



Feedback

An artist's view.

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Feedback in Art



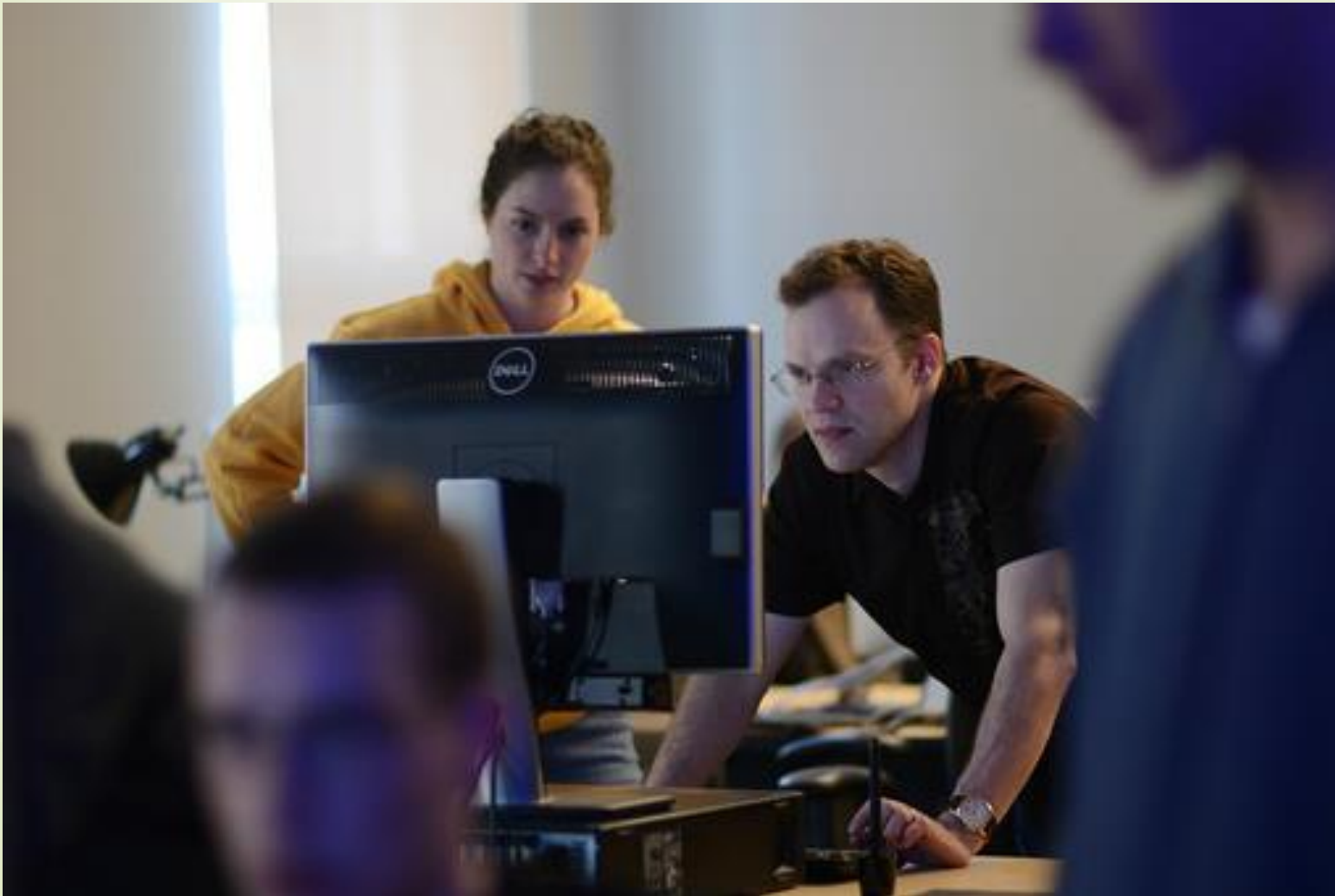
Challenge Everything™

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Feedback in Art



Feedback in Art



Feedback in Art



Feedback in Art: The Crit

- The art critique.
- Formal issues
- Non-formal Issues
- Best communicated verbally
- Learn from others.



