid, and relies heavily on in-class presentation, maybe it'd be better to organise resources by topic.
- 11.7 3D techniques have a workflow. There are certain steps that need to be taken to get from modelling to animating. Now if some of the initial stages of modelling are not done correctly, then later stages in rigging and animating can become a problem and this is highly disheartening to get to the late stages to find out something youve done in the early stages is fighting with everything.

These aspects of the workflow need to be highlighted during class so inexperienced students dont fall into traps.