**Evaluation**

**The beginning**

The beginning of my FMP we as a class have discussed about our new topic, Pocket planet. As we all listened closely, we had to type our understanding on pocket planet in a joint whiteboard task, we explained what it was and what we are all going to do for it. It gave us sometime to come up with our ideas and how we were going to portray them, I chose animation so I could creatively give my ideas across for all audiences in a fun way. When I was asked about pocket planet, I was given the task to explain my understanding on it and I did so, Pocket Planet is a subject, piece of work and an illustration where you take one or more cultures and include that in a movie, animation, game or any piece of graphic to show other people in the pocket planet community to raise awareness to those who knows less or nothing about the culture or to express the culture to those who are familiar with it in a creative way. I started my journey with my proposal and my treatment to come up with an idea or rough understanding of how I’m going to express my creativity alongside with explaining and portraying the cultures I choose, so I chose to come up with an animation to show my creativity and to express the culture in my own way without abusing the idea of the culture and create the perfect balance between my work and facts.

So now that I have come up with the base of my pizza, I need to add the sauce and cheese which is the cultures. I have thought about the best and most interesting cultures to match with my ideas and after some extensive research I have come up with two cultures to use, Norse mythology and Japanese origin. I found these two cultures to catch my eye because I’ve always had knowledge about these two cultures since the I was in year 9 because I played a lot of games and read some books that had a lot of these two mythologies and depicted them in their own way while staying true to the facts. Now that we have the sauce and cheese, we can now move onto the toppings of my project which is the story overall, I thought about all the games I’ve played and all the anime I’ve watched to make my own version of all my inspirations and hopefully to have a unique outcome to catch the eyes of my audience. Speaking about my audiences I’m going to try make my piece of work suitable for every sort of audience such as people with loss of sight, I can suit to their needs by adding some audio explaining what’s happening but at the same time to not be too obnoxious and over explain every single thing and add some decent music to make it more atmospheric. Also, with people who unfortunately has loss of hearing I can add sort of annotations to the movie but make it in such a way it telling the story of my animation and not end up like a slide show of a book, and I can also try increase my visuals to the best of my ability.

**What went wrong**

Now I have some very unfortunate news to get across, I have lost all my work due to an accident where my USB stick got destroyed and its beyond repair therefore me going through the tragedy of me losing most of my work but I was lucky I had some work salvaged such as my pitch and proposal but that’s pretty much it and in the time frame I had as well as work it was nearly impossible to complete it on time. But alas that’s for me to move past and also, I did have other things that set me back such as not having any software at home, my files corrupting for no reason. So, I was left to try every solution under the sun to get my work up and running and if that didn’t help the college macs are just horrendous to use because half the time the programs wouldn’t even load and everything feels so outdated because the programs would crash and I would lose any work that was on there and everything is super slow and for example, if I wanted to create a game at college that would be a one way train to failing because all the software in college is super slow and mostly just doesn’t load and it would lag all the time. Also, my one-on-one interview was also lost and the person I did it with is on holiday for a month so there is no way I could do that again because he was pretty much the only person available and knowledgeable.

**What went right**

Before my USB fiasco everything went well, to an extent at least. I filmed my interview and I did it with my friend and he had a decent knowledge on mythological gods and mythology as a whole, we talked about it and we got it first time and I also had a paper of presentable questions to help with.

From then, I went to linking plausible websites and YouTube videos on mythology and my inspiration for my secondary research and all the creators had good sources that I could back track to.

From then I did all my pre-production and had no problem with it because it was all just explaining my vision, and in doing my first animation and character designs everything went accordingly because I started with my drawing for the concept art for my character, I proceeded to digitally make my character based off of all my concept art so after a deep analyzation of all my drawings and came up with a final product. I also had to make background art for to use in the animation and I did that with relative ease because I just had a base of a picture and take parts and add them to my art.

**Conclusion**

In conclusion with everything that has gone on originally, I feel like my work would have been more than acceptable and my merit and distinction rate would have been high but now due to the loss of my work I’m in the danger zone. However, regarding my work and with the problems that have arose two weeks before deadline I feel I have done a sufficient amount of work in the time frame that I had allowed. I feel like in the future I definitely will now triple save all my work from now on and learn from my mistakes so something as little, yet big like this will never happen to me again rather it be a giant project for a client or little pet project. I hope I get to have another opportunity like this to prove myself and to get everything right this time to the subsequential state it was supposed to be and hopefully get high marks as such as a high chance to get merit or distinction.

By Numaan Maroof