Feedback in Game Art

- Exercises and projects
- Animation
- Modeling
- Digital Painting





Benefits of Feedback

- Early course-correction
- Counter Art-Blindness
- Specifications are being met
- Demonstrate proper technique

When is Feedback Given?

- Checkpoints and assignments
- In-class work days and lessons.
- Out of class as
- Video Feedback





Feedback Focus

- Discuss good and bad
- Demonstrate technique and fixes
- Group feedback for common issues
- All students can watch all the videos if they want
- Usually turn these around within 1 week



In Class Crits

- Occasional in-class peer crits.
- Students learn how to evaluate and talk about art
- Students can be inspired
- Students can assess their skill relative to others



Feedback to Me

- ▶ Surveys!!
- ▶ Per Assignment surveys

PAGE 1: General Questions

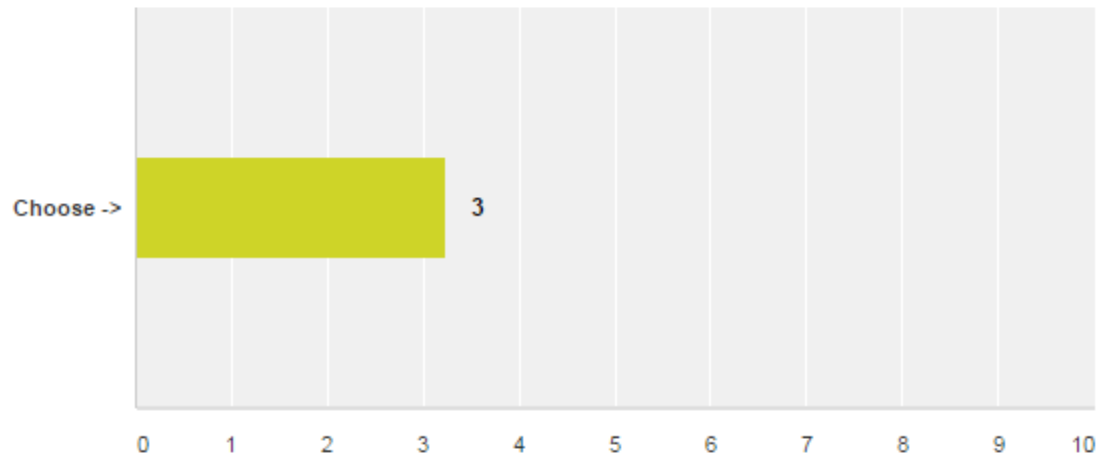
Q1

Customize

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How difficult was this assignment?

Answered: 31 Skipped: 0



	1 - Too easy	2 - Easy with some tricky bits	3 - Moderate. Even amounts of challenge and ease.	4 - Strongly Challenging.	5 - Perhaps too difficult	Total	Weighted Average
Choose ->	0.00% 0	12.90% 4	51.61% 16	35.48% 11	0.00% 0	31	3.23

What was the most difficult part of the assignment?

Answered: 31 Skipped: 0

● Responses (31)

☁ Text Analysis

👤 My Categories

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Use text analysis to search and categorize responses; see frequently-used words and phrases. To use Text Analysis, upgrade to a GOLD or PLATINUM plan.

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Showing 31 responses

Making sure the character was detailed and fit with the theme of the game. Animations are hard for me as well as making textures for organic characters

5/9/2015 11:07 PM [View respondent's answers](#)

Creating the final textures

5/9/2015 8:41 PM [View respondent's answers](#)

It wasn't the general assignment or the time constraints that were difficult, it was my model in particular that gave me trouble. Definitely the hardest thing that I've done as a modeler. It was mainly challenging due to it being a model that I have never done before (not sure if I should say the actual model as to keep the anonymity)

5/9/2015 1:39 AM [View respondent's answers](#)

Getting the character to look like the concept art. That didn't prove too difficult though

5/8/2015 11:48 PM [View respondent's answers](#)

