



MTE3005/6 Digital Special Effects (Media / Multimedia) Component 2 UNIVERSITY OF LINCOLN

| Learning Outcome | Criterion | Pass | 2:2 | 2:1 | 1st |
|--|---|--|--|--|--|
| [LO2] critically review, select, utilise and evaluate motion capture data; | <i>Media asset (group mark)</i> Use different media assets with motion tracking software | Minimal tracking of a single object / media assets to some degree of success. | Tracked a single object / media asset to a reasonable degree with only the minimal of error between the assets | Tracked multiple objects / media assets into the composition with some minor faults in the finish. | Successfully tracked multiple objects / media assets, there are no visible errors in the finish of the asset. |
| [LO3] synthesise media technology assets with compositing software; | <i>Media asset (group mark)</i> To create, manipulate and combine different media technology assets into a composition | Create, combine and manipulate a limited number of media assets with visible flaws in the composition | Create, combine and manipulate a narrow range of media assets with some visible flaws in the finish | Create, combine and manipulate a range of different media assets into a composition with minimal flaws in the finish. | Create, combine and manipulate a wide range of different media assets into a composition with no visible flaws in the finish. |
| [LO4] apply and evaluate post-production filters and plug-ins. | <i>Media asset (group mark)</i> Use filters and plug-ins to manipulate and create effects for a media asset. | Use a minimal amount of effects to a minimal degree of success | Use a small range of filters and plug-ins with some degree of success but there are some visible flaws in the finish | Used a good range of post-production filters and plug-ins to a good degree of success but has some visible flaws in the finish | Successfully used to good effect a range of post-production effects and filters; all of which are done to a high standard with no visible flaws. |
| | <i>Asset list (individual mark)</i> A list of all media assets, including all stages in their processing from capture to final implementation, showing authorship and/or contribution by each member of the group. | See notes below on the adjustments to be made to the group grade to reflect individual participation and contribution. | | | |
| Weighting | <p>The individual mark for the artefact production will be based on the group's and/or individual's accounts of group activities and contributions as indicated by the asset list and will be calculated as follows:</p> <ul style="list-style-type: none"> No involvement in the artefact production or any of the constituent media assets: Fail on this criterion, normally leading to a fail in this assessment component. Involvement and contribution much less than for the rest of the group: Group mark minus 2 grade points (20%) Involvement and contribution less than for the rest of the group: Group mark minus 1 grade point (10%) Involvement and contribution on a par with the group as a whole: Group mark Involvement and contribution more than for the rest of the group: Group mark plus 1 grade point (10%) Involvement and contribution much more than for the rest of the group: Group mark plus 2 grade points (20%) <p>The criteria for Learning Outcomes 2, 3 and 4 are equally weighted. The asset list documentation is used to differentiate marks between students.</p> | | | | |