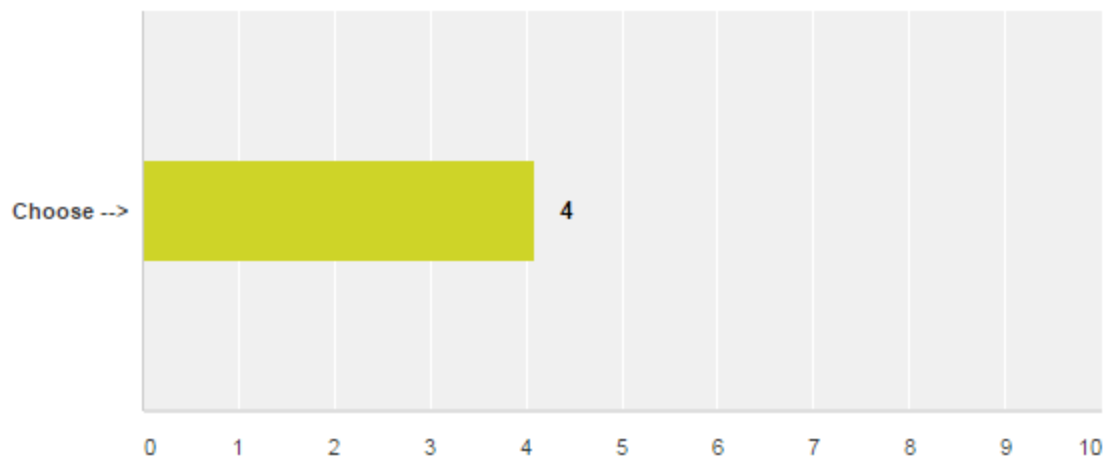
keeping it within the tri count

5/8/2015 11:05 PM [View respondent's answers](#)

Modeling the mouth correctly to make it open and putting webbing in between the toes, I eventually needed to scrap that idea

Was the material and content of the assignment engaging and/or fun?

Answered: 31 Skipped: 0



	Strongly disagree	Disagree	Neutral	Agree	Strongly Agree	Total	Weighted Average
Choose -->	3.23% 1	0.00% 0	16.13% 5	45.16% 14	35.48% 11	31	4.10

Comments (28)

● Responses (28) Text Analysis My Categories

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Showing 28 responses

The assignment was difficult but enjoyable at times. Modeling is not my strong suit but I did improve by taking this class



Feedback to Me

- ▶ End of Course Survey

Which assignment was most enjoyable or rewarding? Why?

Answered: 15 Skipped: 0

● Responses (15)

☁ Text Analysis

📁 My Categories

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Search responses



Showing 15 responses

Animating: The emotes. They were fun to do, have an instant appeal for an outside view, are can be a quick portfolio piece because they were on a rigged model. The bust, because although a triangle count was there... it was high enough to get some believable fidelity with a lot of texture resolution for just a head.

12/18/2014 8:33 PM [View respondent's answers](#)

The Emotes were the best thing for sure. I did not have to worry about my own rig being lacking or having a model that would not bend (though Frankenstein cannot bend his arms up... he needs more joints!). So I was able to animate to the limits of the models provided and honestly make some cool work. It was even more enjoyable due to seeing other student's work. Some of them where bad and some were very thoughtful. This assignment brought out some real ingenuity in my peers which I enjoyed being witness to.

12/16/2014 2:28 AM [View respondent's answers](#)

Perhaps the bust, first off I got a good grade on it, but I also learned some new techniques and skills when it come to modeling.

Which assignments were least useful? Why?

Answered: 13 Skipped: 2

● Responses (13)

☁ Text Analysis

📁 My Categories

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Showing 13 responses

Solo biped animations, like the custom rig. These were fun and interesting, but I wish the class was more integrated. Model checkpoint one should be an animal, then animate the custom biped. Then another assign should be to skin and rig that animal. Now the student would have a completed, game ready, piece of art, instead of just an animation.

12/18/2014 8:33 PM [View respondent's answers](#)

The 2nd model assignment. The 1st model assignment was good to get a refresher on the Model->UV->Texture workload and the 3rd was new material. So that left the 2nd as a little pointless beyond making some work to get critique. I almost wonder if you could have the animation students have to make any animal (mythical or real) so their animal animation assignment can have a finished look. Also this would create a rig assignment in the middle of the course so they can refresh themselves on that workload before having to do it for the final project.

12/16/2014 2:28 AM [View respondent's answers](#)



Feedback to Me

Unsolicited feedback



Feedback to Me

- Gather feedback.
- Look for actionable patterns.
- Make changes!!!



Software Used

- ▶ www.Surveymonkey.com
- ▶ NCH Debut –video capture



Thank You!

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